

# Code-a-pillar

## Twist

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"How to Videos"



Getting Started with  
Code-a-pillar Twist

Digital Copy of Instruction  
Guide for Code-a-pillar Twist



# What is a Code-a-pillar Twist?



- Code-a-pillar Twist is a coding toy for **children aged 3+ with adult help**
- Can be **programmed** by **twisting the dials on the caterpillar's segments** to create a sequence that tells Code-a-pillar Twist how to move
- Code-a-pillar Twist has more than **1,000 possible coding combinations** for children to explore

# Getting Started

## 1 Turning on the Code-a-pillar Twist











Slide the power-volume switch to ON with low volume  or high volume 

## 2 Coding the Code-a-pillar Twist



Twist each of the five dials to code a mission for the Code-a-pillar. You can choose a direction, music or fun sound effect.

 MUSIC & SLEEPING SOUNDS	 TURN LEFT	 MOVE FORWARD	 TURN RIGHT
 MUSIC	 ANIMAL SOUNDS	 EATING SOUNDS	 CHAT



### 3 Run the Code-a-pillar Twist



Press the GO! button. It will take a few seconds for Code-a-pillar to process your request.  
*Hint: The GO! button is the only button on Code-a-pillar. The segment pieces do not have buttons.*



The Code-a-pillar's pieces will light up as it maps out the "programmed" mission you coded. Once it knows the mission, off it goes!

### 4 Ending a code sequence/program



The code sequence has ended when the Code-a-pillar stops and sings its "code" song.

### 5 Turning off the Code-a-pillar Twist



Slide the power switch to OFF  when finished playing.

