

Code-A-Pillar

Code-A-Pillar is a learning toy that fosters problem solving, sequencing, and planning. Children can rearrange segments to send Code-A-Pillar on different paths.

Turn Code-A-Pillar on by moving the switch underneath to ON.

Segment Meanings:

- Green: Straight
- Orange: Left
- Yellow: Right
- Purple: Sound



Photo Courtesy of Fisher Price

Resources Required

- Imagination
- 4 AA alkaline batteries

Accessories Available

- Expansion Packs
 - Silly Sounds & Lights
 - Master Moves
 - Repeat
 - 45° right turn
 - 180° left turn

Support

<http://service.mattel.com/us/home.aspx>



Photo Courtesy of Fisher Price

Code-A-Pillar



Photo courtesy of Fisher Price

Scan this QR code to see
Code-A-Pillar in action.



Developmental Considerations

- Ages 3-6
- Skills Required:
 - Directionality

Objectives of Activity:

- Critical Thinking
- Problem Solving
- Planning/Sequencing
- Coding
- Fine Motor development
- Cause & Effect
- Experimentation