Code-a-pillar Twist

- No Device Required
- No Text/Visual Required
- Touch Required





Grade Level: PK Students Per Device:1.0

Computer Science Standard(s):

Washington State CS Standards: Algorithms and Programming

Product Summary The Fisher-Price Think & Learn Code-a-Pillar Twist is an interactive learning toy designed to introduce young children to coding concepts. It features a motorized caterpillar head and detachable segments that can be rearranged to create different movement patterns. With its twistable segments and easy-to-use interface, children can experiment with problem-solving and

sequencing skills as they program the Code-a-Pillar to

navigate obstacles and complete challenges.

| Price | |
|-----------------------------|---------|
| Single Unit | \$62.00 |
| Classroom Set (24 students) | \$nan |

More Information: https://www.amazon.com/Fisher-Price-Think-Learn-Code-a-Pillar-Twist/dp/B07MLXX9NN/ref=dp_f