**Think&Learn Code-A-Pillar by Fisher-Price**

At age 3 many of us did not know what a fork was, let alone how to code a robot. I still have no idea what coding is, but with *Fisher- Price’s NEW Think & Learn Code-A-Pillar* coding literally becomes child’s play. The robotic caterpillar aims to teach kids important skills, such as sequencing, problem-solving and planning. *The Code-A-pillar* is set to crawl onto shelves in July 2016 and really is worth investing in.

**The Technology behind the Bug**

*The Code-A –pillar* comes with 8 detachable segments, not including his head. Each part has a different command as well as colour, (the command is in the form of an arrow action), printed on the top. These light up as do the bugs eyes when he is in action. Sounds un- technological right? Well, each segment also has a USB connector and port.

You click the segments together like a chain and so the commands are in order. So, for example, if you click ‘forward’ followed by ‘music ‘and then ‘turn to the left ‘your litter caterpillar will be coded to do just that. Once you have picked your sequence press the “power” button and away he will go. Each segment lights up as the action is being done so the junior coder can keep an eye on what part of the process *The Code-A-pillar* is in. *The Code-A-pillar* runs along any flat surface and stops once it comes to the end of its commands. Some of the commands that you can place in a chain are:

* Forward
* Backwards
* Turns 180° to the left
* Play music

**The Cute Factor**

While the technology is what is exciting about the caterpillar, it is pretty cute itself. Each segment is a different colour and its big blue eyes and smile make it endearing. There is no doubt that it brings together the happy playfulness of a kids toy with the clean whiteness of technology. The caterpillar itself has light up eyes and the wheels on each segment give it smooth gliding action. By rearranging the segments, a new colourful caterpillar is made every time.

**The Logic**

*The Code-A-pillar* is above all an educational toy. It gets kids involved in the process of both making their own toy, watching it in action and asking “How does that work?”. While I think that the concept of coding will be lost on the little ones they will learn some important lessons about planning, sequencing and about being the master of your own toy. The lack of remote makes this hands-free controlled critter perfect for little kids who just have to press a button

*The Code- A-pillar by Fischer -Price* brings together innovation and fun in a cute critter. The USB ports will get kids familiar with this type of technology while they learn important skills that will later set them up to be the coder that *Fischer -Price* envisions. Overall*,* the *Think & Learn Code-A-Pillar* is about giving kids the power to make their own toys while learning.