







CODINGLAB ERP MINI™ is the spin-off of tested technologies by ENGINO® used in schools globally to teach robotics and programming. This gadget version has advanced features and comes with a manually programmable controller that can also be connected with bluetooth to smart devices or with a USB port to a PC. It is programmable with the KEIRO™ software and allows full reconfiguration to create robotic models and includes 2 Infrared distance sensors with 2 motors.



More Models Online



www.engino.com/instructions/rob20

B Download the app to discover step-by-step instructions in 3D view!

Engino kidCAD (3D Viewer) app;







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Bluetooth











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Engino[®] Robotics philosophy

Intellectual development helps students evolve their ideas while acquiring new information. This is essential for the development and improvement of creativity and laboratory skills. The combination of MINI 2.0 controller with the patent pending Scratch like - KEIRO™ software is an ideal solution for teaching robotics. MINI 2.0 controller allows **four interconnected ways of programming**, that can be joint, so that users can choose the desired method according to their age and experience.



Manual programming

This first level of programming is about interacting physically with the learning material. Pushing buttons is a method that all children are familiar with. Students can record any sequence of commands through the "Program" button, save it on the device and then press the "Play" button again to repeat the action. This programming method is essential in teaching the procedure of commands and sequence of events.



This is a special window in the KEIRO[™] software that simulates the functions of the actual controller, with digital buttons instead of physical. Once the MINI 2.0 controllel is connected to a device (either PC or tablet), the user can record a program and get a visible feedback from the robot. While the program is being recorded the flow diagram is generated and appears as visual blocks.



MOTOR: PORT A STATE: ON FOREVER Direction: OL OCKWISE Speed: 100 Delays (s): 0 AFTER PREVIOUS IF: TOUCH: Port: 1 == TRUE LED: Port: A State: ON FOR DURATION Delays (s): 0 Duration (s): 1.5 AFTER PREVIOUS AFTER PREVIOUS



A "pseudolanguage" (not an actual programming language) created specifically for the KEIRO™ software. It has many known terms of programming such as BEGIN, IF, END, etc. It is the ideal tool for introducing advanced programming, as it offers a quick preview of the program in a textual form.

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