



LOGI miniBot – Coding with the Frog B, Version 2

Product code: BOT1178-b2-uni

This educational game introduces children to the world of coding and logical thinking through hands-on play. The goal is to arrange a sequence of movements that guides the robot to the water lily card while avoiding obstacles on the board. Through this process, children develop spatial awareness, learn to recognize directions, and practice step-by-step planning.

The set includes colorful puzzle-style instruction cards that connect to form a sequence of commands for the robot, strengthening sequencing skills and concentration. With the addition of “Start” and “Finish” cards, players can create an unlimited number of routes, keeping the game engaging and encouraging repeated attempts.

During gameplay, children become familiar with spatial concepts such as up, down, left, right, clockwise and counterclockwise turns, as well as horizontal and vertical movement. Obstacle cards introduce an additional level of challenge, requiring players to anticipate problems and adjust their plans. The robot reads the programmed sequence when placed on the “GO” card and completes it on the “STOP” card, teaching children how to give clear and precise instructions.

This version is an expanded edition of Version A and offers new programming possibilities. Additional cards allow children to code sounds, change the robot’s eye color, set the number of steps, and define turning angles. These features significantly enrich gameplay, making coding more advanced and opening up even more creative ways to plan the robot’s route.

The game develops not only logical thinking, but also observation skills and independent problem-solving. Teachers can adjust the level of difficulty—from short sequences of six moves to more complex combinations of ten cards or more. Colorful arrows and clear illustrations help children quickly recognize directions and remember their meaning. Working together to plan routes encourages cooperation and discussion of possible solutions.

It is also an excellent tool for introducing the basics of programming through play. Children learn that every action has an order and consequences, and that mistakes can be corrected by reviewing and analyzing earlier steps.

Visually engaging and thoughtfully designed, the game is accessible for younger children while still offering challenges for older players. In this way, it supports the development of key future-ready skills such as coding, logical thinking, and creative problem-solving—competencies that are already highly valued in today’s job market.

The LOGI miniBot is required to play
(sold separately – product code: BOT2025).



Set includes:

- Roll-up game board (100 × 70 cm)
- 67 coding puzzle pieces (movement, light, and sound)
- 12 obstacle cards
- 4 GO cards
- Instruction guide with two gameplay variants

Players:

- 2–6 children