

PicoCricket Setup Guide



Read Me First

Warnings

The normal function of the product may be disturbed by Strong Electro Magnetic Interference. If so, simply reset the product to resume normal operation by following this instruction manual. In case the function cannot resume, please use the product in another location.

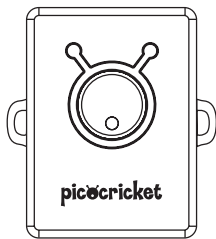
The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user authority to operate the equipment.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy; if not installed and used in accordance with these instructions, it may cause harmful interference to radio communications. There is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, the user is encouraged to try to correct the interference by reorienting or relocating the equipment. If the problem persists, consult the dealer or an experienced radio/TV technician for help.

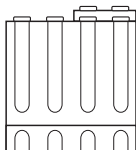
Important! Never mix different types of batteries in the PicoCricket • Always remove batteries prior to long-term storage • Promptly remove depleted batteries from the PicoCricket • Never attempt to recharge non-rechargeable batteries • Only use batteries of the same or equivalent type as recommended • Never short-circuit the supply terminals in the battery box.

For use only by children aged 8 years and older.

Meet the PicoCricket Family



PicoCricket



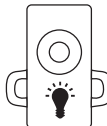
Motor



Motor Board



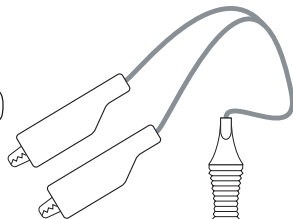
Sound Box



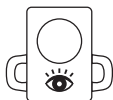
Colored
Light



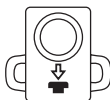
Display



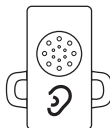
Beamer



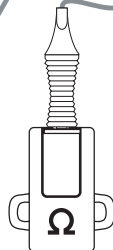
Light
Sensor



Touch
Sensor



Sound
Sensor

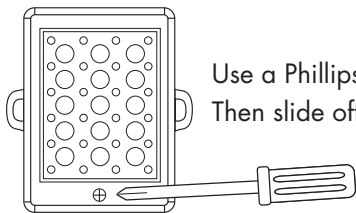


Resistance
Sensor

Want to get started with your PicoCricket?
Just follow the four steps on the following pages.

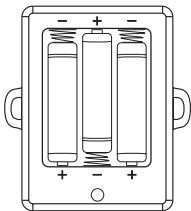
Step 1: Setting up your PicoCricket

1



Use a Phillips head screwdriver to remove the screw.
Then slide off the battery cover.

2

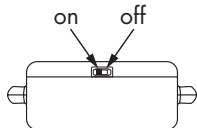


Requires 3 AAA batteries (3 x 1.5V).
Batteries not included.

Insert batteries as shown in the illustration
(+ symbol opposite to the spring).

Alkaline batteries are recommended.
Do not use rechargeable batteries.

3



Replace the battery cover and flip
the PicoCricket's on-off switch.
Did you hear the PicoCricket chirp?

Step 2: Setting up your Computer and Software

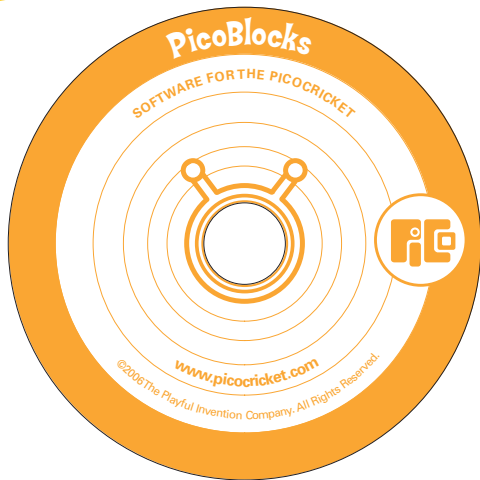
Minimum Computer Requirements:

Windows XP

Macintosh OS X
(10.2 or higher)

Minimum Display

Resolution: 1024 x 768



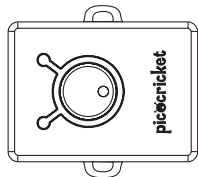
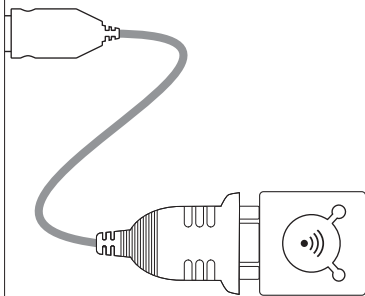
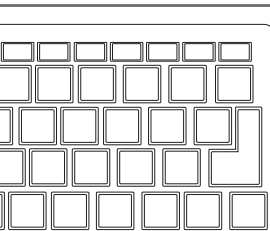
- Insert the PicoBlocks CD into your CD-ROM drive
- Follow the instructions to install PicoBlocks software

[Note: If the software does not start up automatically, browse to your CD drive and open the file WIN_PicoBlocksInstaller.msi (on a PC) or MAC_PicoBlocksInstaller.mpkg (on a Mac).]

Step 3: Setting up your Beamer

Connect one end of the cable to the Beamer, and the other end to a USB port on your computer.

[Note: Make sure to install the software (step 2) before plugging in the cable.]

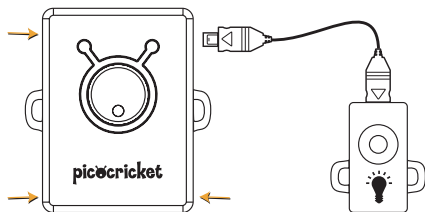


Make sure the PicoCricket is pointing toward the Beamer.

[Note: You can use a serial port instead of a USB port.
See www.picocricket.com/setup]

Step 4: Test it!

1



Connect a light to any of the four ports on the PicoCricket. Make sure the Δ symbol and the silver side of the plug are facing up.

2

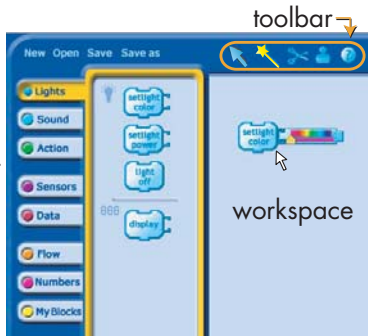
Drag  into the PicoBlocks workspace.

3

Select the magic wand from the toolbar. Click with the magic wand.



Want to change the color of the light? Drag the slider to a different color, then click with the magic wand again.



About PICO

The Playful Invention Company (PICO) develops new technologies and activities that engage children in creative learning experiences.

PICO products are based on research and ideas from the Lifelong Kindergarten group at the MIT Media Lab. The Lifelong Kindergarten group collaborated with the LEGO® Company on the development of LEGO MINDSTORMS™ robotics kits, now used by millions of kids around the world to build and program their own robots.

Crickets grow out of this same tradition, but with greater emphasis on artistic expression. PICO was started, with support from the LEGO Company, to make the PicoCricket and related technologies available to the general public.

"The PicoCricket captures the LEGO spirit: it sparks the imagination, stimulates creative thinking, and engages children in playful learning."

– Kjeld Kirk Kristiansen, Owner and Vice Chairman of the LEGO Company

©2006–2008 The Playful Invention Company Inc. All rights reserved. This material may not be reproduced, displayed, modified, or distributed without the express prior written permission of the copyright holder.

LEGO, the LEGO logo and MINDSTORMS are trademarks of the LEGO Group. Used here with special permission. ©2006–2008 The LEGO Group.

Industrial Design: Smart Design
Graphic Design: Big Blue Dot