

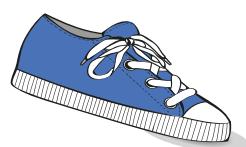
# Get started with Code a Spot



With Code a Spot you can programme the spots for instance to use as an obstacle course or for creating a story.


We have 3 pre-programmed games that you can play in Code a Spot:

- Musical tones - Listen to the lovely musical tones on each of the spots and play with the sound and light.
- The magical pencil case - Listen to the individual parts of a story on each of the spots and try to put them together to create a meaningful story.
- Movement game - Step on the spots and follow the instructions, which will make you move in different ways. Start with the yellow spot

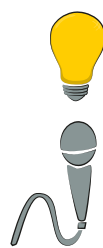


## Create your own game



When you press  all 12 spots are shown on the screen

For each of the spots you can press:



to choose what the spot's light should look like when you press it

to record sounds that are played when stepping on the spot

1. Press the red button to record sound. Press it again to finish recording.

2. Make a title for the sound and press the folder symbol to save the sound.



3. Choose the sound, which is marked with green.

4. Press OK to continue with the other spots.

When you have added sound and light to the spots you are ready to play



You don't have to record sounds every time. You can use all the sounds that have been saved in the sound library. Press the folder symbol and pick a sound.

You can press  to turn off the spots.

You can step on the spots again and again if you didn't hear the sound.

