

Code-A-Pillar

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Code-A-Pillar



Code-a-pillar encourages young people to arrange its movement segments in different combinations to guide Code-a-pillar along a path. It encourages experimentation while developing important skills like problem solving, planning & sequencing and critical thinking.

Connect the segments to the motorised head and press the go button to direct the Code-a-pillar. Each segment has a different coded action (forward, left, right, sound), and Code-a-pillar lights up each segment as the action is being run.

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| Recommended Ages | 3 to 6 years |
| Product Cost | \$90-\$120 per code-a-pillar. Additional segments can be purchased separately for around \$10-\$15. |
| Where to Purchase | Most toy stores that stock pre-school based toys, such as MrToys |

Loanable Kits

State Library has kits of this item available for loan to libraries within the Regional Libraries Queensland and Indigenous Knowledge Centres network. Libraries can place a reservation through the Aurora catalogue (availability is subject to existing reservations, loans and associated return dates).

The kits are for use by patrons within the library only, as part of supervised library programming. They will not be listed in the public online catalogue for personal reservation.

Please contact [Access Services](#), or phone 07 3842 9014 with any queries.

Kit Contents

Each Code-a-pillar kit contains:

- 1 complete Code-a-pillar

Activities

- [Code-a-pillar Obstacle Course](#) by [Goondiwindi Library](#)