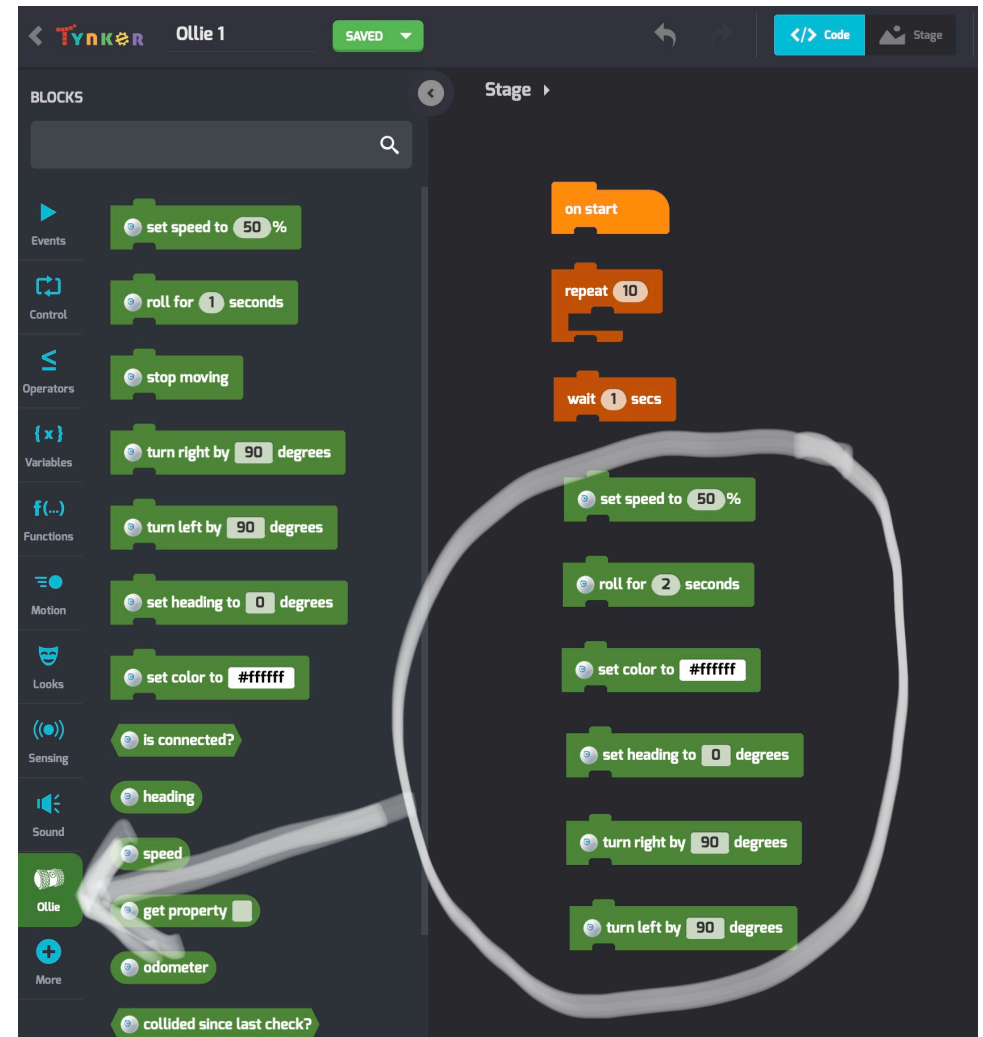


How to program Sphero in Tynker

Events and Controls:
Get your start button, repeat blocks, and
wait commands here.



Ollie Buttons:
Here's where you'll get everything else you
need to move your robot



A. The basic flow is:

1. Set heading (direction)
2. Repeat block rolls
3. Change color to show that you're done
4. Reset the heading and repeat

B. Use "wait" blocks so you can count how many iterations of rolling you are using. This helps guesstimate the distance.

C. Change colors after a repeat cycle so you can keep track of where you are in the program.

D. You change the distance by changing the number of seconds per roll and the number of rolls.

E. Use the worksheet to guess the heading. This will be the hardest part. Your iPad has a compass in it, but I doubt that it will be accurate, so ask for help on this part.

F. The string is cut in 20 ft sections. Use it to measure the section of the hallway.

G. Take turns with all of the different assignments:

1. Coder
2. Measurement team
3. Compass team
4. Ollie chaser

Tynker Ollie 1

SAVE

Code Stage

BLOCKS

Events

Control

Operators

Variables

Functions

Motion

Looks

Sensing

Sound

Ollie

More

Stage

on start

set speed to 50 %

set color to #029800

set heading to 105 degrees

wait 1 secs

repeat 5

roll for 2 seconds

wait 1 secs

set color to #0000ff

set heading to 30 degrees

repeat 5

roll for 2 seconds

wait 1 secs

set color to #ff0000

set heading to 270 degrees

repeat 5

roll for 2 seconds

wait 1 secs

set color to #ff8000

set heading to 5 degrees

Heading and Distance Guesses:

1. Heading: _____
Distance: _____
2. Heading: _____
Distance: _____
3. Heading: _____
Distance: _____
4. Heading: _____
Distance: _____
5. Heading: _____
Distance: _____
6. Heading: _____
Distance: _____
7. Heading: _____
Distance: _____

