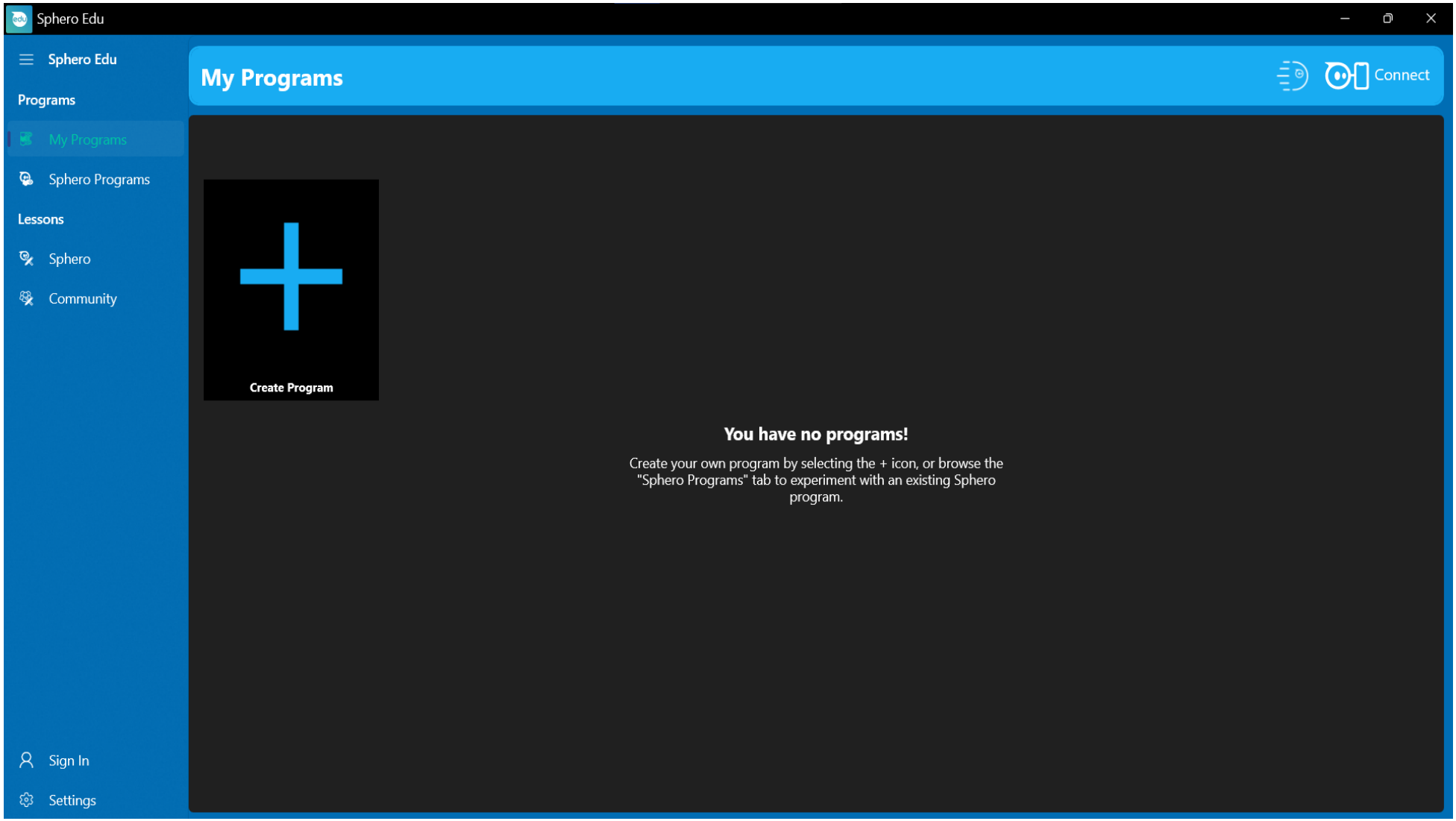
Using Sphero to Teach Programming Fundamentals

(Ball is Life)

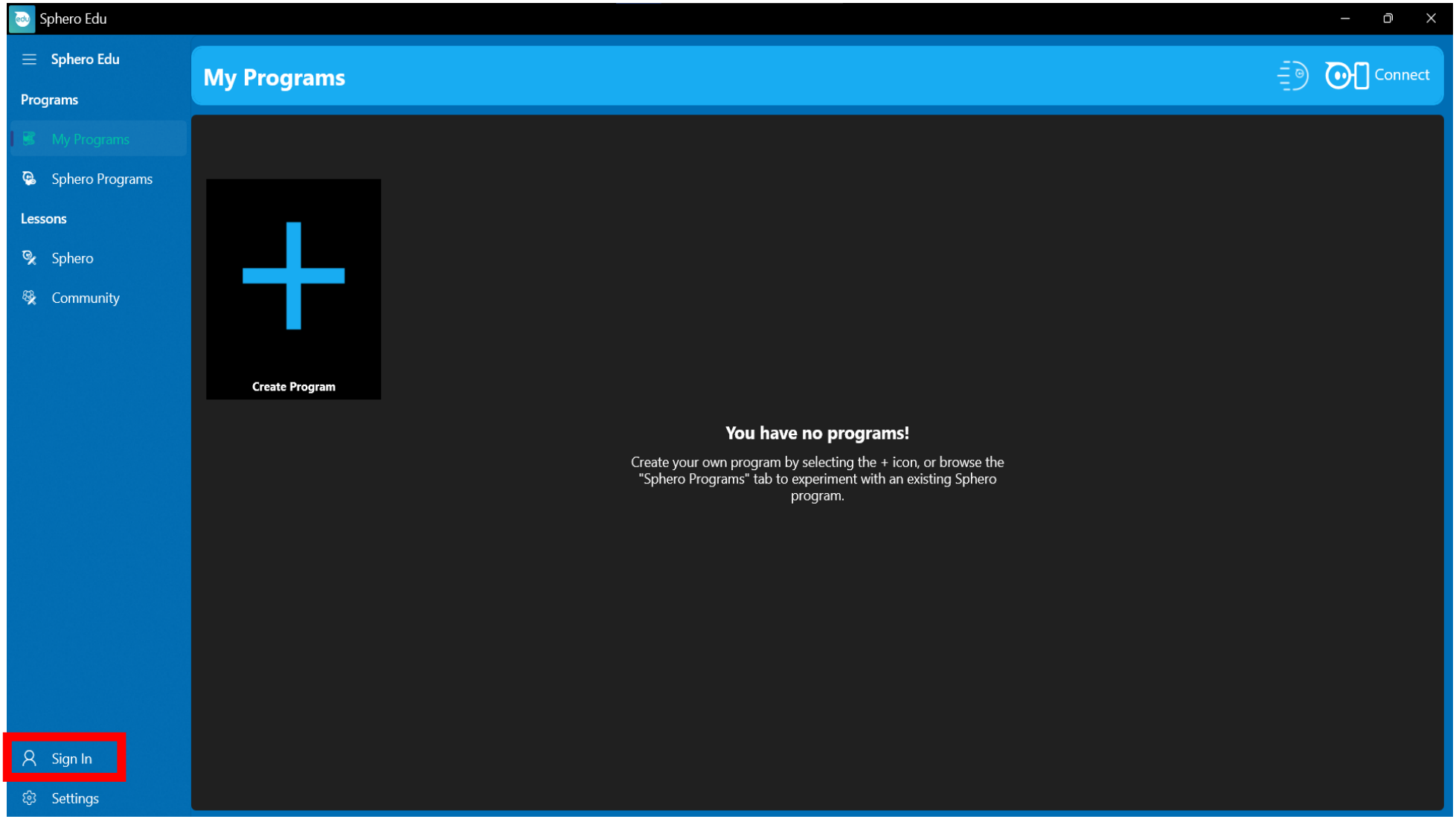
Step-By-Step Guide

https://tapggc.org/

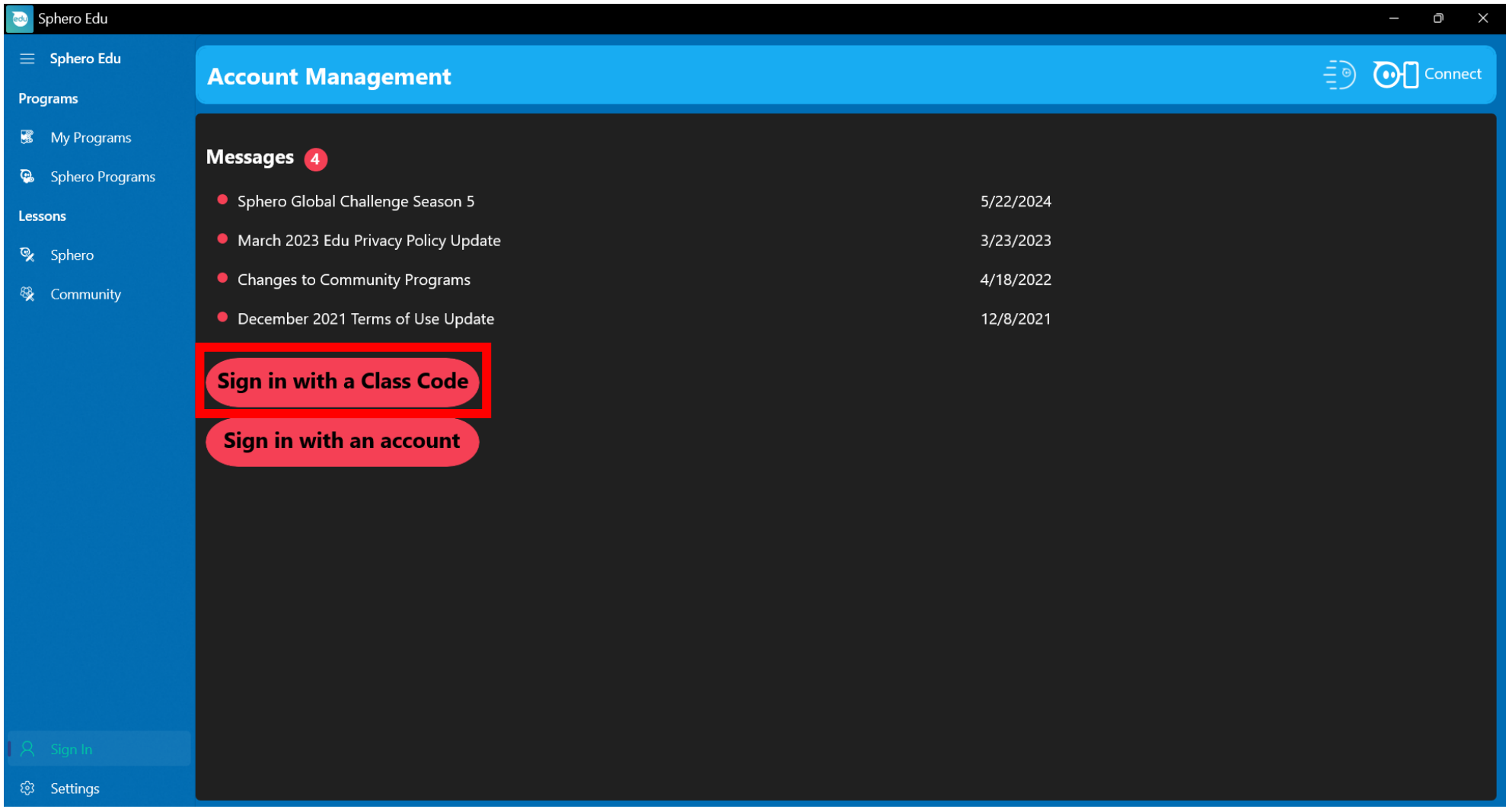
1) **This section will cover how to enter a Sphero class and creatin a new program. Open SpheroEDU.**



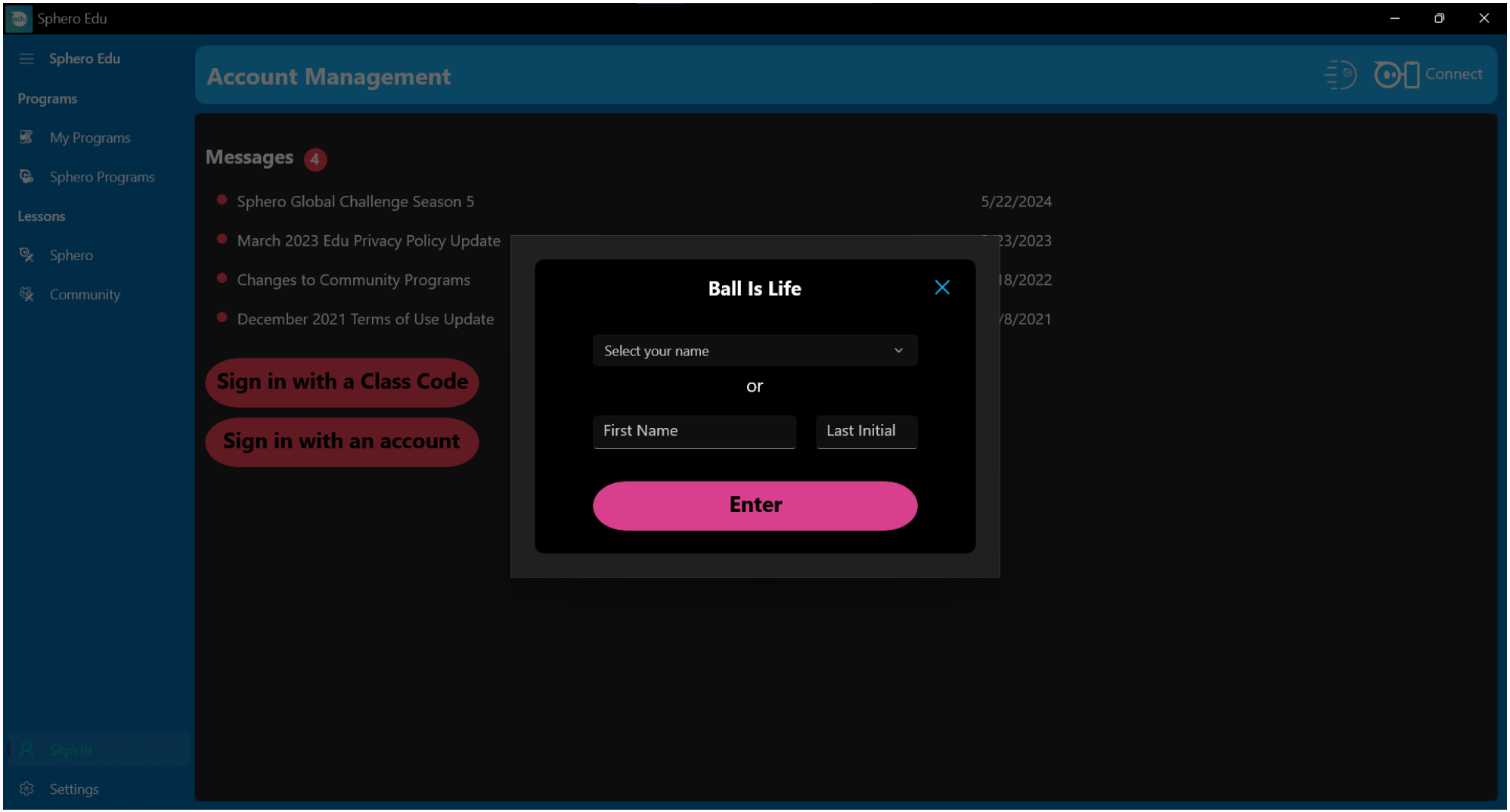
2) Click Sign In



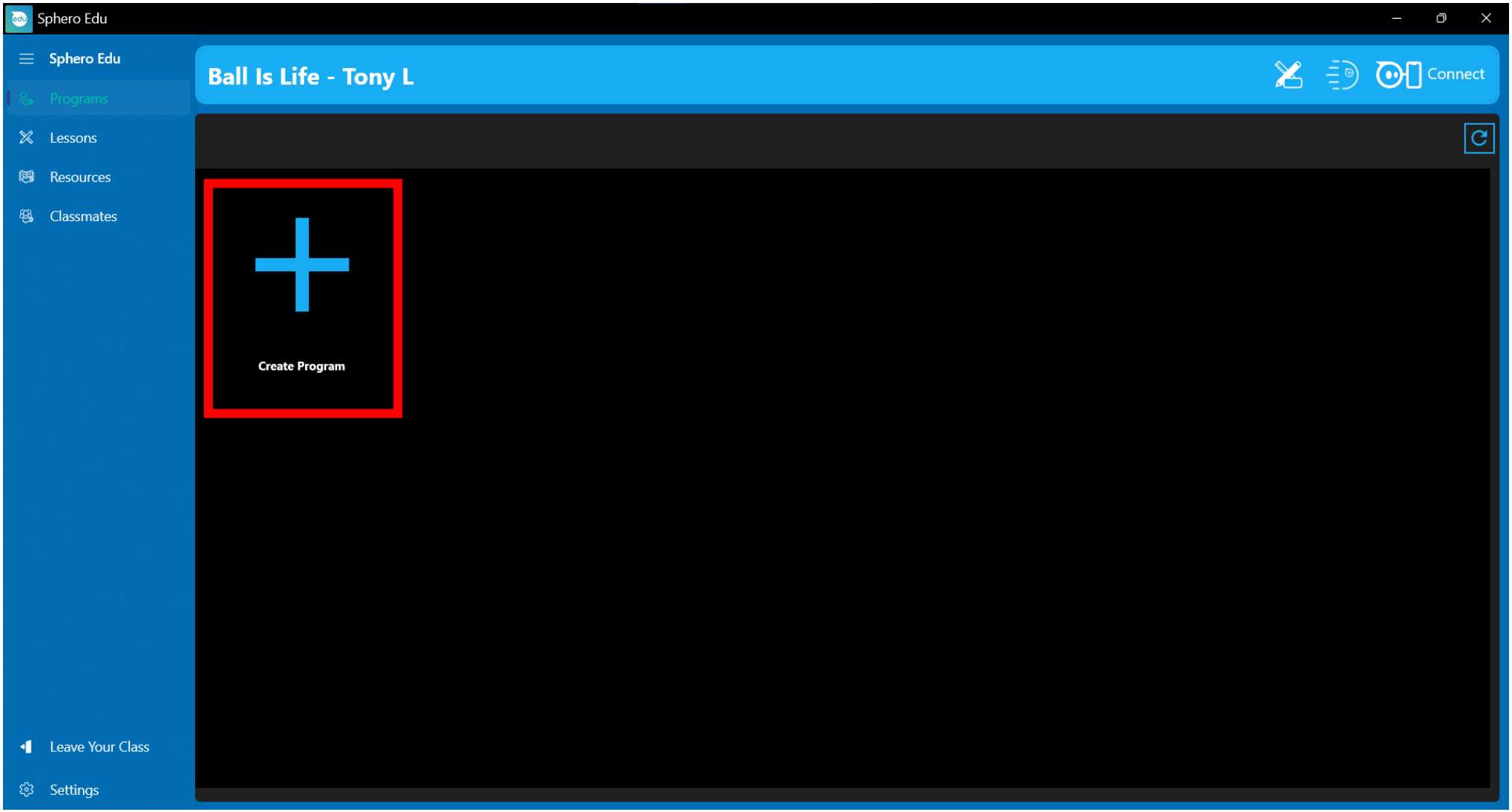
3) Click sign in with class code and enter class code 8BP06K



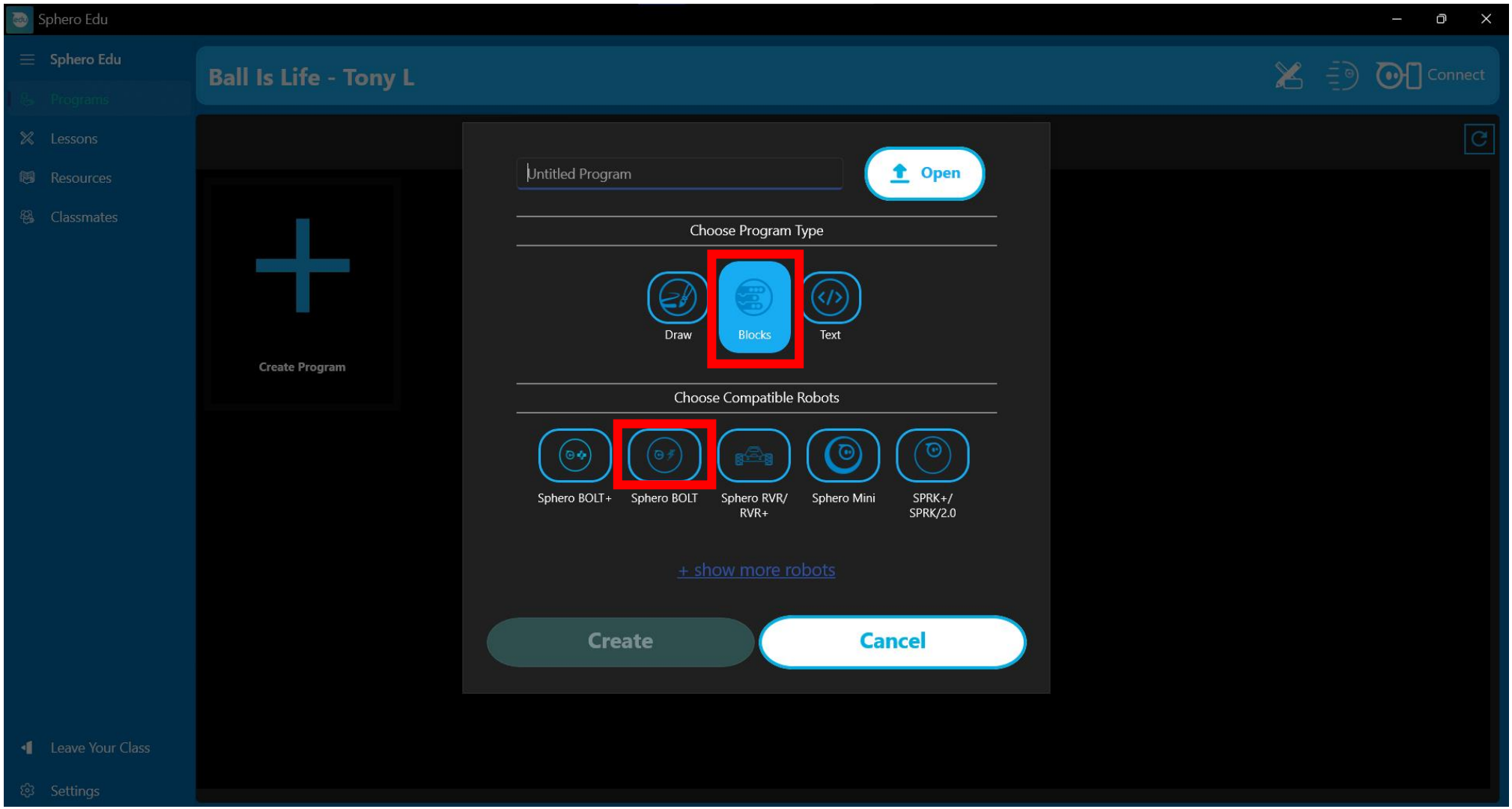
4) **Enter your First Name and Last Initial and press Enter**



5) **Click Create Program**

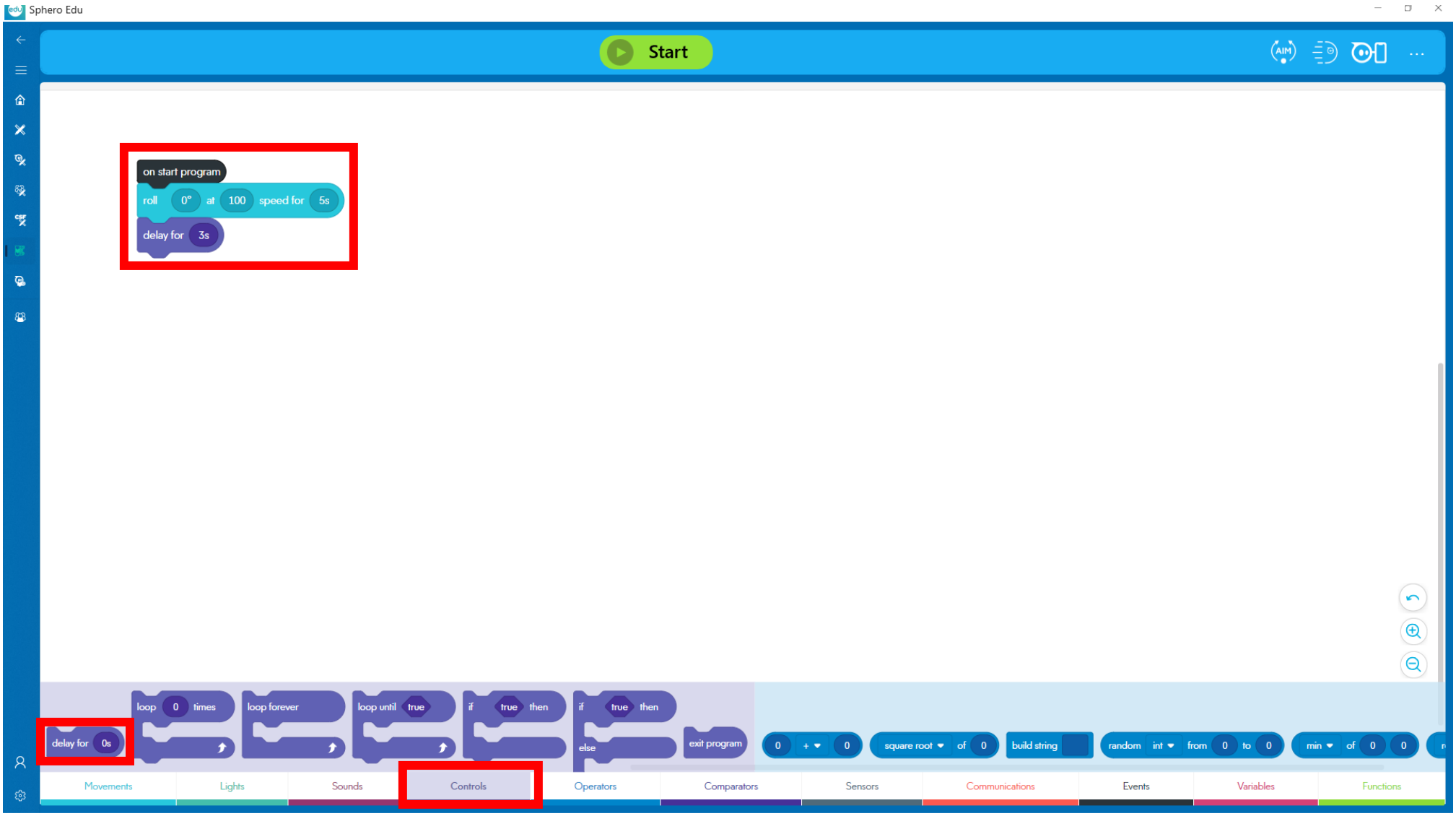


6) **Select Blocks and Sphero Bolt and then click Create**

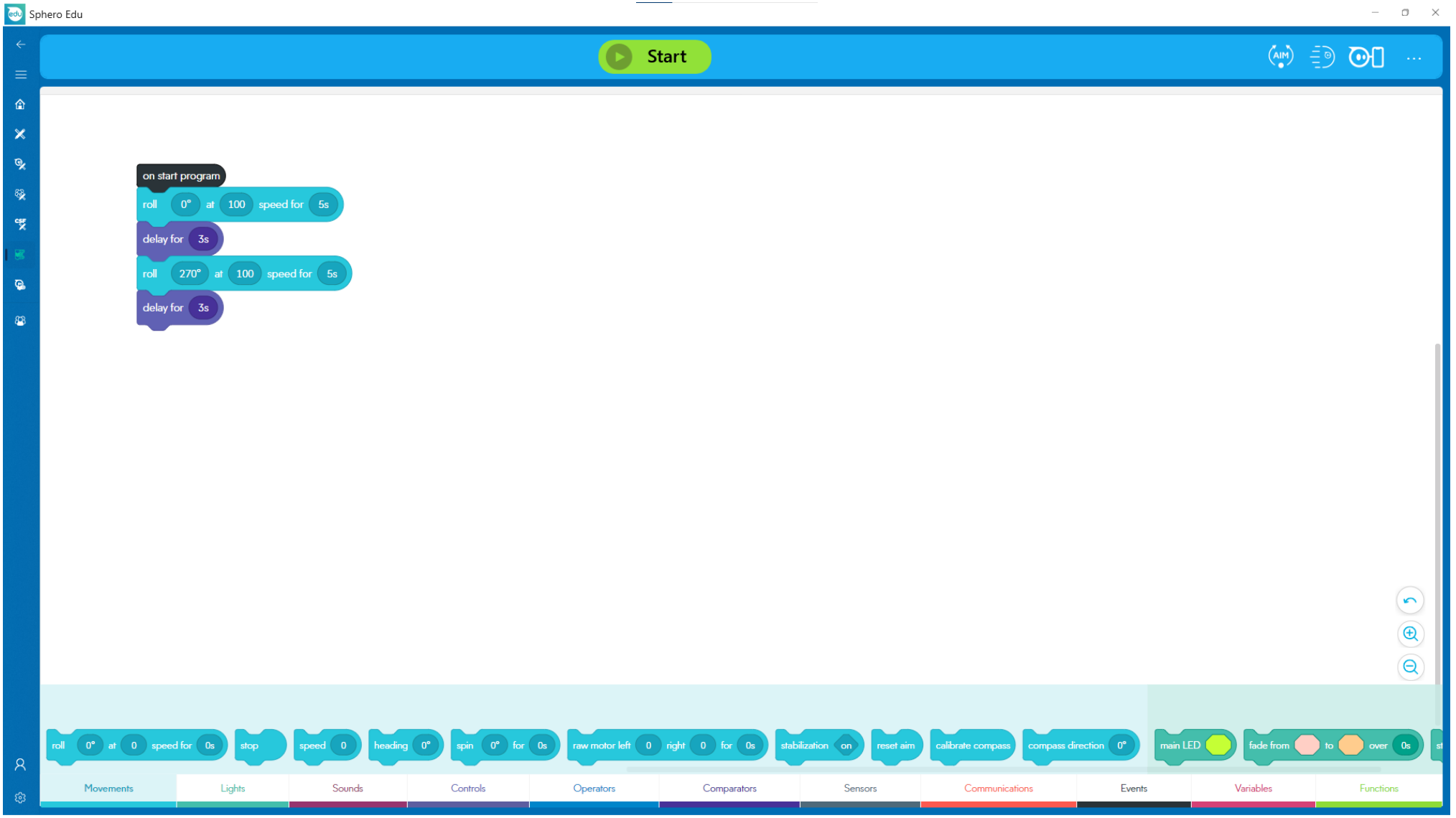


1) This section will cover the square code. Go to the Movement tab and grab the function indicated below. Then drag it under "on start program" to attach the code block. Set the speed to 100 and time for 5 seconds.

2) Go to the Controls tab and grab the “delay” block. Attach it to the code block and set the delay for 3 seconds.

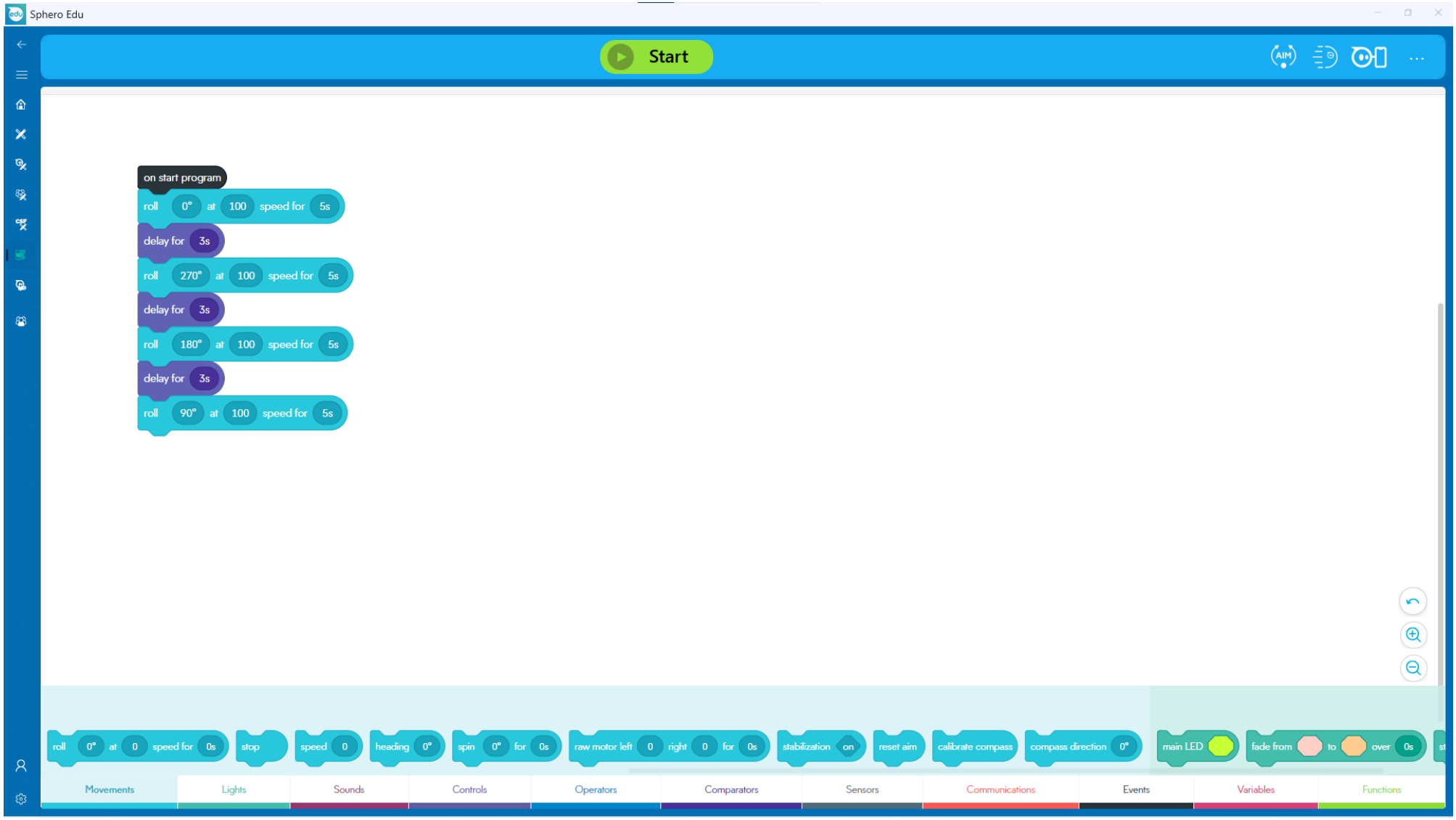


3) **Grab another movement block and set the roll to 270 degrees, the speed to 100, and the time to 5 seconds. Also attach a copy of the delay previous delay.**

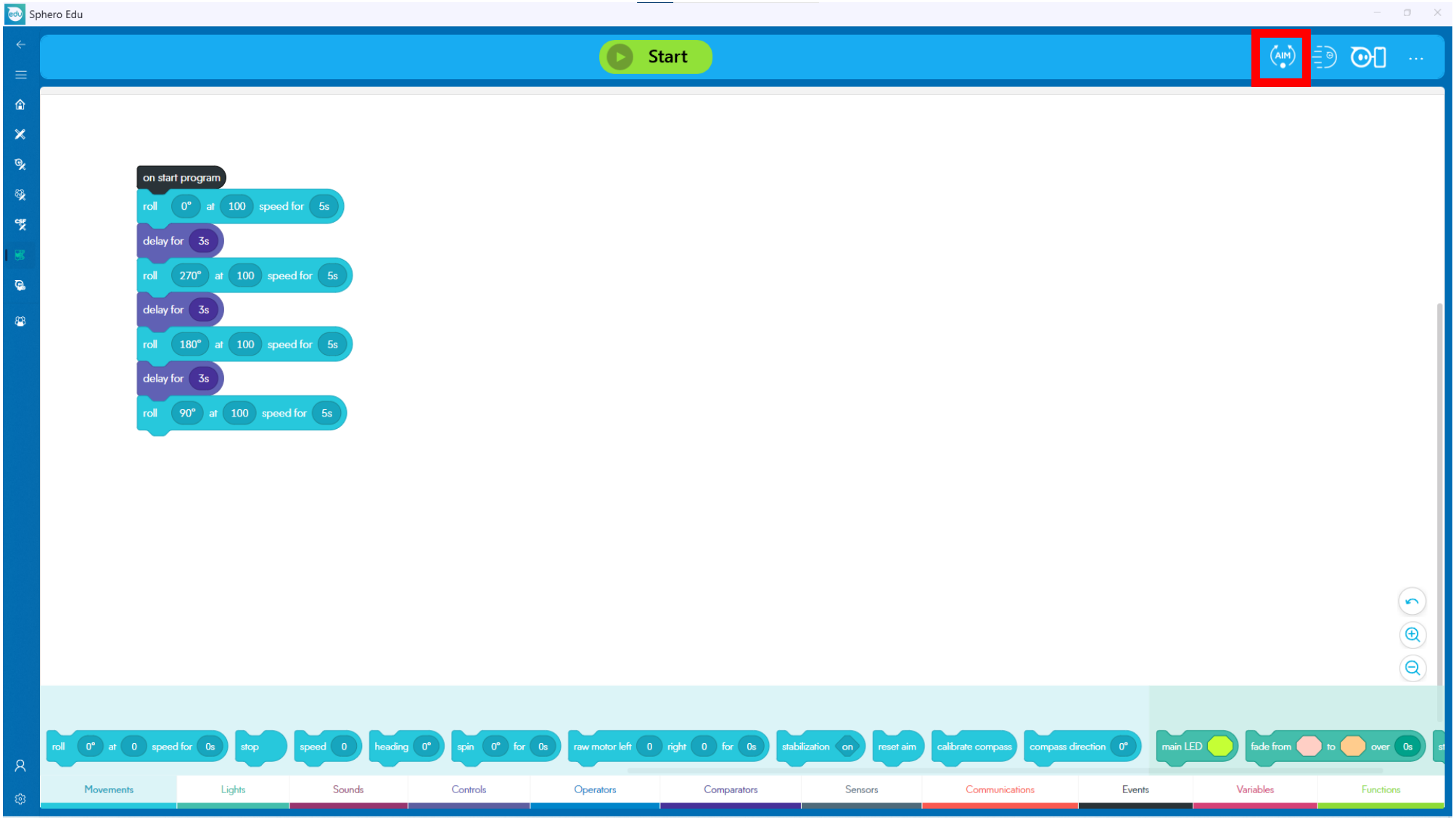


4) **Grab another movement block and set the roll to 180 degrees. Keep the speed and time the same as the previous movement block.**

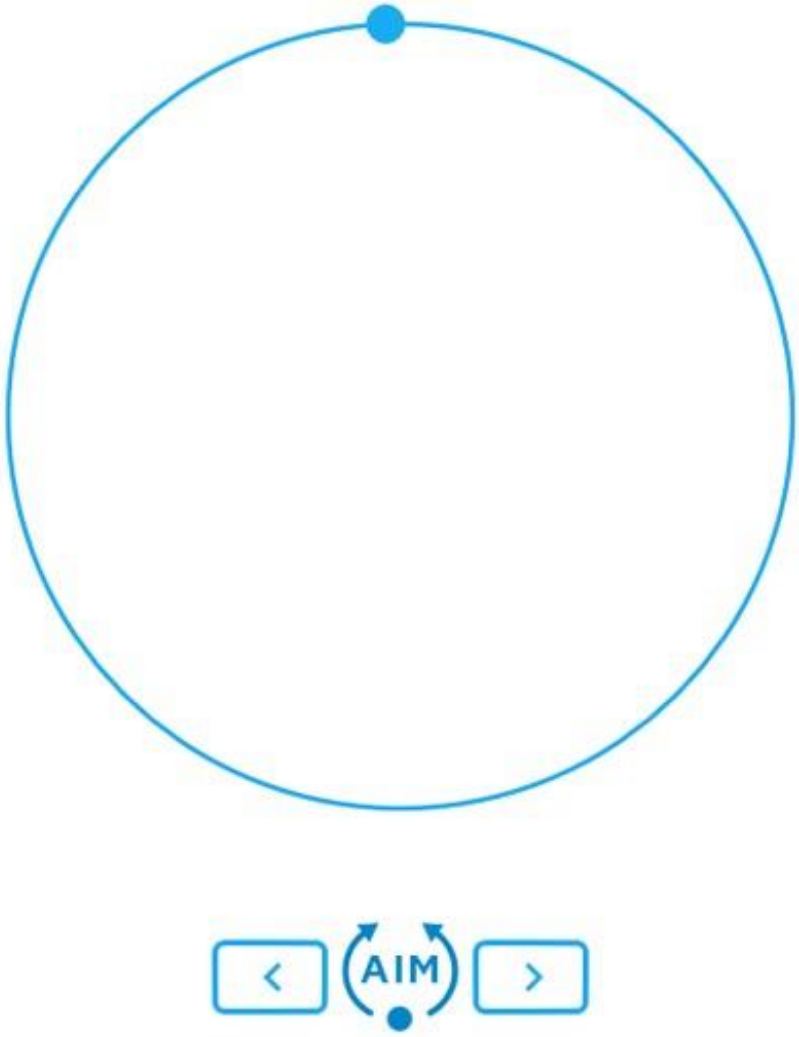
5) **Grab another movement block and set the roll to 90 degrees. Keep the speed and time the same. A delay block is not needed for the last block.**



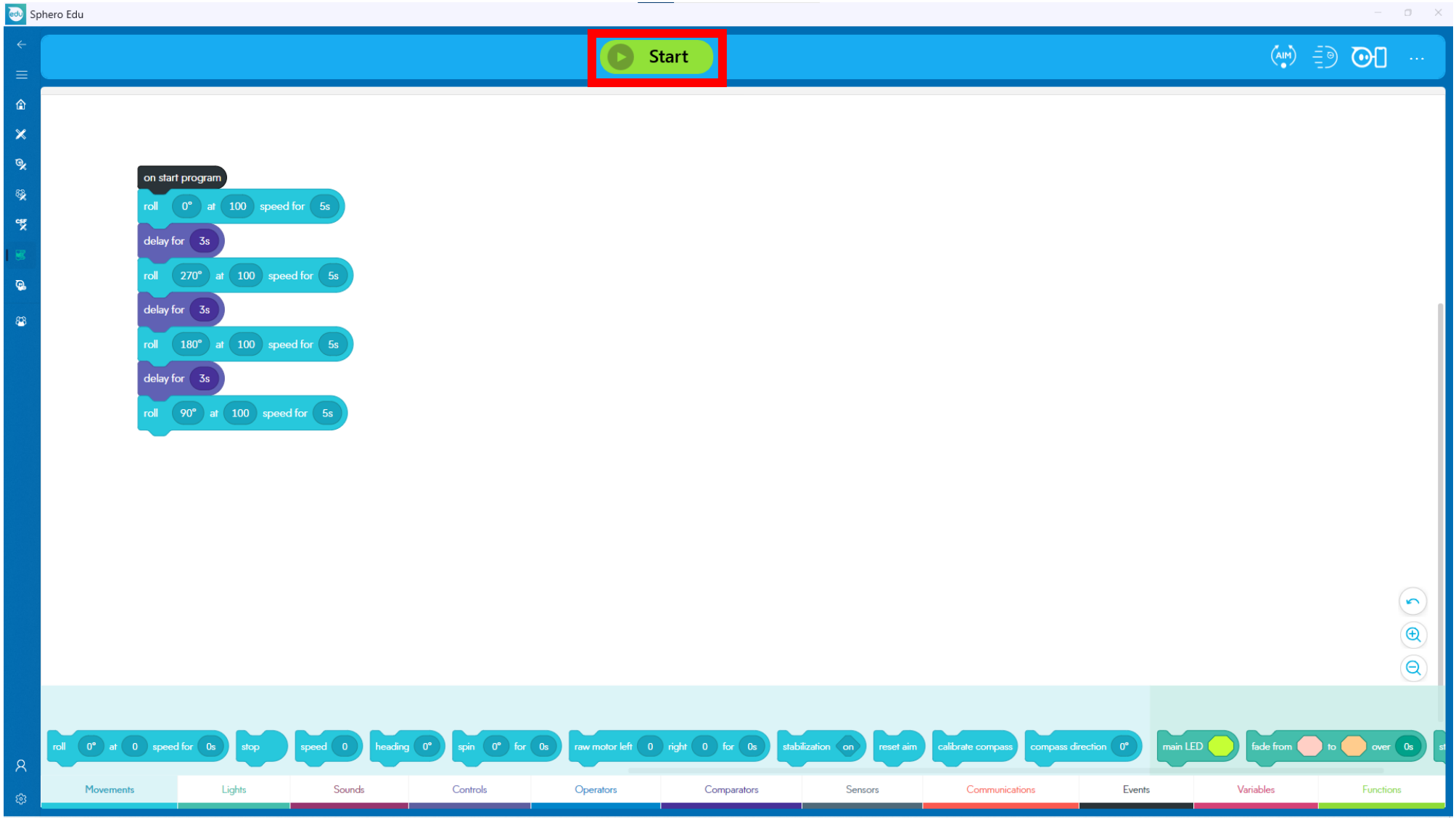
6) **Click on the AIM button to calibrate the Sphero**



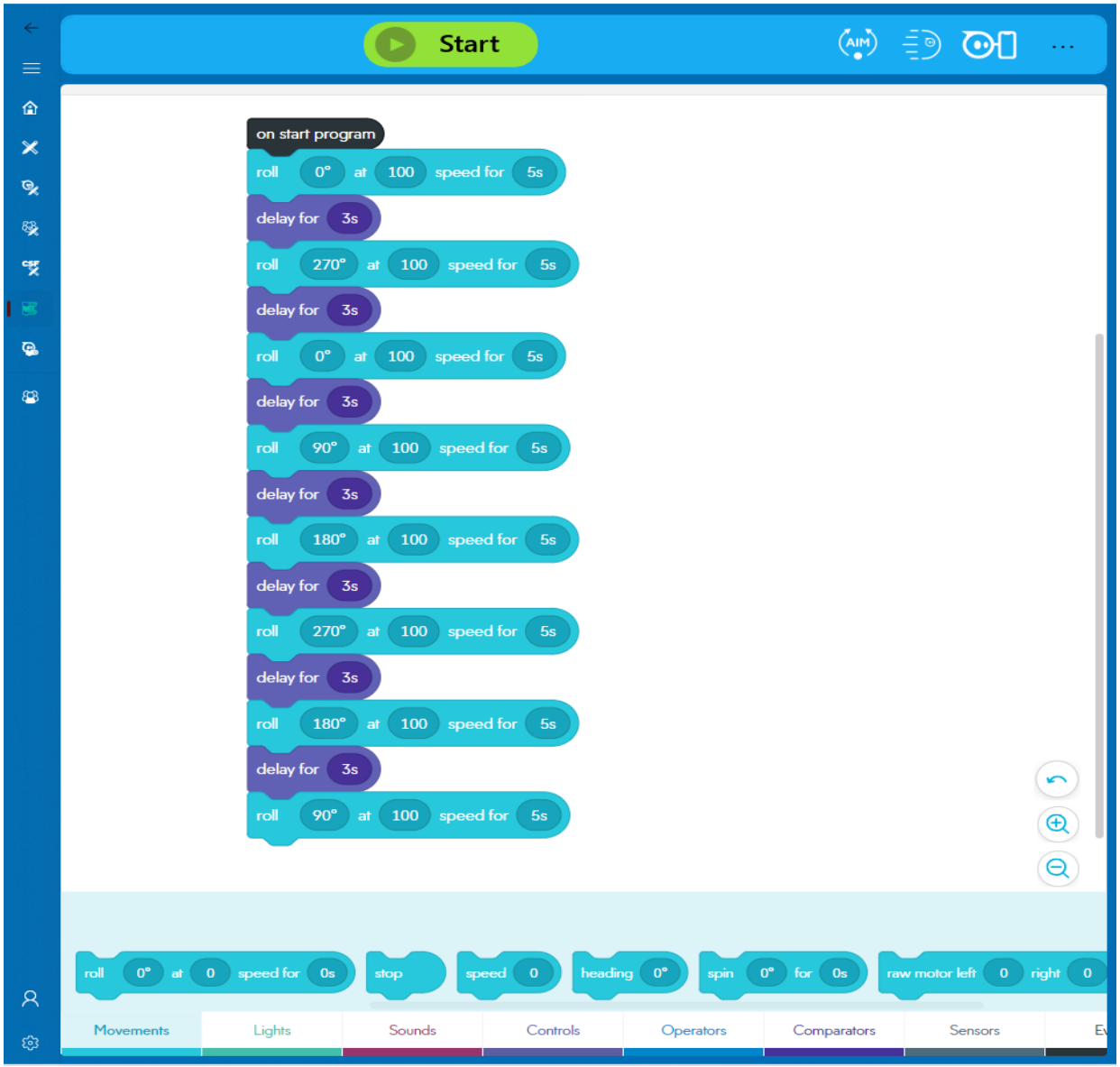
7) **Adjust the light so the blue light on the Sphero is pointed towards you. You can click on the arrows or the arrows key on the keyboard can be used as well.**



8) **Click the Start button to have the Sphero perform the program**



1) This section will cover the figure 8 code. The solution for the code is given below.



2) Click the Start button to have the Sphero perform the program