**Using Sphero to Teach Programming Fundamentals**

**(Ball is Life)**

**Step-By-Step Guide**

1. **A screenshot of a computer

   Description automatically generatedThis section will cover how to enter a Sphero class and creatin a new program. Open SpheroEDU.**
2. **A screenshot of a computer

   Description automatically generatedClick Sign In**
3. A screenshot of a computer

   Description automatically generated**Click sign in with class code and enter class code 8BP06K**
4. **A screenshot of a computer

   Description automatically generatedEnter your First Name and Last Initial and press Enter**
5. **A screenshot of a computer

   Description automatically generatedClick Create Program**
6. **A screenshot of a computer

   Description automatically generatedSelect Blocks and Sphero Bolt and then click Create**
7. A screenshot of a computer

   Description automatically generated**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.**
8. **A screenshot of a computer

   Description automatically generatedGo to the Controls tab and grab the “delay” block. Attach it to the code block and set the delay for 3 seconds.**
9. **A screenshot of a computer

   Description automatically generatedGrab 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.**
10. **A screenshot of a computer

    Description automatically generatedGrab another movement block and set the roll to 180 degrees. Keep the speed and time the same as the previous movement block.**
11. **A screenshot of a computer

    Description automatically generatedGrab 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.**
12. **Click on the AIM button to calibrate the Sphero**A screenshot of a computer

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13. **A screenshot of a video game

    Description automatically generatedAdjust 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.**
14. A screenshot of a computer

    Description automatically generated**Click the Start button to have the Sphero perform the program**
15. **This section will cover the figure 8 code. The solution for the code is given below.**

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1. **A screenshot of a computer

   Description automatically generatedClick the Start button to have the Sphero perform the program**