



CODING SPHEROS 3

CODING A SQUARE

RESOURCES

Sphero

iPad with Sphero Edu app

INSTRUCTIONS

Open the Sphero app and connect a Sphero

Tap on PROGRAMS on the bottom of the screen once connected

Using the blocks, write a code for the Sphero to move

Aim the robot

Press start

Watch as the Sphero draws your shape

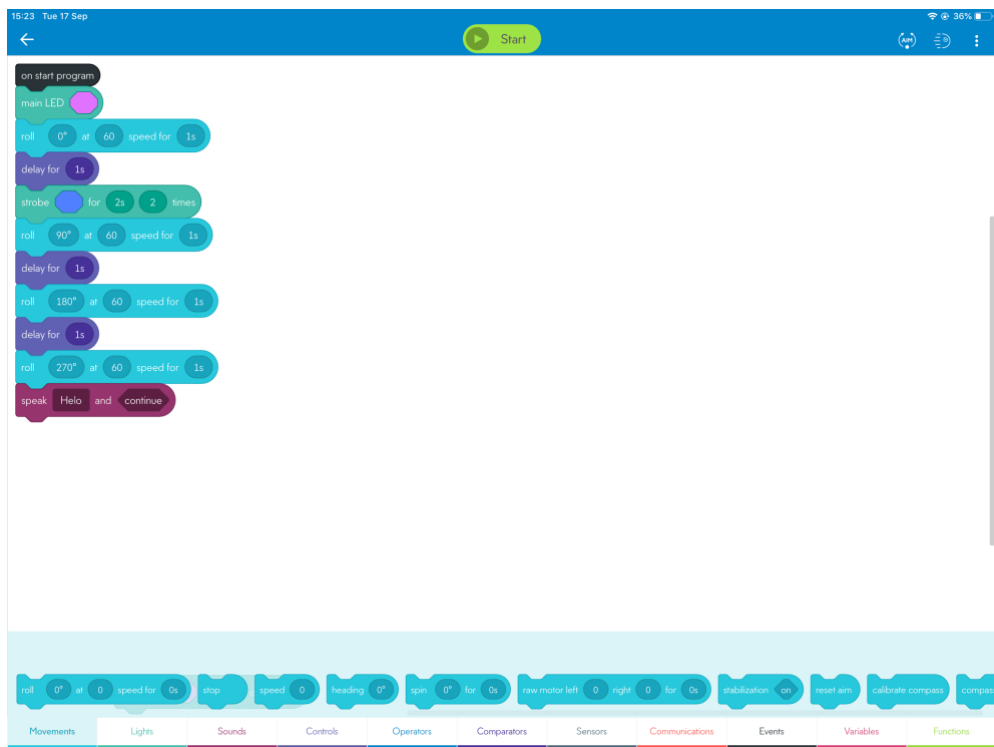
TIPS

Use the tabs along the bottom of the screen to choose blocks from – movement, lights, sounds etc

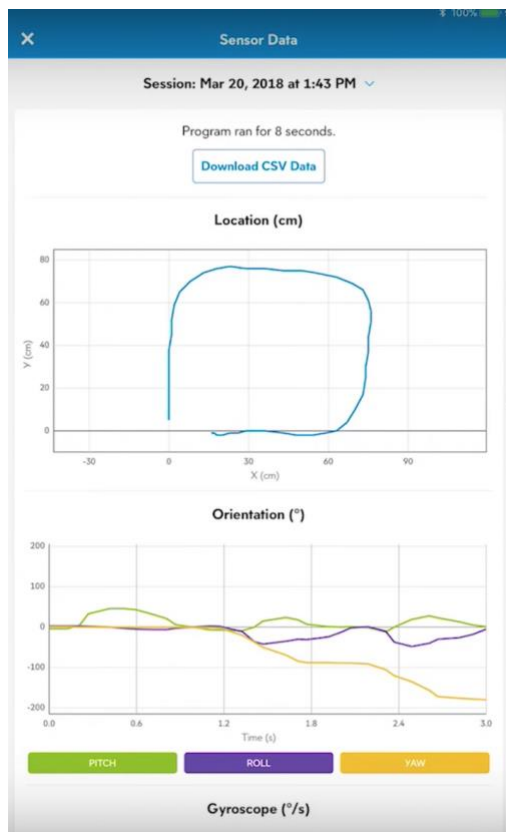
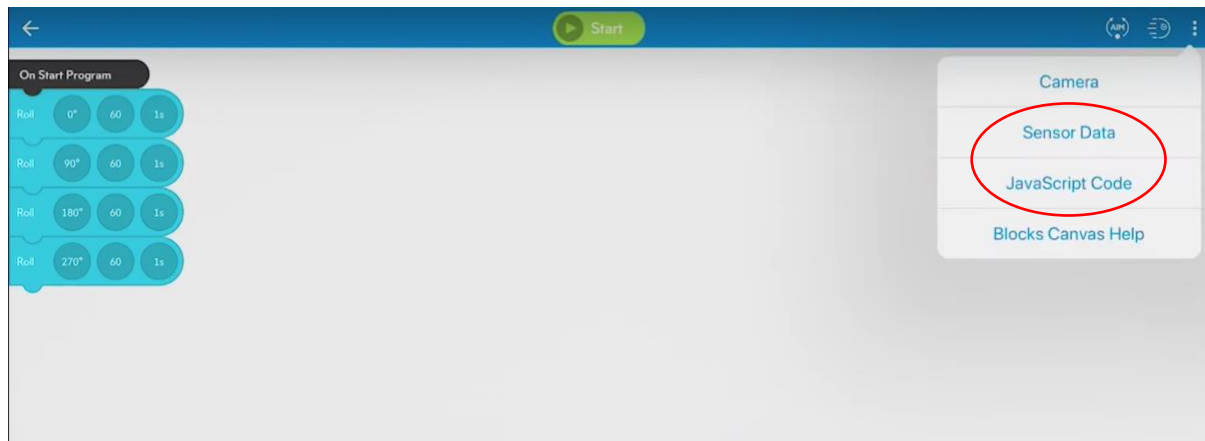
You decide what speed the Sphero will move at, don't make it too fast

You decide how long it will roll for, don't make it too long

The direction the Sphero moves in depends on the degrees – coding 0, 90, 180 and 270 degrees will draw a square



You can see the sensor data and the JavaScript code for the pattern if you click on overflow (three dots) at top right of the screen



This shows the actual movement that the Sphero made, in response to instructions given.

A screenshot of the 'JavaScript Code' window. The title bar says 'JavaScript Code'. The code is as follows:

```
1 async function startProgram() {  
2   await roll(0, 60, 1);  
3   await delay(1);  
4   await roll(90, 60, 1);  
5   await delay(1);  
6   await roll(180, 60, 1);  
7   await delay(1);  
8   await roll(270, 60, 1);  
9   await delay(1);  
10 }
```

At the bottom, there is a 'Copy code' button.

This displays the JavaScript code for the movement of the Sphero. Useful to show pupils the coding behind their actions.