



CODING SPHEROS 2

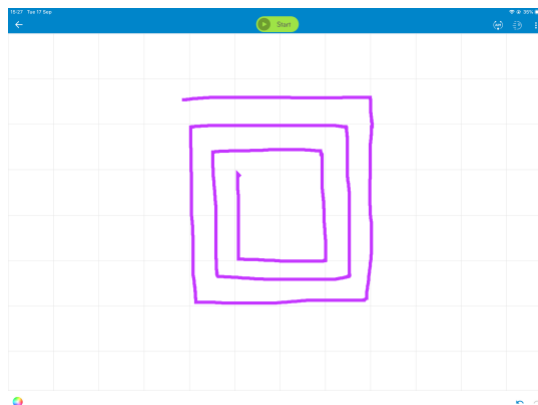
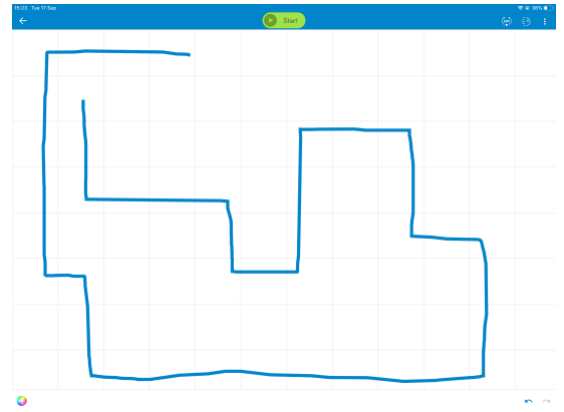
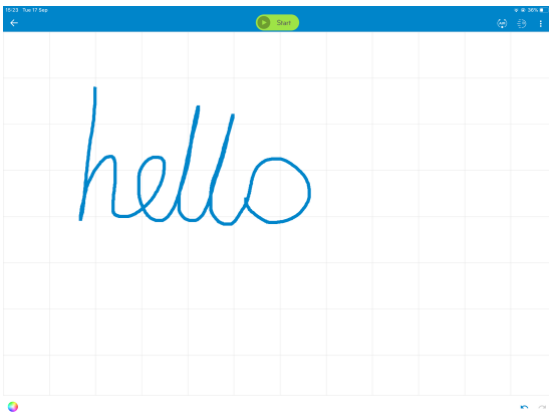
WRITING A WORD/DRAWING A SHAPE

RESOURCES

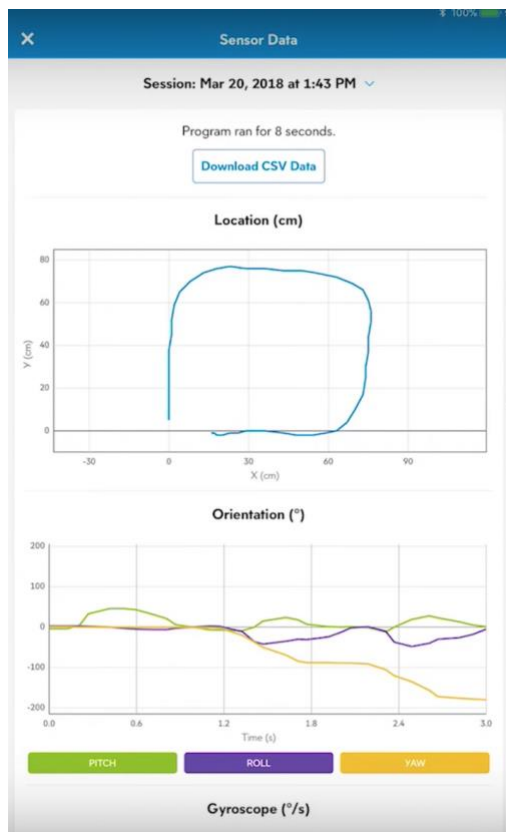
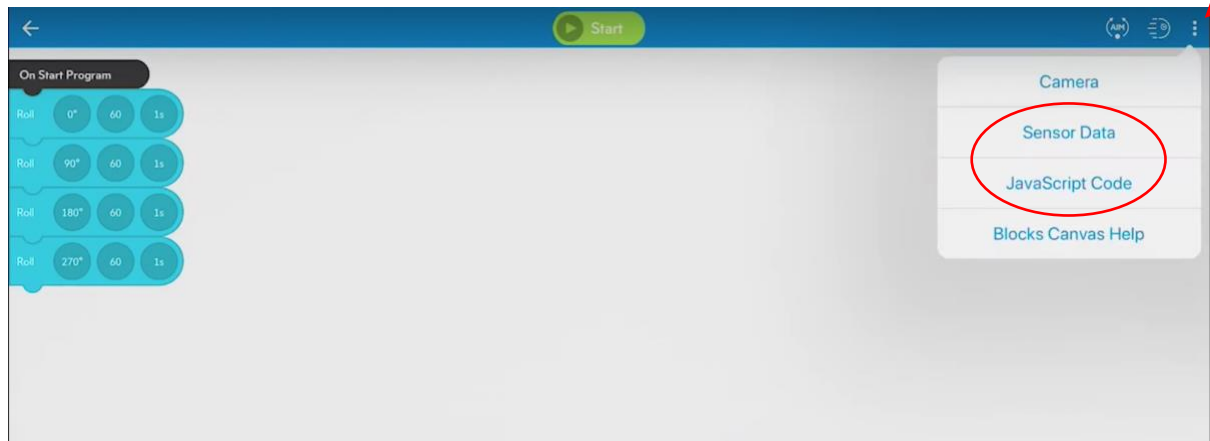
Sphero
iPad with Sphero Edu app

INSTRUCTIONS

Open the Sphero app and connect a Sphero
Tap on ACTIVITIES at the bottom of the screen
Draw the word/shape on the grid with your finger
Aim the robot
Press start
Watch as the Sphero writes your word/draws your shape
You can see the code for the pattern if you click on the ellipsis (three dots) at top right



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 is '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.