



# CODING SPHEROS 1

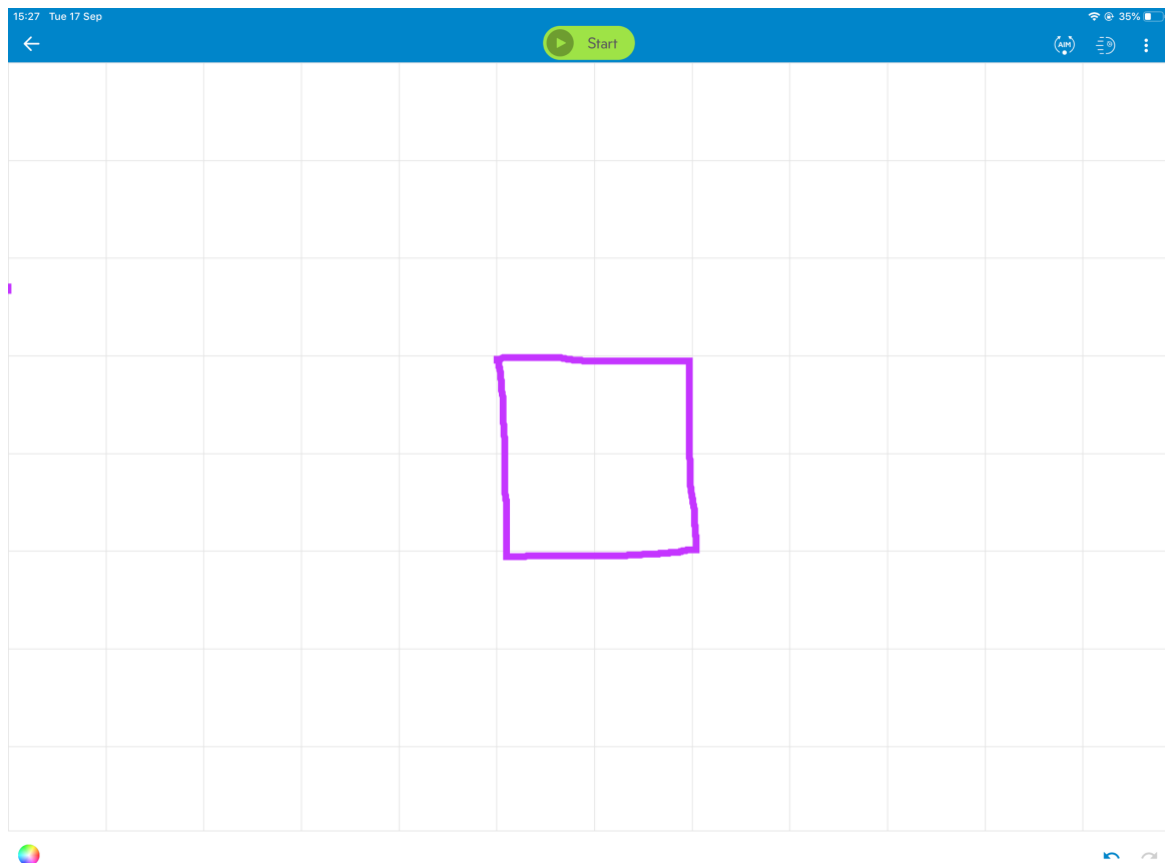
## DRAWING A SQUARE - BASIC

### RESOURCES

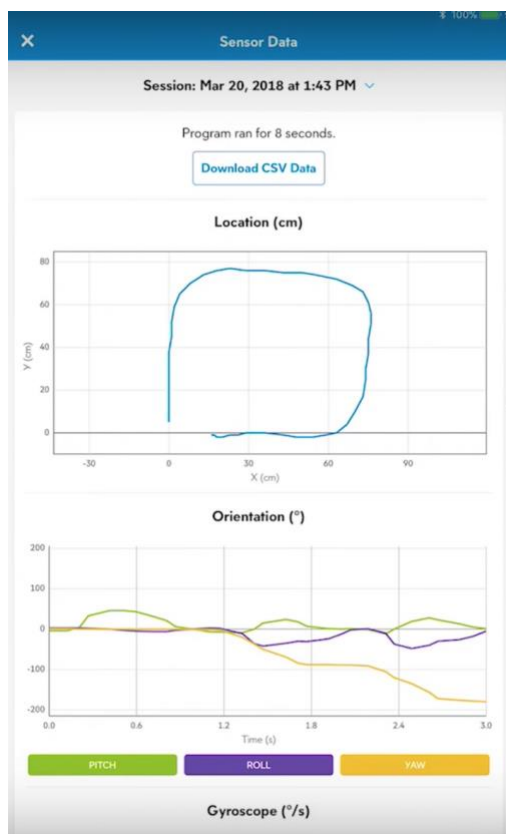
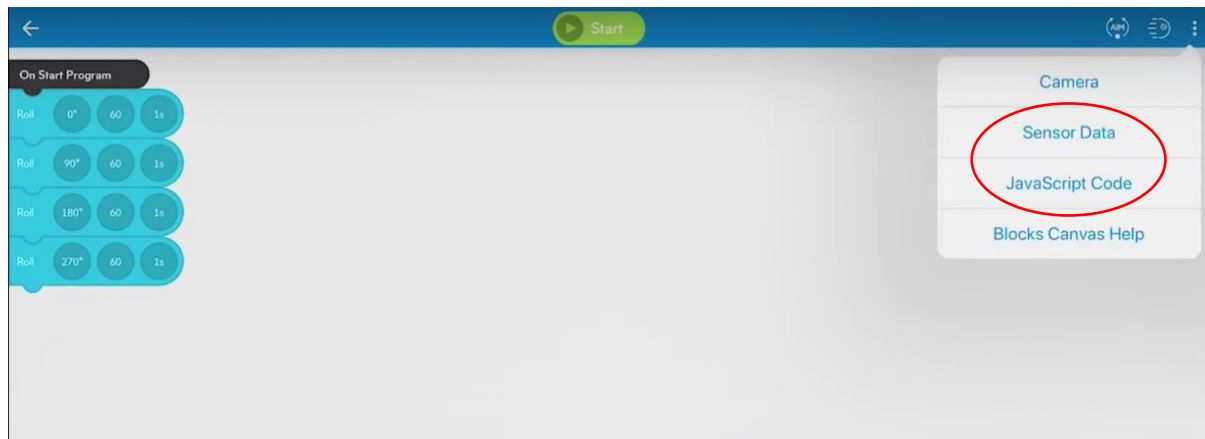
Sphero  
iPad with Sphero Edu app

### INSTRUCTIONS

Open the Sphero app and connect a Sphero  
Tap on ACTIVITIES at the bottom of the screen  
Draw a square on the grid with your finger  
Aim the robot  
Press start  
Watch as the Sphero draws your 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 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.