

Sphero Edu is an extremely versatile program and can be used in a number of different ways, whether it's incorporated in a Science, Mathematics or ELA classroom, a Computer Science course, a Makerspace or an after school club.

As you and your students work with Sphero, it's important to approach the content in a strategic way. This document will help guide you as you decide which activities to use with your students based on the context of your classroom and your students' programming skills.

Our team has created plenty of content, but we want you to keep inspiring the community by putting your own activities and ideas out into the wild.



Draw:

All activities marked with Draw allow students to complete that activity using the Draw only function



Blocks Level 3:

Once students have mastered the use of using Controls, we recommend they move onto activities that have Level 3 components. In level 3, students will learn about sensors and how to use them with both comparators and operators.



Blocks Level 1:

Level 1 Blocks introduces students to the foundation of block-based coding, where they will be using all blocks within "Movement" and "Lights and Sounds". We recommend students start here with their first exposure to blocks.



Blocks Level 4:

In the final level of blocks, students begin to use both variables and functions to help them scale and streamline their programs as well as increase the functionality of the robot.



Blocks Level 2:

Level 2 blocks introduces students to the Controls category which focuses mostly on Loops and If/Then statements, many of these activities also utilize the level 1 blocks.



Text:

All activities marked with text support students in learning how to use JavaScript. Students receive tutorials as well as complete activities while programming in text.

Activity Name	Content Area Focus	Grade Levels	Draw	Movement	Lights & Sounds	Controls	Operators	Comparators	Sensors	Events	Variables	Functions	Text
Draw 1: Shapes	Math	K-5th											
Draw 2: Spelling	ELA	K-5th											
Draw 3: Perimeter	Math	K-5th											
Area of Rectangles	Math	3rd - 8th											
Geometric Transformations	Math	3rd - 8th											
Blocks 1: Intro and Loops	Computer Science	3rd - 8th											
Sphero Olympics: The Long Jump	Science	K-8th											
Bridge Challenge	Science	K-8th											
Hydro-Hypothesis	Science	K-12th											
Light Painting	Science	K-12th											
Maze Mayhem	Cross- Curricular	K-12th											
Sphero City	Social Studies	K-12th											
Swim Meet	Cross- Curricular	K-12th											
Space Academy (1 -3)*	Science	3rd - 8th											
Jousting Tournament	Social Studies	3rd - 8th											
Sphero Run	Science	3rd - 8th											
Chariot Challenge	Social Studies	K-8th											
The Heart - Elementary & Middle	Science	3rd - 8th											
The Heart - High School	Science	9th - 12th											

^{*}indicates a series of activities that is meant to be completed in sequential order.

Activity Name	Content Area Focus	Grade Levels	Draw	Movement	Lights & Sounds	Controls	Operators	Comparators	Sensors	Events	Variables	Functions	Text
Blocks 2: If/Then/ Else	Computer Science	3rd - 8th											
Blocks 3: Lights	Computer Science	3rd - 8th											
What a Character	ELA	3rd - 12th											
Space Series (1-8)*	Science	3rd - 8th											
Tractor Pull	Science	3rd - 8th											
Atom Tracks	Science	3rd - 12th											
Helmets for the Win!	Science	6th - 12th											
Avoid the Minotaur	Social Studies	5th - 12th											
Dance Party	Cross- Curricular	3rd - 12th											
World Series (1-8)*	Cross- Curricular	6th - 8th											
Blocks 4: Variables	Cross- Curricular	3rd - 8th											
Organ Quiz	Science	3rd - 8th											
Planetary Motion	Science	3rd - 8th											
Planets Quiz	Science	3rd - 8th											
Scret Message	Social Studies	3rd - 12th											
Fortune Teller - Elementary & Middle	Math	3rd - 8th											
Fortune Teller - High	Math	9th - 12th											

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Activity Name	Content Area Focus	Grade Levels	Draw	Movement	Lights & Sounds	Controls	Operators	Comparators	Sensors	Events	Variables	Functions	Text
Text 1	Computer Science	6th - 12th											
Text 2 - Conditionals (coming soon)	Computer Science	6th - 12th											
Text 3 - Loops & Variables (coming soon)	Computer Science	6th - 12th											
Text 4 - Functions & TDD (coming soon)	Computer Science	6th - 12th											
Morse Code - Data Structures	Computer Science	6th - 12th											
Fun Fun Functions	Computer Science	6th - 12th											
Recursion and Ocean Colors	Computer Science	6th - 12th											