

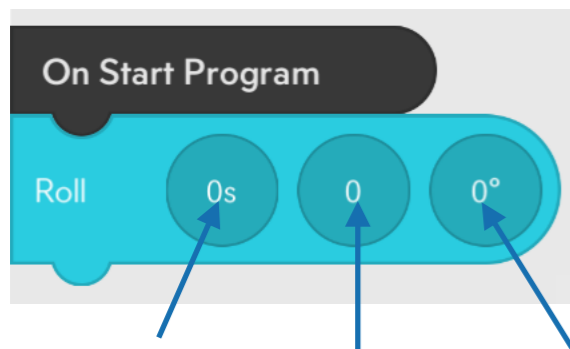
Sphero Help Sheet

Aim Sphero



First you need to aim the Sphero. You can do that by tapping AIM in top right hand corner and then moving the circle until the blue light on the Sphero is facing you.

Simple Movement



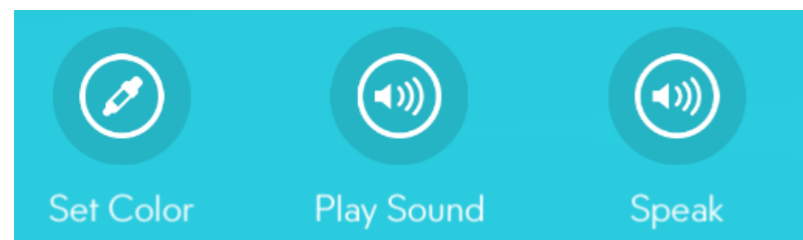
Use the *Roll* code block (Actions) and choose how many seconds you want Sphero to roll for, what speed and what direction (degrees). 0 Degrees will be move Sphero away from you.

How many seconds will Sphero roll for?
Speed
Direction (Degrees)

Sphero can talk!

Use the Set Colour, Play Sound and Speak (All in Actions) to add change the colour and make the Sphero speak through your device. Just make sure you have the volume turned up on your device!

Could you use loops of different colours?



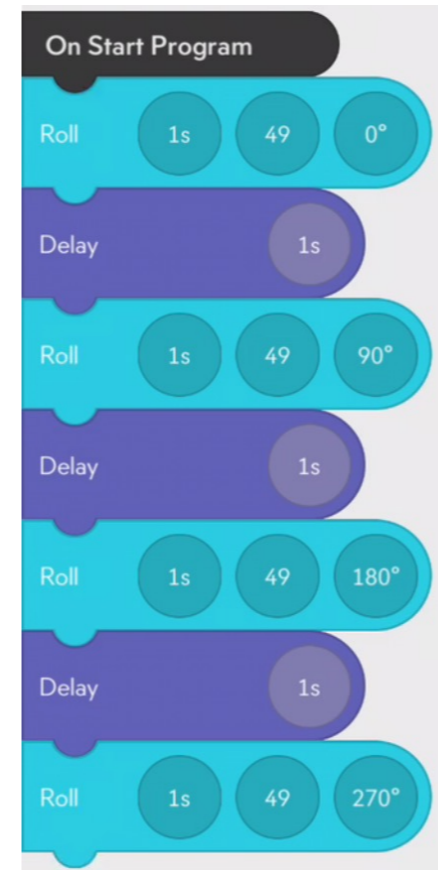
Shapes

Try to use the roll blocks to draw a square. You will need to add 90° to each angle after every side. You could put a DELAY in so that Sphero stops at each corner and they are not rounded. Now try these...

How could you make the square bigger?

Could you make a rectangle or triangle?

Could you use the loops in the Control section to repeat the shapes?



Bring Sphero to Life!

Try the Random code block (in Operators) in each of the seconds, speed, angle and delay so Sphero has a life of its own.

