

St Joseph's Sphero Journey

Week 5

We received a class set of Spheros and had a look at what inside.



We discussed rules and agreed that all you really had to do was use some common sense and keep everyone and the equipment as safe as possible.

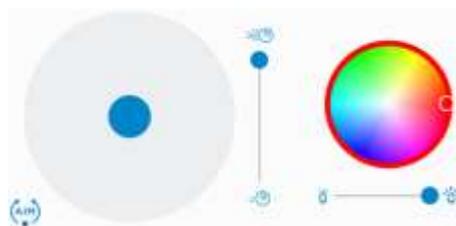
Time to play

We watched the Introductory Video

<https://www.youtube.com/watch?v=6VtR9uFxm4k>

and entered the exciting Drive component of the Sphero. Connection was instantaneous and super exciting. Driving the Sphero for the first time was....

We learned to aim the Sphero, change LED colours, control the speed and drive the Sphero manually. So much fun!



Driving the Sphero is still one of our favourite activities.



Week 6

Before we could start programming this little guy we had to understand that moving the Sphero is based on the angles of a circle.

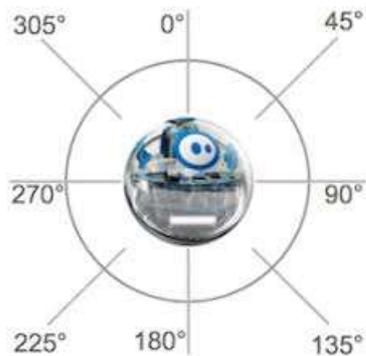
To explore this concept we drew a huge circle on the floor in the hall and talked about the most common angles of a circle.

360°

90°

180°

270°



We discovered that to make our Sphero move forward we had to input a heading of 0°. To move backwards we had to input a heading of 180°. Right 90° and left 270°



Now we understood the principle of the circle it was time to get down to serious business.

Using the Sphero Edu App we completed our first programming challenge. This was the fastest App installation across the school --- EVER!!!



Using the Blocks 1 lesson plan we were able to follow short, well explained videos to program a square with lights and sounds.





We were then challenged to use the knowledge we had gained to make another geometrical shape.



Mrs Miller has now challenged us to work out how to make a circle. HINT: You will need to use the Spin movement block.

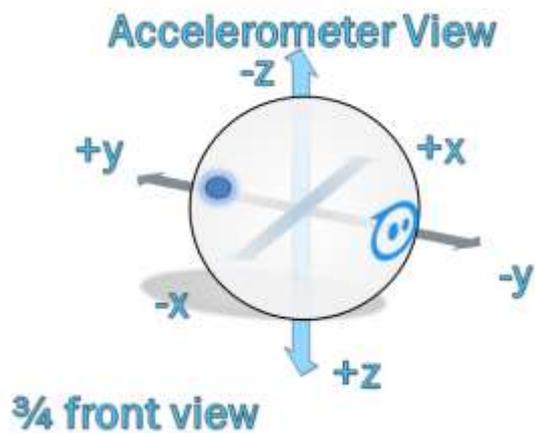
Week 7 and Week 8
Blocks 2 Lesson



Learn your first "if/then, else" condition by building a fun game where you will be throwing Sphero and guessing animal sounds.

Here is the video we watched to explain initial logic
<https://www.youtube.com/watch?v=6p9S0wkfIV8>

We also discover the IF/Then/Else logic and Spheros



This game was sooooo much fun to make. Our next challenge is to use what we have learned from this lesson and turn Sphero into a Fortune Telling Game-Will this work? YES or NO or MAYBE

YEAR 4 Video