

COMPUTER SCIENCE: SPHERO ROBOTS



Sphero robots are called Spheros because they are 'sphere' (or ball shapes). They can be driven or coded to move.



Create code Drive



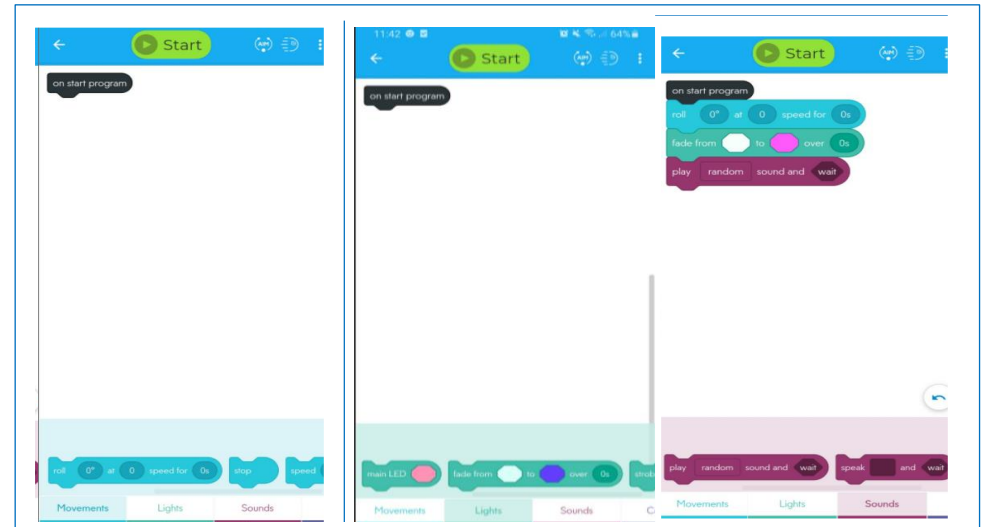
-At home bar, press the 'create code' button.

-Press to create code. Then create.

-The bars at the bottom will give instructions to do lots of events, such as 'movements, lights and sounds.'

-Use these and make sure you change the numbers in the movement boxes.

DEBUGGING: When you press start, if your sphero does not do what you want, check and correct the code.



-On the bottom bar, there are a range of instructions to give your sphero.

-The blue bar is the movement bar. If you put 90 degrees into your movement, the sphero will move a quarter turn. If you put 180 degrees into your movement, the sphero will move a half turn. If you put 270 degrees into your movement, the sphero will move a three quarter turn.

-The green bar changes the colour of your sphero.

-The burgundy bar changes sound. You can record your voice or choose a sound from the list.

-Choose bars for movement, light and sound to add to the 'start program'

Important Vocabulary

clockwise anti-clockwise sequence instructions debugging motion programming block command variable test and improve