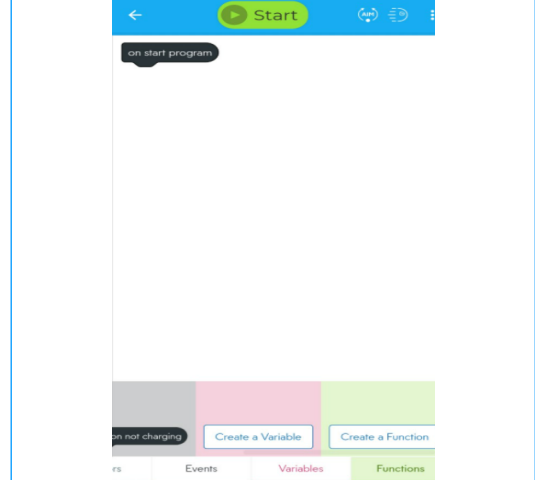
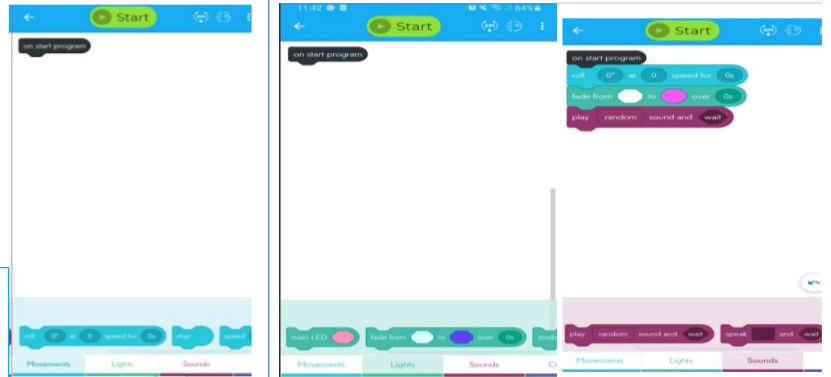
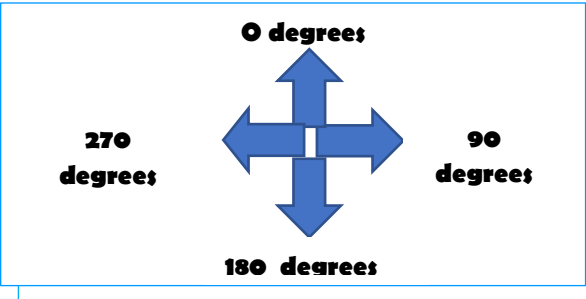


# COMPUTER SCIENCE: SPHERO ROBOTS



-Create own variables from the pink tab and functions from the light green like the ones from the other block. Choose variable type from the dropdown list.



-The events bar allows you to instruct the robot to stop or change command if it hits something.

-The control bar allows you to place blocks within control blocks to repeat commands.

-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 block' and create an **ALGORITHM**. Press the green start button.

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

**DECOMPOSE:** Breaking down a problem into manageable parts. Separate each set of commands before adding more.

**Important Vocabulary**

**Variable Change input; Different output; Commands; block repeat condition sequence logical consequence debug program**