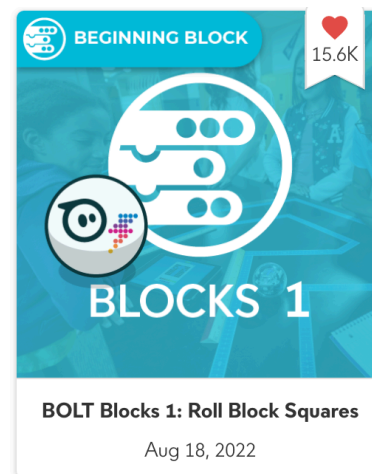
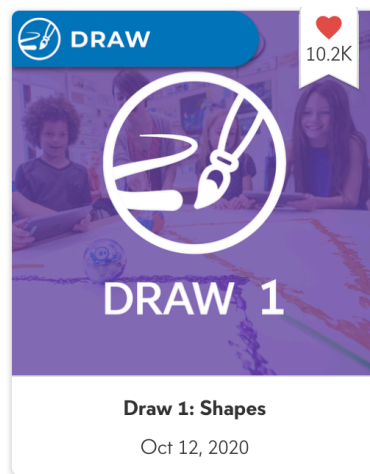


Sphero - Guide to getting started:

1. Download the [Sphero Edu app](#) ([compatible devices](#)) and sign up for an account: Here, you can view activities and programs and set up classes (if you choose to, not necessary) for using the Sphero app-enabled robot.
2. Watch this short [video](#) to familiarize yourself with the robot.
3. [Scope & Sequence Guide](#): Review this chart to help guide you through which activities to use with your students based on the context of your classroom and your students' programming skills.
4. [Educator's Guide](#): This newly released resource (2022) provides all the ins and outs of using Sphero in the classroom.
5. [Start Programming](#): Review the Activities to learn how to use Draw, Blocks, and Text Programs with the Sphero robot.
6. [Tips and FAQ](#): Familiarize yourself with a few Sphero BOLT Power Pack best practices.
7. Are you new to Sphero or coding and unsure **how to get started?** The following list of tasks and activities will get you and your class started:
 - a. Download the free Sphero EDU app on your devices (be sure your tech department allows this download on district devices).
 - i. Chromebooks > Google Play
 - ii. iPads > App Store
 - b. Complete the following tutorials found on the home screen of the Sphero EDU with students:
 - i. "Introduction to SPHERO EDU"
 - ii. Draw 1
 - iii. Blocks 1



Need Help? Contact [Dana Domenigoni](mailto:dana.domenigoni@orecity.k12.or.us) with your questions by email and several good times for a returned phone call.

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