



Welcome to Sphero Fundamentals Self-Guided Course Syllabus

Learn the basics of Sphero all on your own time. In this self-guided online course, you will learn how to get started with Sphero in your classroom.

In this course, you will:

- learn about who Sphero Edu is and how it can enhance computational thinking in your classroom
 - understand your Sphero robot and how it can be used
 - dive into the Sphero Edu app to: set-up an educator account, create classes, activities and programs
 - learn how to program Sphero robots using the app's Draw, Blocks and Text programming canvases
 - review Sphero activities and programs to understand how to find the right ones for you and your class
 - understand how Sphero Edu uses project and problem based learning to enhance the learning experience
 - discover ways to make it all work in any classroom environment
-

Module 1: Get to Know Sphero

In this module you'll learn all about each of Sphero's education robots, BOLT, SPRK+ and Mini. You'll understand each robot's capabilities and how to care for them.

- Sphero Robots
- Care, Maintenance & Charging Robots

Module 2: The Sphero Edu App

In module two you'll take a deep dive into the Sphero Edu app to understand how to create accounts, connect your robot, create activities and start programming.

- Sphero Edu App Overview
- Connecting your Robot
- Educator Account on Edu App
- Creating & Managing Classes



Module 3: Programming with Sphero Robots

In Programming with Sphero Robots, you'll walk through tutorials and practice using the Draw, Blocks and Text canvases. Each of these lessons are unique and only found within Sphero Fundamentals

- Draw
 - Introduction
 - Lesson 1 - Draw
- Blocks
 - Introduction
 - Lesson 1
 - Lesson 2
- Text
 - Introduction
 - Lesson 1

Module 4: Sphero Robot Sensors

Module 4 will walk you through and give you access to programs on how to use the robot's different sensors. You will also be give programs that utilize the different sensors so you can truly understand how they each work.

- Accelerometer
- Gyroscope
- Location
- BOLT - LED Matrix
- BOLT - Ambient Light Sensor
- BOLT - Infrared
- BOLT - Magnetometer



Module 5: Using Sphero in Your Classroom (only complete 1)

Trying to get Sphero started in your classroom, each of the components within module 5 will help you find the right activities to start with each different students. At the end of this module, you'll have access to exclusive lessons only found in this course.

- Computational Skills with Sphero in the Classroom
- Early Elementary
- Upper Elementary
- Middle School
- High School
- Exclusive Lessons

Module 6: Sphero & STEAM Education

In the last module in Sphero Fundamentals, users will take a deep dive into STEAM education and understand how Sphero works in makerspaces and STEAM labs.

- Educator Use Case Scenarios
- Space, Equipment & Learning Experiences
- Educational Value of Free Play
- Sphero as a Physical Component in STEAM
- Sphero as a Discrete Instructional Tool
- Sphero as a Data Collection Tool

Access your Continuing Education Certificate

Once educators complete each module, they will unlock the Continuing Education Certificate that they can print out to keep for their records.