

Sphero Level 2

Welcome! In this course, we will go through different blocks you can use with the sphero. In the last level, you learned how to connect to a sphero and use the roll block. In this level, you will go through different blocks to add light, sound, and events to your program.

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Rules

1. Treat the robot respectfully; this includes not kicking, throwing, dropping, or running with the sphero
2. Do not run with your laptop. If you lose control of the robot, use the stop program button



a.

Challenge

Write a program that displays a charging message or icon when the sphero is put on the charger. It should also play a happy charging sound. The robot should

- Only run the program when put on the charger
- Display a charging icon on the LED matrix
- Play a charging sound

Setup

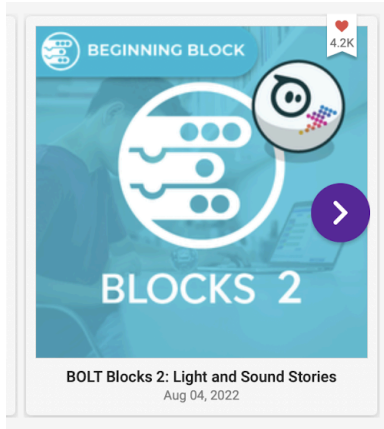
- Download the [Sphero EDU app](#).
- Grab a sphero from the bin

Resources

You can always get help from another student who has already completed this badge.

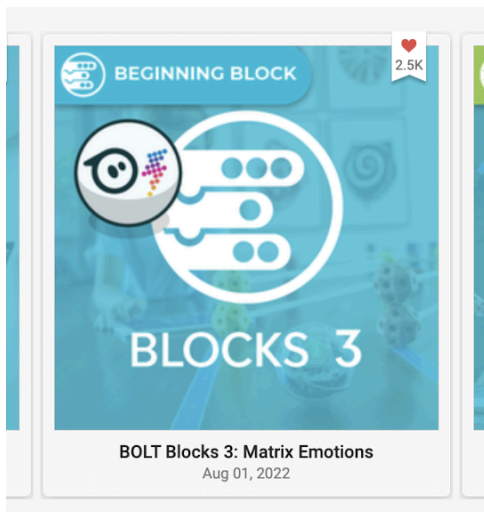
How do I add sounds to my program?

Complete the “Blocks 2 ” activity in the Sphero EDU app.



How do I program the LED matrix?

The "Blocks 3" activity will walk you through using the matrix.



How do I know when the Sphero is on the charger?

Complete the "Blocks 4" Activity.

Remember, **do not kick** the robot while working on this project.

INTERMEDIATE BLOCK 1.8K

BLOCKS 4

BOLT Blocks 4 : On Collision Event Pong
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