

# Sphero BOLT:

## STEAM Activities and Skill Progression

### PROGRAMMING LEVEL



#### Draw

Manual Movement, Distance, Direction, Speed, and Color



#### Beginning Block

Roll, Delay, Sound, Speak, and Main LED



#### Intermediate Block

Simple Controls (Loops), Sensors, and Comments



#### Advanced Block

Functions, Variables, Complex Controls (If Then), and Comparators



#### Block-Text Transition

JavaScript Syntax, Punctuation, and Asynchronous Programming



#### Beginning Text

JavaScript Movements, Lights, and Sounds

### CONTENT THEME

	Science	Technology & Engineering	Art	Math
Draw			<a href="#">Draw 2: Spelling</a>	<a href="#">Draw 1: Shapes</a> <a href="#">Draw 3: Perimeter</a> <a href="#">Area of a Rectangle</a> <a href="#">Geometric Transformations</a>
Beginning Block	<a href="#">Long Jump</a> <a href="#">Bridge Challenge</a>	<a href="#">Blocks 1: Intro and Loops</a>		
Intermediate Block	<a href="#">Light Painting</a> <a href="#">Tractor Pull</a> <a href="#">Hydro-Hypothesis</a>	<a href="#">Maze Mayhem</a>	<a href="#">Sphero City</a> <a href="#">Swim Meet</a> <a href="#">Chariot Challenge</a>	
Advanced Block	<a href="#">Atom Tracks</a> <a href="#">Helmets for the Win</a> <a href="#">Organ Quiz</a> <a href="#">Planet Quiz</a>	<a href="#">Blocks 2: If/Then/Else</a> <a href="#">Blocks 3: Lights</a> <a href="#">Blocks 4: Variables</a>	<a href="#">What a Character</a> <a href="#">Avoid the Minotaur</a>	
Block-Text Transition		<a href="#">Text 1: Hello World!</a> <a href="#">Text 2: Conditionals</a>		
Beginning Text		<a href="#">Text 3: Lights</a> <a href="#">Text 4: Variables</a>		<a href="#">Morse Code &amp; Data Structures</a> <a href="#">Fun Fun Functions</a>