Make CS and robots approachable in all content areas

Scaffolded across three courses and 72 lessons, teachers and students build Draw, Block, and Text coding skills. They then integrate these concepts into curricular content: everything from polygons and poetry to logic-puzzlers and compliment-givers.

See Standards Alignment: CSTA, NGSS, TEKS

9 Content Themes

BEGINNING BLOCK
- Manual Movement, Distance, Direction, Speed, and Color

INTERMEDIATE BLOCK
- Roll, Delay, Sound, Speak, and Main LED
- 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

6 Programming Levels

A Content Themes
- Shapes and Numbers
- Nature
- Empathy
- Storytelling
- Game Design
- Brain Breakers
- Missions
- Navigation

72 Total Lessons

Ask your Sphero Edu sales rep for a sample lesson
Featured Themes

Course 1

“A” in STEAM
You guessed it, we’re talking about the Arts. Using Sphero robots, students will use the Draw and Block Canvas to paint, write poetry, compose music, and dance.

Shapes & Numbers
As students progress to programming with blocks, they’ll learn how to connect numbers in equations, play dice games, design guessing games, and create their own figure skating routines.

Nature
In this theme, students will use their polycarbonate robotic ball to understand the natural world by mimicking the movement of animals, programming a school of fish, and modeling sleep patterns.

Course 2

Empathy
With their robots and Block programming skills, students will learn to communicate clearly with their partners, offer praise and encouragement, and grow their classroom community.

Storytelling
In this series of Block lessons, students will use their Sphero robots to represent the elements of a story, develop dialogue, retell historical events, and even overcome writer’s block.

Game Design
Bring out your inner gamer through a series of lessons designed to develop your Block programming skills—play Bingo, search for hidden treasure and build your own set of dice.

Course 3

Missions
In this series of lessons, students will become critical thinkers and problem-solvers as they puzzle through obstacle courses, lockboxes, secret codes, and more.

Navigation
From exploring how animals migrate to planning a road trip, this series of lessons brings the world of navigation to life for students through hands-on programming with their Sphero robots.

Brain Breakers
In this theme, students develop their problem-solving and collaboration skills while creating secret codes, solving riddles and cracking a bank robbery.