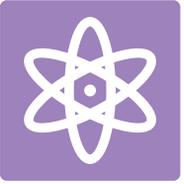
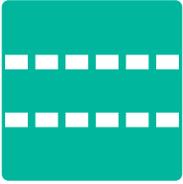
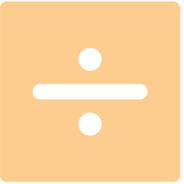
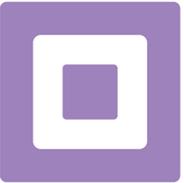


sphero®
indi™
 Programmieren
 für Anfänger



Mit dem freundlichen Lernroboter indi wird der Einstieg in die Programmierung mit STEAM zum Kinderspiel.

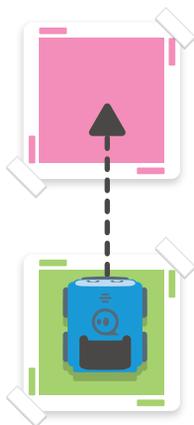
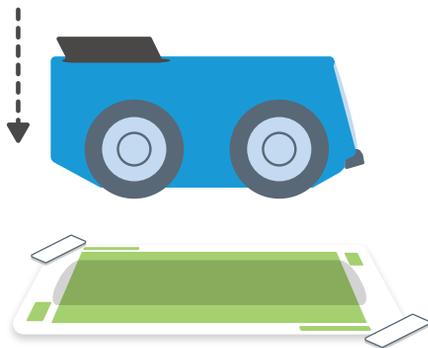
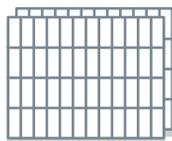
Der integrierte Farbsensor und die Farbkarten bieten Kindern unendliche Möglichkeiten, ihre Kreativität auszuleben.

Kinder lernen mit indi auf spielerische Weise und erweitern so ihr Wissen und ihre Vorstellungskraft. Sie können eigene Labyrinth bauen, Rätsel lösen und das Steuer übernehmen. Und mit der kostenlosen Sphero Edu Jr-App können Sie noch einen Gang zulegen und dank der vielfältigen Optionen das Interesse am Programmieren und an Computern weiter entfachen.

Anschlappen und indi in Aktion erleben!

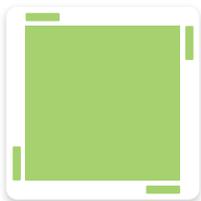


Mit den weißen
Klebestreifen können die
Farbkarten befestigt werden,
sodass sie nicht verrutschen.



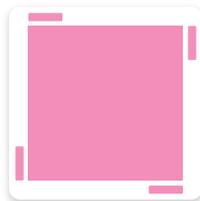
indi muss in die
Richtung schauen, in die
er fahren soll.





Grün 

Los,
noch schneller!



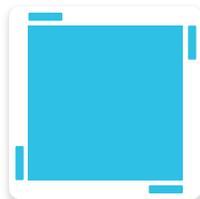
Pink 

Um 90°
nach links drehen



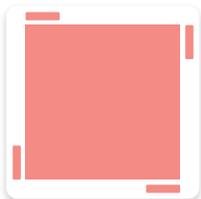
Gelb 

Langsamer
werden



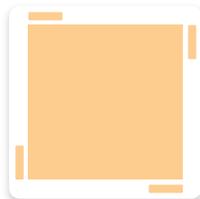
Blau 

Um 90°
nach rechts drehen



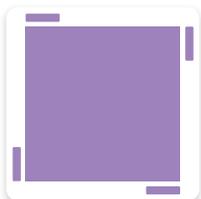
Rot 

Stopp!



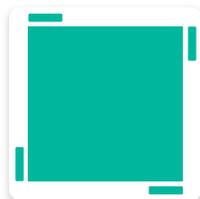
Orange 

Um 45°
nach links drehen



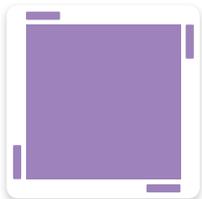
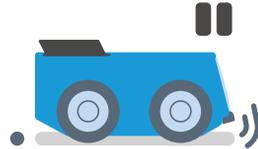
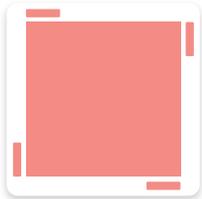
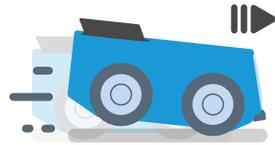
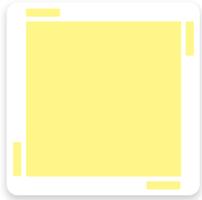
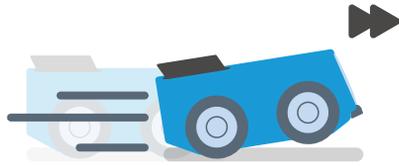
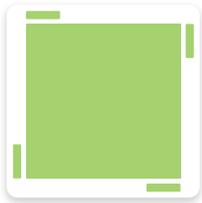
Lila 

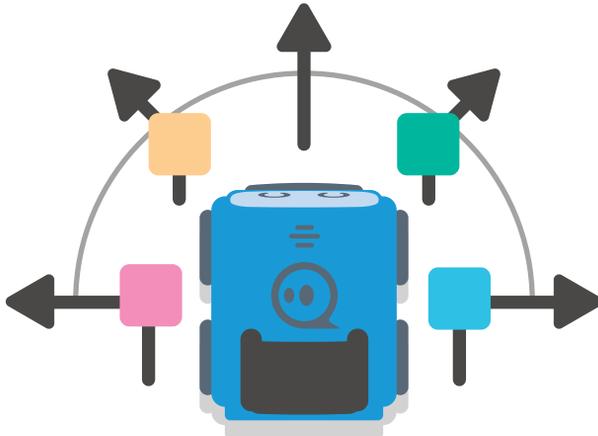
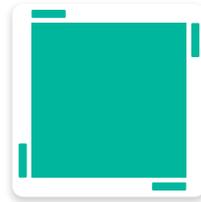
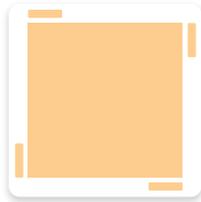
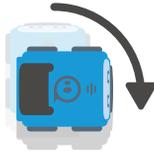
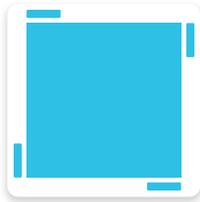
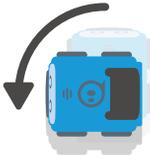
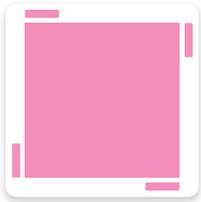
Geschafft, jetzt
wird gefeiert!

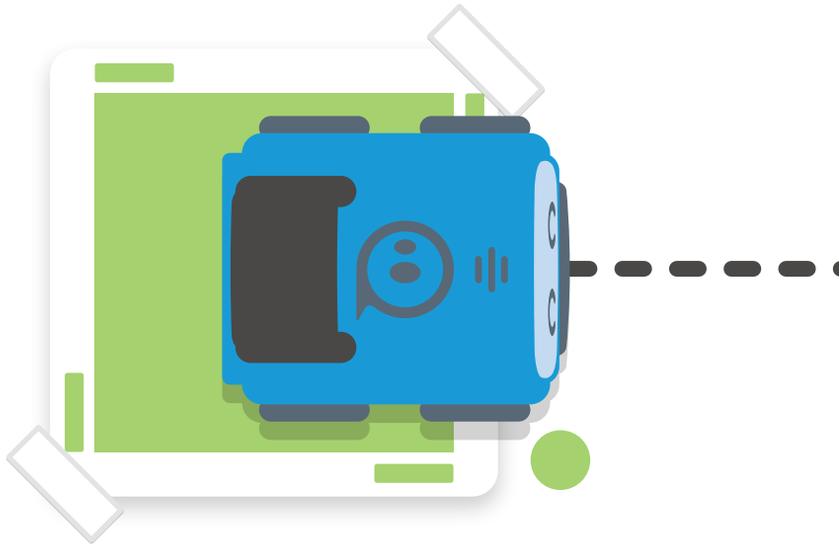


Türkis 

Um 45°
nach rechts drehen

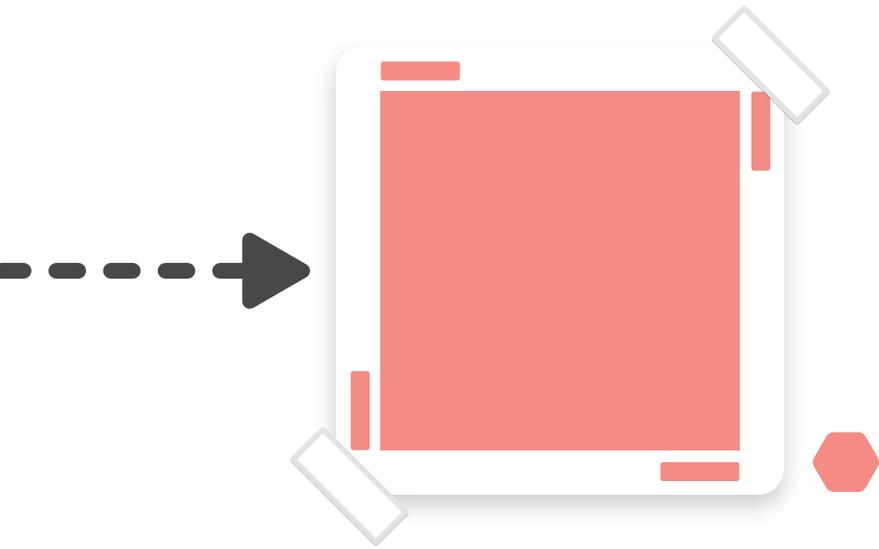






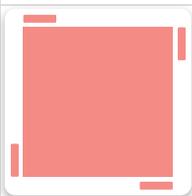
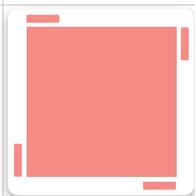
Am Anfang sollten die Farbkarten nah beieinander platziert werden, um zu verstehen, wie indi sich bewegt und funktioniert.

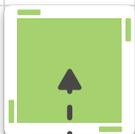
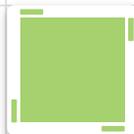
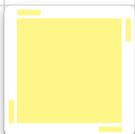
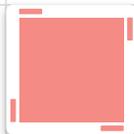
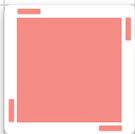


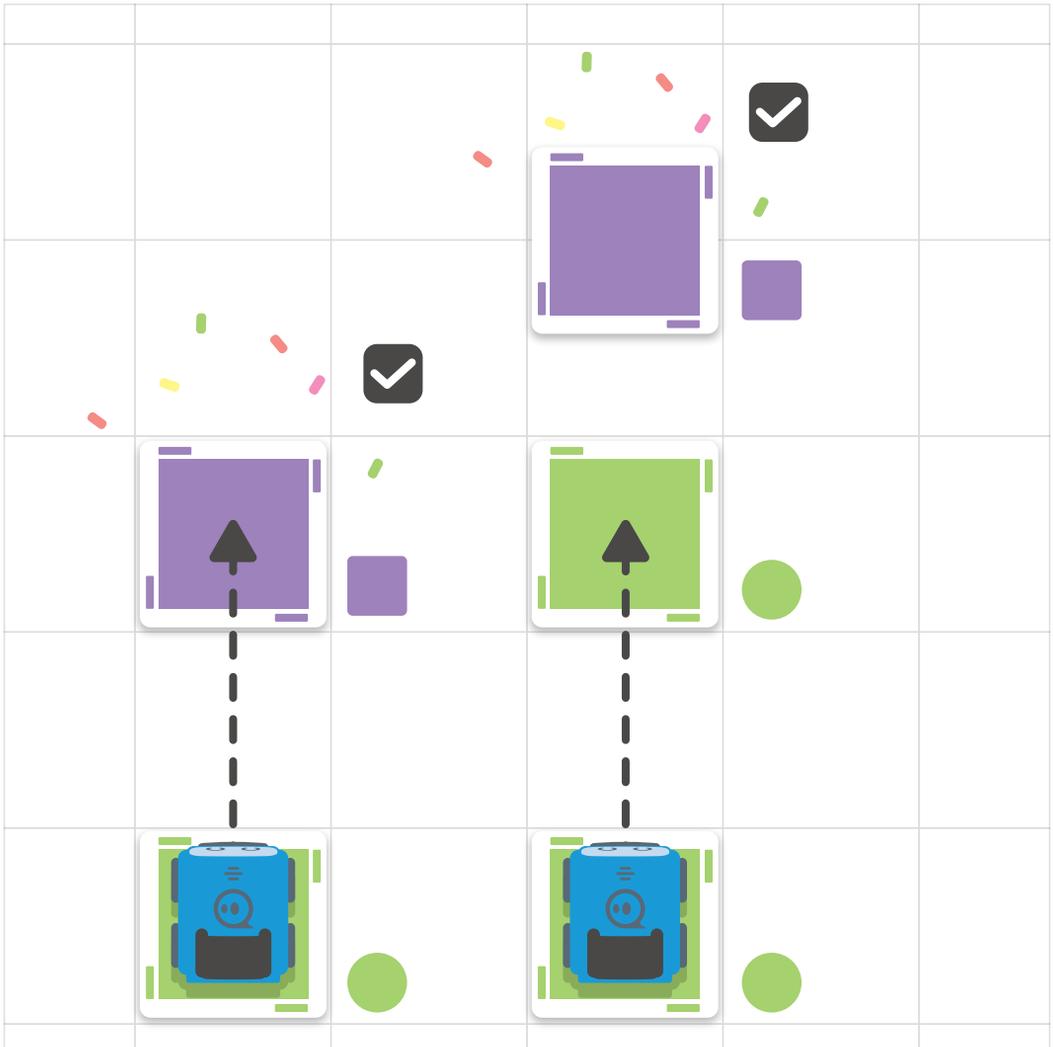


Wenn indi nach 1 Meter keine weitere Karte erkennt, hört er auf zu rollen.

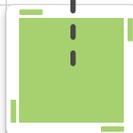
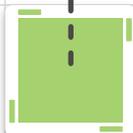
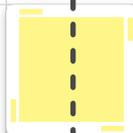
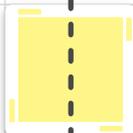
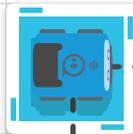


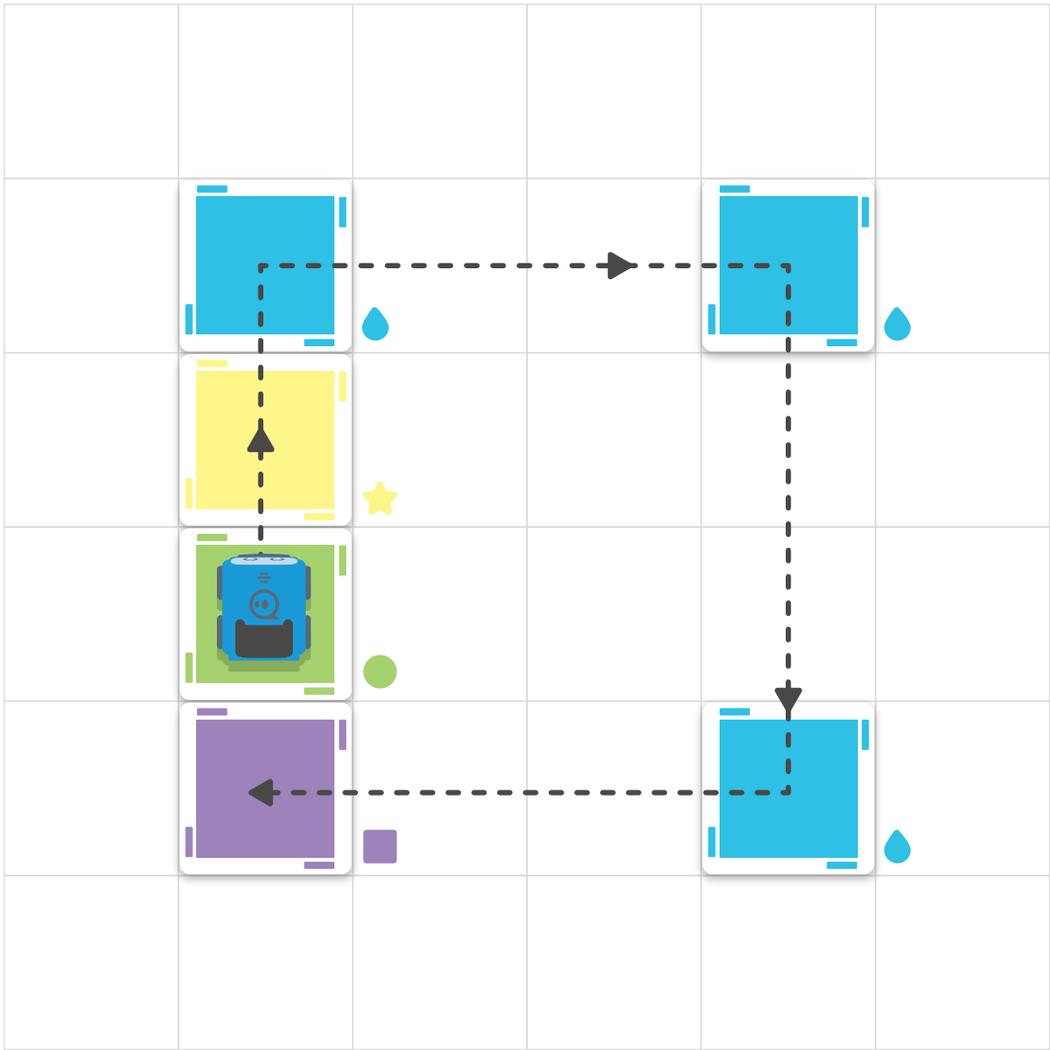


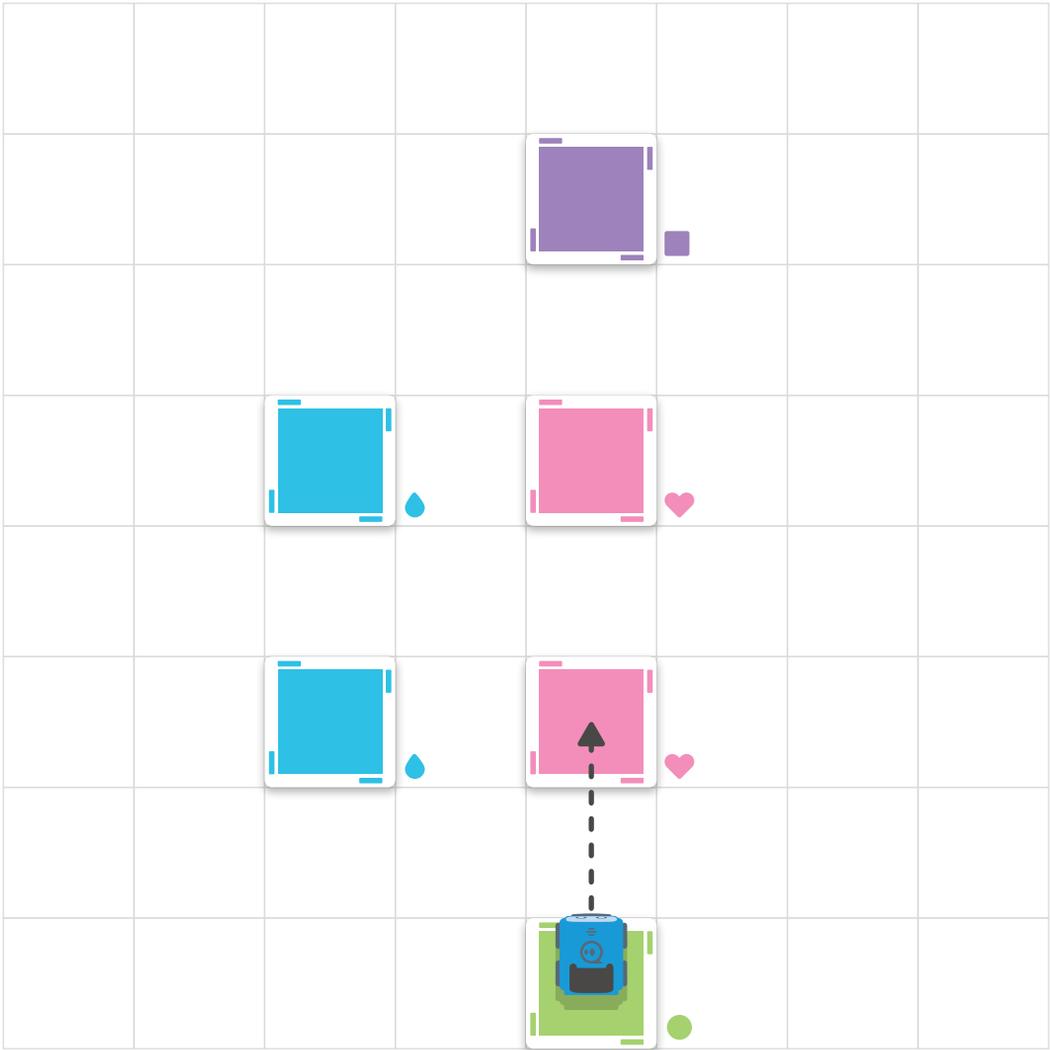


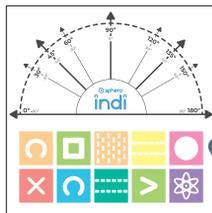
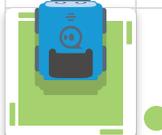
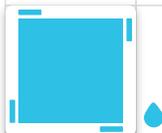
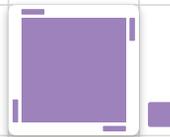
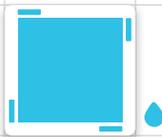


indi kann besser abbiegen,
wenn er langsam fährt.

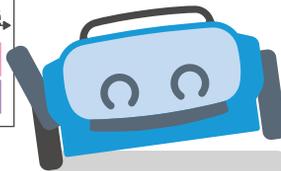


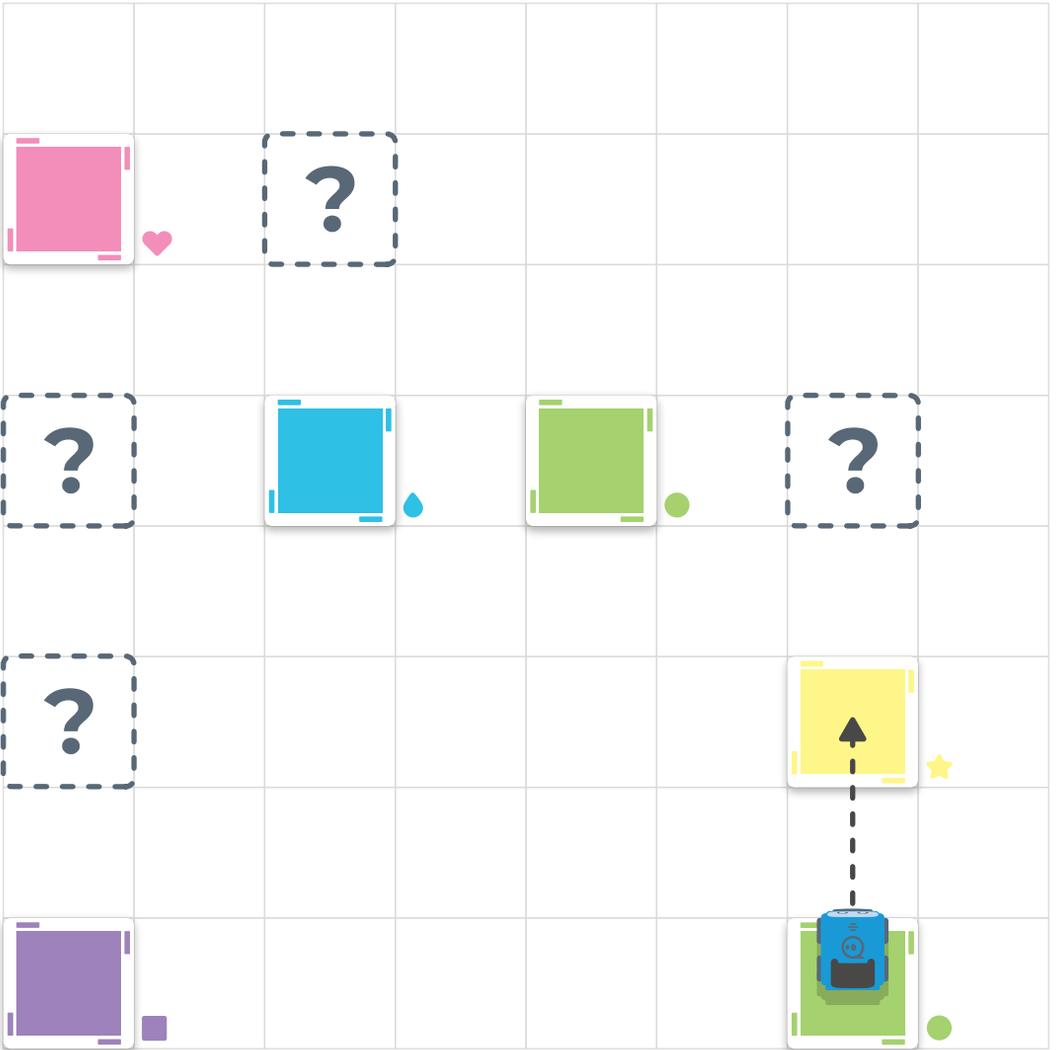


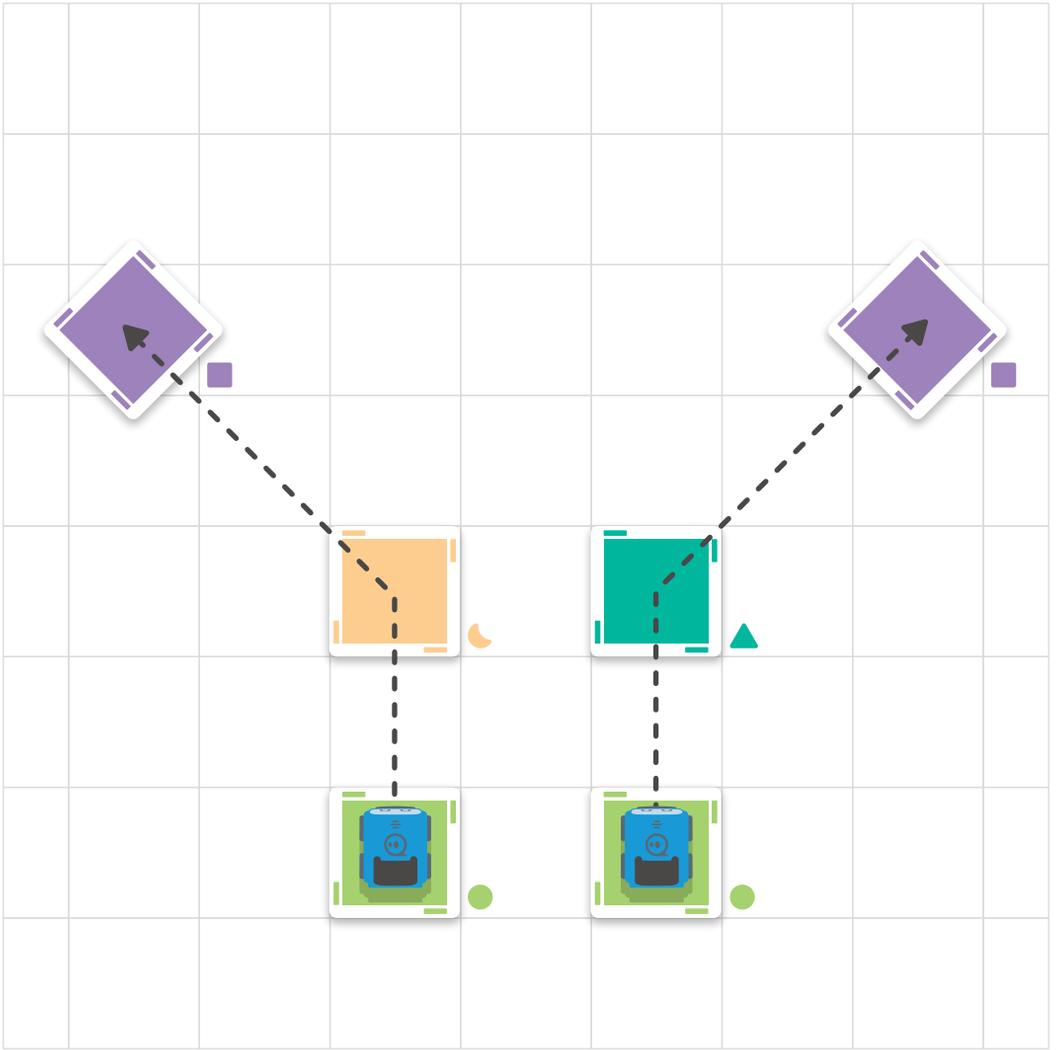


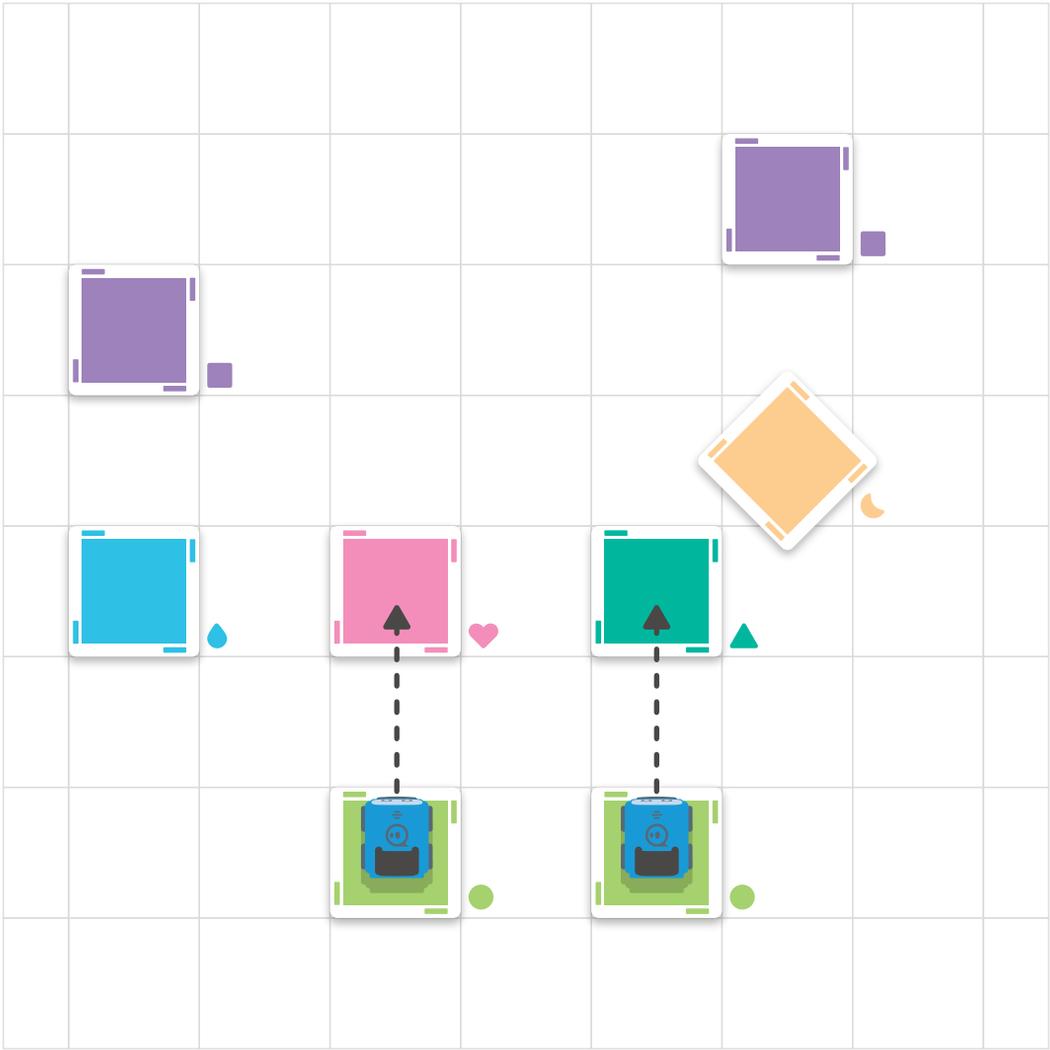


Nicht sicher, wo die Farbkarte platziert werden soll? Der Winkelmesser hinten in diesem Buch hilft dabei.









indi schaltet sich aus,
wenn er länger als fünf
Minuten nichts zu tun hat.

