







Sphero Mini

Activities and Learner Progression

PROGRAMMING LEVEL

CONTENT THEME				
	Science	Technology & Engineering	Art	Math
 Draw Manual Movement, Distance, Direction, Speed, and Color			Draw 2: Spelling	Draw 1: Shapes Draw 3: Perimeter Area of a Rectangle Geometric Transformations
 Beginning Block Roll, Delay, Sound, Speak, and Main LED	Long Jump Bridge Challenge	Blocks 1: Intro and Loops		
 Intermediate Block Simple Controls (Loops), Sensors, and Comments	Light Painting Tractor Pull	Maze Mayhem	Sphero City Chariot Challenge	
 Advanced Block Functions, Variables, Complex Controls (If Then), and Comparators		Blocks 2: If/Then/Else	What a Character Avoid the Minotaur	
 Block-Text Transition JavaScript Syntax, Punctuation, and Asynchronous Programming		Text 1: Hello World! Text 2: Conditionals		
 Beginning Text JavaScript Movements, Lights, and Sounds		Text 3: Lights Text 4: Variables		Morse Code & Data Structures Fun Fun Functions