

Sphero Virtual Training Course List

Introduction to All-Access Sphero Virtual Training 30 Minutes

New to Sphero's virtual PD, schedule this session first. We will help you map out your entire year of courses to ensure you meet your goals with Sphero

Introduction to Sphero Edu 1 hour

Participants will learn all the basics about Sphero and Sphero Edu to get it "rolling" in the classroom.

Meet Sphero RVR 1 hour

Learn all the ins and outs of Sphero RVR and start programming with it's many advanced features.

Expandable Possibilities - Introduction to RVR and 3rd Party Hardware 2 hours

RVR is our most advanced robot to date. With a dedicated USB and 4-pin UART port, you can connect the world to RVR. Learn how to integrated third party hardware like: Microbit, Raspberry Pi, Arduino, and littleBits.

Classroom management strategies & best practices 40 Minutes

Learn how to best manage your robots, devices and tracking student progress while utilizing Sphero robots and Sphero Edu.

Guided Programming - Draw 30 Minutes

Are you new to programming? During this guided session participants will learn how to use the Draw canvas as well as practical classroom application for elementary students.

Guided Programming - Block Basics 2 hours

Are you new to programming? During this guided session participants will gain an introduction to block programming, utilizing the movement, lights, sounds and controls categories.

Guided Programming - Intermediate Blocks 1 hour

Once you have the basics down, with this course Sphero will guide you through using loops, operators, comparator and you'll get to know Sphero's capabilities through its sensors.

Guided Programming - Advanced Blocks 1 hour

This guided course will teach you all of Sphero's capabilities through Blocks programming. You'll be creating your own functions and variables to use in some of Sphero's most complex programs, as well as be able to teach this to your students.

Introduction to JavaScript 1 hour

Through this guided course, participants will understand the inner workings of Block programming with an introduction to JavaScript. Participants will learn how to write a few lines of code as well as be able to help their students transition from blocks to text.

JavaScript Fundamentals 1 hour

Take a deeper dive into JavaScript with Sphero Edu and learn how to transition from Blocks to text.

Aligning Sphero lessons to your curriculum needs 50 minutes

Not sure where to start with all of the offered Sphero Lessons. This course will help educators take what Sphero has created and integrate it into their classroom.

Activity & Program Creation 1 hour

Once you have been using Sphero for a few months, Educators have the best ideas for Sphero programs and activities, in this course, Sphero will guide you through creating your own resources as well as how to share those with your greater community.

Mathematics Classroom Applications 1 hour

Need to a lesson to use in your mathematics class, use this time to work with a Sphero Professional Learning expert to help you plan on how to integrate Sphero into your lesson, unit or semester.

ELA & Sphero Classroom Applications 1 hour

Need to a lesson to use in your ELA class, use this time to work with a Sphero Professional Learning expert to help you plan on how to integrate Sphero into your lesson, unit or semester.

Science & Sphero Classroom Applications 1 hour

Need to a lesson to use in your Science class, use this time to work with a Sphero Professional Learning expert to help you plan on how to integrate Sphero into your lesson, unit or semester.

Social Studies & Sphero Classroom Applications 1 hour

Need to a lesson to use in your social studies class, use this time to work with a Sphero Professional Learning expert to help you plan on how to integrate Sphero into your lesson, unit or semester.

Integrating Sphero into your Makerspace 1 hour

Do you want to learn how to get the most use out of Sphero in your makerspace. Schedule time to go through the materials you need, lessons you can use and get ideas for the rest of the year.

Student Progress Monitoring & Data Tracking 1 hour

We all know data is important and even more important to see how our students are progress. This course will guide you through ways of monitoring student progress as well as strategies on how to meet your students where they are at.

Using Sphero in Early Elementary 1 hour

Sphero may seem daunting to our early primary teachers, have no fear, Sphero has resources, programs and activities specifically designed for our younger students. This course will help educators in the primary grades feel prepared to integrate Sphero into their classroom.

Project Based Learning with Sphero 1 hour

New to project based learning or already have a PBL framework that you use? Sphero will walk you through how it can easily integrate with the PBL classroom as well as give you ideas on how to create lessons and rubrics for PBL.

Computer Science Foundations & Sphero 1 hour

We will work with you in one session or over multiple sessions on how to teach the foundations of computer science with Sphero. Using Sphero in a CS setting allows students to see their digital code come to life with a robot.

Office Hours 1 hour

Need time to just ask questions book office hours with our Professional Learning staff.

Sphero Train the Trainer Series 1 hour

Book multiple of these sessions to get up to speed on how to best support your staff on integrating Sphero into the school day. We will guide you through activities, lessons and presentations you can do with your fellow educators.