INSPIRING THE CREATORS OF TOMORROW
Sphero is transforming K-12 education with accessible tools that encourage exploration, imagination, and perseverance through STEAM and computer science. With the help of educators around the world, we are empowering learners of all backgrounds and abilities to discover their interests and passions while equipping them with the skills they need to be the world’s future Changemakers.

THE SPHERO MISSION

Inspiring the creators of tomorrow.
Students begin their educational journey with Sphero's entry level bots, Bits, and activities. Whether they are just getting started with programming and inventing or looking to grow their engineering and computational thinking skills, they’ll find themselves at home within the Sphero ecosystem.

Expand students’ knowledge with Sphero bots and curriculum that further their engineering and programming skills. Intermediate learners can utilize advanced sensors and code blocks to learn more complex logic, enabling advanced programming tactics.

Sphero offers advanced programming capabilities through the maker-hacker level including advanced blocks, JavaScript, or even our public SDK library. Seasoned programmers and engineers can utilize the diverse suite of sensors to build, customize, and connect third-party hardware.
THE SPHERO VALUES

We are Changemakers Committed to making learning Fun. We are Eager to further our mission, Flexible in the path we take, and Appreciative of the efforts of others along the way.

WE ARE CHANGEMAKERS
Our work inspires the creators of tomorrow to work towards creating a better society each and every day.

WE ARE COMMITTED
Our mission is to help kids learn the skills of tomorrow and educators teach the skills of tomorrow.

WE ARE FUN
Play is a powerful teacher. Our robots and Bits are made for kids and kids at heart.

WE ARE EAGER
Enthusiasm radiates from everything we do. Our promise is that whatever we’re creating will be amazing.

WE ARE FLEXIBLE
The only certainty is change and we will not only roll with the changes that come our way but embrace them as opportunities to grow and evolve.

WE ARE APPRECIATIVE
We are a mission-driven business and we show up to work every day hungry to make a difference. Part of appreciating others is helping others succeed.
Fully programmable and highly advanced, Sphero BOLT was designed for learners of all ages. Its indestructible shell, endless programming capabilities in the Sphero Edu app, and long-lasting battery life make it the number one learning robot in education.
BOLT Power Pack

The BOLT Power Pack lets you charge, store, and carry Sphero BOLT robots... times 15. This is the top of the line kit for educators fostering collaboration in the classroom. With a recommended 2:1 ratio of robots to students, this pack offers plenty of opportunities for creativity in any setting you can imagine.

LED Matrix
Sphero BOLT was built to shine with an 8x8 LED Matrix that animates and displays real-time data.

Advanced Sensors
Keep tabs on BOLT’s speed and direction with built-in sensors for programming.

Infrared Communication
BOLT to BOLT communication enables new games and advanced coding tactics.

Program 3 Ways
Using the Sphero Edu app, program your BOLT using draw and drive commands, Scratch blocks, or even JavaScript text programming.

Maze
Take the traditional Sphero maze to the next level using all the features BOLT brings to Sphero Edu, including the light sensor and magnetometer.

Score Keeper
Use a BOLT and its matrix to keep track of the points for any type of game, utilizing if-statements, OR logic, and incrementing variables.

Layers of the Earth
Master the roll and speak blocks by programming BOLT’s path to the center of the earth.

TECH SPECS
- Durable UV-coated clear plastic shell
- Bluetooth Smart connection (100 foot range)
- Inductive charging (6 hour charge for 2+ continuous hours of play)
- Height: 73mm / Width: 73mm / Weight 200g
- Top speed: 4.5 MPH

DEVICE COMPATIBILITY
macOS/iOS

ADDITIONAL PRODUCTS
BOLT Individual
This two-sided mat offers a simple, accessible way to learn block-based coding, basic math principles, and collaborative problem-solving with any round Sphero robot. The Code Mat comes with three sets of 10 double-sided coding cards that provide guided, hands-on coding lessons. Choose your theme or purchase both!
Activity Cards
The Sphero Code Mat includes 3 packs of activity cards that feature the same fun coding challenges and games.

Sphero Space & Soccer
Choose Sphero Space & Soccer Mat and blast off into orbit and explore the solar system with Sphero Outer Space while gaining the foundations for computational thinking. Or, dribble down the field in hopes of programming a goal for your team with Sphero Soccer Pitch.

Sphero City & Golf
Choose Sphero City & Golf Code Mat to tee up your Sphero robot and take a swing with Sphero Golf while exploring concepts like distance, speed, math fundamentals, and basic coding. Program your robot to navigate around Sphero City using Draw, Blocks, or Text programming.

KEY FEATURES

Activity Cards
Two Sides

Two unique sides open up unlimited opportunities for hours of learning and play.

SPECs
- Two-sided, 86in x 45in Sphero Code Mat
- 3x sets of Activity Cards
- Sphero Edu app available for download on iOS, Android, Kindle, Mac, Windows, and Chrome

RECOMMENDED ROBOTS
Sphero BOLT  Sphero Mini
Standards-aligned. Sphero-centric.

Computer Science Foundations is a dynamic, standards-aligned curriculum designed to be taught in the classroom alongside Sphero robots. Learn computer science and STEAM principles over three courses, with each customized lesson allowing teachers and students to learn and grow together. If you’ve been looking to integrate CS content into your STEAM classroom, look no further.

FEATURES

Educators learn, students learn
Rather than be experts themselves, educators learn to code alongside students while fostering healthy class culture and modeling growth mindsets.

Bring coding into content classrooms
CS Foundations enhances core content areas by enabling non-computer science teachers to make curricular connections and explore computer science with their students, from foreign language to science to PE.

Elevate community through SEL
CS Foundations allows learners to grow vital social and emotional learning skills (SEL) as well as 21st century skills, such as creativity, collaboration, critical thinking, communication, and responsible decision-making.

All ages, all abilities
Whether a 3rd grader brand-new to coding or a high school senior who’s a seasoned programmer, CS Foundations is an entry point into problem-solving through programming.

Device compatibility
CS Foundations is designed around the pair-programming technique, where two students share one device and one Sphero robot. The program’s compatibility across devices allows ease of implementation, accommodating any device restriction.

Standards-aligned
CS Foundations is built on the K12 Computer Science Framework Principles and is aligned to the Computer Science Teachers Association (CSTA) standards.
CS FOUNDATIONS COURSES

PROGRAMMING LEVELS

**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

THEMES & LESSONS

**Course 1**

- “A” in STEAM
  - Shapes & Numbers
  - Nature

**Course 2**

- Empathy
  - Storytelling
  - Game Design

**Course 3**

- Brain Breakers
  - Missions
  - Navigation

SPECS

- Printed Educator Guide for step-by-step instructional support
- Student-ready lessons, pre-loaded in the Sphero Edu app
- 72 scaffolded lessons across nine themes
- 45-60 minutes per lesson with handouts
- Optional extensions that allow lessons to augment additional class time
- Two to three students per Sphero robot and device
- Compatible with Windows, Mac, iOS, Android, Chrome, and Kindle Fire
- Includes a perpetual license to all digital student facing materials and content
- Aligned to NGSS, CSTA, TEKS, and various international and state standards

RECOMMENDED ROBOTS

- Sphero BOLT
  - All Courses
- RVR
  - Courses 2 & 3
RVR is our revolutionary take on the programmable robot. It's drivable right out of the box, packed with a diverse suite of sensors, and built for customization. RVR is a mobile platform for intermediate to advanced hackers, makers, educators, and learners.
The go-anywhere, do-anything, programmable robot can now do even more. Drive it, program it, build on it.

- **IMPROVED GEARBOX:** With a more durable gearbox and new gear ratio, RVR's capabilities increase in payload and torque.
- **IMPROVED COLOR SENSOR:** The improved color sensor allows for more accuracy in programming your RVR to see colors in its environment.

### KEY FEATURES

#### All-Terrain
A powerful motor, all-terrain treads, and plenty of torque give you the freedom to drive RVR just about anywhere. RVR also features a precise, professional-level control system that won’t be deterred by obstacles or uneven surfaces.

#### Packed with Sensors
RVR’s on-board sensors include a color sensor, light sensor, IR, accelerometer, and gyroscope. Navigate RVR through a color maze or tap into IR to play with bot-to-bot communication.

#### Fully Programmable
Advanced programming capabilities using the Sphero Edu app and advanced blocks, JavaScript, or even our public SDK library.

#### Third Party Hardware
RVR’s 4-pin UART expansion port is designed to work with most 3rd party hardware, including Raspberry Pi, micro:bit, and Sphero’s own littleBits.

### ACTIVITIES

#### Meet RVR
Explore the new form-factor, color sensing technology, infrared communication, and the capabilities of expanding with 3rd party hardware.

#### RVR+littleBits Ball Launcher
Using RVR & littleBits, create a mobile ball launcher with an input Bit that will be used to play a game.

#### A”MAZE”ing RVR Color Sensor
Get the green light to explore colors and understand how RVR uses its color inside conditionals.

### TECH SPECS

- Removable cover plate and developer plate with quick-release button
- Removable, protective roll cage
- Removable and rechargeable battery
- Universal 4-Pin Expansion Port to connect to any third-party hardware
- 5V 2.1A USB-A onboard connectivity to power your projects
- Compatible and programmable with the Sphero Edu app

### DEVICE COMPATIBILITY

![macOS/iOS](apple.png)  ![Android](android.png)  ![Kindle](kindle.png)  ![Chrome](chrome.png)  ![Windows](windows.png)

### RVR OFFERINGS

- RVR Individual
Take your whole class on the road to STEAM learning with the indi™ Class Pack. indi is our entry-level robot designed to introduce early learners to computational thinking, STEAM, and computer science principles. This Class Pack provides educators with all the resources and tools needed to get an entire class up and running with indi robots.
**WHAT’S IN THE INDI CLASS PACK?**

- 8 indi robots
- 8 durable student cases (for sending home with students or transporting indi)
- 1 classroom tote
- 1 charging case to charge and store 8 indi robots
- 8 charging cables
- 1 Educator Guide
- 160 durable color tiles (20 per student case)
- 8 sets of 15 Beginner’s Programming Challenge Cards (15 per student case)
- 2 sets of 30 replacement color cards with adhesive tape sheets
- 2 decorative sticker sheets for students to customize indi

**INDI CLASS PACK CLASSROOM USE**

- Each indi Class Pack includes an Educator Guide with strategies from getting started to providing the best lessons for students, Grades PK - 2, that are standards aligned to CSTA.
- The individual student cases contain everything each group needs (1 indi, 20 durable color tiles, 15 Beginner’s Programming Challenge Cards). Student cases are perfect for groups of four or more.
- Create a roadway with the durable silicone color tiles to help indi navigate any environment.
- Send indi home in the durable student case, which includes a quick start guide for parents and a checklist of contents so nothing is left behind.
- The indi Power Pack allows 8 indis to charge at once safely inside a durable hard case.
- Each indi Class Pack includes stickers for teachers to label and individualize indi for each group.

**KEY FEATURES & BENEFITS**

**Screenless Play & Learning**

Learn the basics of STEAM, programming, and computational thinking through hands-on, interactive play. Solve puzzles or create and navigate colored mazes that instruct indi how to move and operate.

**Solve Puzzles**

Solve puzzles or create your own with the Beginner’s Programming Challenge Cards.

**Design & Build Mazes**

Problem-solve just like an engineer and design any maze imaginable.

**Learn to Program**

Learn the basics of programming with the color cards or level up with Sphero’s all new drag and drop blocks in the Sphero Edu Jr app.

**Drive Control**

Take control and drive indi with the Sphero Edu Jr app.

**INTRODUCING SPHERO EDU JR**

Control how indi reacts to the world through intuitive yet powerful programming blocks or enhance computational thinking skills by creating new patterns and solving puzzles.

**INDI STUDENT KIT**

The Student Kit is the perfect addition to the indi Class Pack for additional robots and materials for 1-3 students. The indi Student Kit includes 15 Beginner’s Programming Challenge Cards, 20 durable color tiles, and a durable student carrying case.
Sphero welcomed littleBits into the fold to offer a more robust play-based STEAM learning experience for educators and their students. Combined, these solutions continue to transform the way kids learn so they can excel and grow up to be tomorrow’s creators, inventors and changemakers.

littleBits is a hands-on learning system of electronic building blocks that allows students of all ages to create with technology. Our snap-together Bits are easy to use and simple to understand, no prior experience required. Our STEAM solutions are gender neutral, scalable across grades K-12, and suitable for cross-curricular instruction.
The littleBits STEAM+ Coding Class Pack provides your entire classroom with engaging STEAM lessons right out of the box. Students will apply engineering, physics, art, and design thinking as they create sample inventions and then progress to open-ended challenges. This pack contains 250 Bits, 10 newly designed durable storage containers, printed teacher support materials and 40+ standards-aligned lessons to engage the entire class. While the heart of the curriculum is device free, students have the option to level up to coding with the included Bits and Fuse app, which allows students to create digital circuits and program their creations. With this bundle, students will be empowered to let their imagination take flight by creating inventions that deepen their subject knowledge, tackle real world problems, and develop 21st century skills.
STEAM+ CLASS PACK

Bring STEAM and coding to your classroom with the ultimate learning toolkit. The littleBits STEAM+ Coding Class Pack contains 250 Bits, 10 newly designed durable storage containers, printed teacher support materials and 40+ hours of standards-aligned STEAM and coding curriculum to engage the entire class.

Compatible with the Fuse app, students can program littleBits inventions and simulate circuits to level up the learning experience.

*Also available as a Kit with 1 individual unit.

KEY FEATURES

Bits & Accessories
Engage up to 40 students with 250 Bits and 340 accessories to make building your inventions even easier.

Coding Capabilities
Compatible with the littleBits Fuse app, students of all coding abilities can program the codeBit through blocks or Java-Script text and level up their inventions.

Storage Solutions
STEAM+ Coding comes with 10 storage cases for easy classroom and group distribution. Each group can work from their own box of Bits that is designed to protect and organize your solution.

Support Tools
STEAM+ Coding includes 1 STEAM Teacher’s Guide, 10 Invention Guides, 10 Invention logs, and 1 Code Bit Index to help implement littleBits into your classroom.

ACTIVITIES & INVENTIONS

Invent a Self Driving Vehicle
Students will use the littleBits Invention Cycle, and an understanding of the basics of circuitry and motion, to construct an autonomous two-wheeled car.

Space Communication
Build a space communicator that represents the way astronauts communicate with mission control from space, using inputs and outputs to change sound waves into light waves!

Logic
Use conditional logic to program rules into games. The Logic lesson teaches students to use conditional statements to program rules and choices into their games.

WHAT'S INCLUDED

- 250 Bits
- 10 sets of STEAM Student Set Bits
- 10 sets with coding capabilities
- Printed support resources (for students and teacher)
- 1 STEAM+ Teacher’s Guide
- 10 STEAM+ Invention Guides
- 10 STEAM+ Invention Logs
- 10 newly designed durable storage containers
- 340 accessories

FUSE APP

While the STEAM+ Coding Class Pack core curriculum is device free, you can take learning further with the new littleBits Fuse app. Students can create virtual circuits in their own workspace and learn how littleBits’ snap together to ensure their Bits are compatible and their inventions can come to life.

Device must have bluetooth capability to download code from the Fuse app to the codeBit.
Learn the Fundamentals of Coding and Computer Science.

Engage students in computational thinking by teaching them to code their own games and physical inventions in Google Blockly with a Javascript text view!
Teach students how to code using the Sphero littleBits Code Kit Class Pack. With this coding and electronics education pack, students create games and make inventions while exploring programming and engineering concepts in the classroom. Snap together the easy-to-use building blocks and start inventing.

*Also available as a Kit with 1 individual unit.

**CODE KIT CLASS PACK**

**KEY FEATURES**

**Curriculum**
- Code Kit Core
- ELA Elementary
- ELA Middle School

**Coding Capabilities**
Compatible with the littleBits Fuse app, students of all coding abilities can program the codeBit through blocks or JavaScript text and level up their inventions.

**Storage Solutions**
10 new durable storage containers allow for easy organization and clean up.

**Support Tools**
The Code Kit Class Pack includes 1 Quick Start Guide for easy classroom implementation, 1 Invention Guide, and 1 Bit index.

**ACTIVITIES & INVENTIONS**

**Hello World**
This lesson introduces students to the Code Kit and invites them to explore the connections between electronics and code.

**Loops**
Students will learn how to use loops in coding and use them to create animations.

**Ultimate Shootout**
Students will use their knowledge of loops, conditional logic, and variables to create a 2-player score tracker game.

**WHAT'S INCLUDED**
- 160 Bits
- 240 Accessories
- 10 Durable Storage Containers
- Printed Support Resources (for students and teacher)

**FUSE APP**
Fuse is a progressive web app that is browser based and uses Chrome’s fast web USB/BLE API for connection management. Access Fuse at: fuse.littlebits.com

Device must have Bluetooth capability to download code from the Fuse app to the codeBit.
Transform Students into Inventors.

STEAM STUDENT SET CLASS PACK

Transform Students into Inventors.

A powerful learning toolbox designed to teach STEAM principles and encourage exploration, experimentation, and creativity through hands-on learning. This collection of 10 STEAM Student Sets makes the engineering design process fun and iterative for students while giving you everything you need to easily implement 20+ hours of standards-aligned curriculum in the classroom.
STEAM STUDENT SET CLASS PACK

Developed with educators, the STEAM Student Set makes the engineering design process fun and iterative for students while giving you everything you need to easily implement 20+ hours of standards-aligned curriculum in the classroom. Unpack the STEAM Student Set and transform students into inventors!

*Also available as a Kit with 1 individual unit.

KEY FEATURES

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<thead>
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<th>Bits &amp; Accessories</th>
<th>Storage Solutions</th>
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<tr>
<td>Engage up to 30 students with 190 Bits and 460 accessories to make building your invention even easier.</td>
<td>Newly designed durable storage containers allow for easy organization and clean up.</td>
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Unplugged Activities
Run 20+ hours of unplugged, cross-curricular and standards-aligned lessons on littleBits Classroom, along with open and guided STEAM challenges that foster creative problem solving-skills and encourage self-expression and reflection.

Support Tools
The STEAM Student Set Class Pack includes printed materials for instructional support and classroom implementation, as well as an Invention Guide containing Bit tips and 8 step-by-step challenges to get started.

ACTIVITIES & INVENTIONS

Doodle Wizard
Make a doodle bot made with DC motors, and a pulse that dances, wiggles, and draws up a storm.

Circuit Car
Build a circuit cruiser, a vehicle that gets around with 2 DC motors. Use it to deliver school supplies to your friends, help your teacher pass out papers, or wake up your sleeping classmate.

Launcher
Build a launcher that flings projectiles with a servo at the press of a button. Set up a tower of cups and try to knock them over. Then modify your launcher to make it even more accurate, powerful, or speedy.

WHAT'S INCLUDED

• 190 Bits
• 10 newly designed durable storage containers
• 460 Accessories
• Printed support resources (for students and teacher)
  1 STEAM Teacher’s Guide
  10 STEAM Invention Guides
  10 STEAM Invention Logs

LITTLEBITS CLASSROOM

littleBits Classroom is an online collection of STEAM and coding lessons and resources. It offers teachers an opportunity to easily source lesson plans and activities aligned to state and national standards to create an engaging experience for students.
Our Pro Library arms your classroom or makerspace with all the Bits you need to unleash creativity, design thinking, hands-on learning, and engineering experimentation. Get individuals and groups prototyping inventions, large and small.
ACTIVITIES & INVENTIONS

Shark Tank: Engineering Entrepreneurs
Become an entrepreneur and successfully budget for the creation of a new product. Then, plan a Shark Tank Pitch to try and get a Shark to invest in your product!

Tinker with Storytelling
Students combine littleBits open hardware with arts and crafts materials to tell a story that brings some essential trait of each character to life!

ArtLab
How can you use your art, coding, and littleBits knowledge to create an interactive art installation?

WHAT'S INCLUDED

• 308 Bits (Includes nearly every Bit)
• Printed support resources (for students and teacher)
• 10 newly designed durable storage containers

LITTLEBITS CLASSROOM

littleBits Classroom is an online collection of STEAM and coding lessons and resources. It offers teachers an opportunity to easily source lesson plans and activities aligned to state and national standards to create an engaging experience for students.
You can now add your micro:bit to your littleBits circuits for endless invention possibilities. No wiring or alligator clips required!

*micro:bit is required for use & sold separately*
The littleBits micro:bit Adapter connects micro:bit and littleBits enabling new learning experiences and creative inventions in a less-intimidating way. Enhance your learning with micro:bit by adding coding to your littleBits using platforms like the free Microsoft MakeCode or Python editor. It works by connecting the signals from the littleBits input and output bitsnaps to pins on the micro:bit edge connectors. No special coding libraries are needed.

**ACTIVITIES & INVENTIONS**

**micro:bit Countdown**
Create your very own micro:bit countdown clock using your favorite littleBits and some help from MakeCode.

**micro:bit Sunflower**
Create a micro:bit powered sunflower to seek out the best and brightest spots in and around the room.

**micro:bit Multi-Player**
How good is your hand-eye coordination? This invention is a multi-player game that requires you to be quick and accurate. Using the micro:bit, you will create a game in which you and another player must move your hand to the correct height above your sensor before the other person does!

**micro:bit Obstacles**
Create your very own autonomous robot using a micro:bit, your favorite littleBits, and a Sphero RVR. See if you can program RVR through a maze or an obstacle course without it ever hitting a wall or object.

**KEY FEATURES & BENEFITS**

- Simple magnetic snapping of inputs and outputs is easier to use for younger students; no wiring, soldering or alligator clipping required.
- Easily connect littleBits and RVR in a singular software environment (Microsoft MakeCode or Python editor).

**CODING CAPABILITIES**

**Microsoft MakeCode**
Microsoft MakeCode is a free, open source platform for creating engaging computer science learning experiences that support a progression path into real-world programming.

Students new to coding can start with colored blocks that they can drag and drop onto their workspace to construct their programs.

**Python Editor for micro:bit**
micro:bit Python editor is designed with teachers and learners in mind: you can easily enlarge the text size for sharing on a large screen or whiteboard, download projects as Python text files or .HEX files ready to flash onto a micro:bit. It also works with micro:bit classroom.

**NECESSARY MATERIALS**

- Your own micro:bit
- A littleBits Power Bit
- The output bit or bits that you want to use in your circuit
The littleBits At-Home Learning Starter Kit provides an easy-to-follow, flexible, and powerful solution for reinforcing STEAM learning at home. This kit is ideal for educators to send home for individualized learning and can be easily facilitated and guided by parents. Our goal is to give you the tools and support you need to empower learners in any environment to create, experiment, and become critical problem solvers through play-based learning and project-based lessons.
The littleBits At-Home Learning Starter Kit helps learners develop critical STEM skills through lessons that apply fundamental concepts such as circuitry, engineering, physics, art, and design thinking. This electronics kit includes a carefully curated sample of 5 Bits, stickers, 12 accessories, paper templates, getting started guides, and educational lessons aligned with Common Core and NGSS standards. Use them with customized educational support material on littleBits Classroom to discover the “aha” littleBits moment that everyone raves about.

**Bits**

- Power
- Slide Dimmer
- Button
- Servo
- Wire

**Activities & Inventions**

**Hand Raiser**
Learn what it means for an object to require work and what happens when an object has potential elastic or gravitational energy. Then use littleBits to create a simple prosthetic arm to explore these concepts further.

**Carnival Games**
Remake a favorite carnival game, or create a new one. Start by brainstorming ideas, then build and test several prototypes. Explain the rules to a friend and let them take it for a spin!

**Invent a Creature**
Create a unique creature adapted to survive in its habitat. Start with a plan for the design, build a few prototypes of the creature, and then test and iterate on your design.

**What's Included**

- 9V Battery & Cable
- Battery Clip
- Adhesive Shoes (x4)
- Ball Caster
- Mechanical Arm
- Glue Dots
- Mounting Boards (x2)
- Paper Templates (x4)
- At-Home Learning Guide to get started

**LittleBits Classroom**

littleBits Classroom is an online collection of STEAM and coding lessons and resources. It offers teachers an opportunity to easily source lesson plans and activities aligned to state and national standards to create an engaging experience for students.
Get started learning STEAM at home with the Sphero Mini At-Home Learning Starter Kit. No coding experience necessary. This kit includes a 28-piece construction set, 30 step-by-step, project-based lesson cards, and a parent-friendly guide to help facilitate STEM learning at home.

Drive and game with the Sphero Play App or code and learn to code with the Sphero Edu App. Complete all the challenges and games and then create your own fun—the possibilities are endless!
Beginner learners can drive and play STEAM-inspired games with the Sphero Play app and eventually advance to programming with Block Based Coding or Javascript in the Sphero Edu app. The Sphero Mini At-Home Learning Starter Kit is ideal for educators to send home for individualized learning and can be easily facilitated and guided by parents.

**KEY FEATURES**

**Teeny Tiny Tech**
Packed with teeny tiny tech, Sphero Mini has a little gyroscope, accelerometer, and LED lights. With almost an hour of play time, your students will have the room to stretch their imagination—all while having fun learning!

**Step-by-step Learning**
Learn the fundamentals of STEM and coding with mini traffic cones, bowling pins, construction sets, and step-by-step activity cards with STEM-inspired challenges and games.

**Program Three Ways**
Using the Sphero Edu app, program your Mini using draw and drive commands, Scratch blocks, or even JavaScript text programming.

**Drive Modes**
Tilt your device. Pull back and slingshot forward. Use the Joystick. Whatever you’re in the mood for, the Sphero Play app has it.

**ACTIVITIES**

**Wrecking Ball**
Build a tower and knock it down. All you have to do is break the walls.

**Bot & Weave**
Send Mini through all four arches like an Olympic skier.

**A-Maze Balls**
Use your creativity to construct your first cool course.

**TECH SPECS**

- **At-Home Learning Guide** to get started
- **30 STEM-inspired activity and lesson cards** for independent and guided learning
- Sphero Mini robotic ball with a removable clear shell and cover
- Pins and Cones for games and obstacles
- 28-piece construction set
- Micro USB charging cable
- Bluetooth Smart connection (100 foot range)
- Top speed: 1 m/s

**DEVICE COMPATIBILITY**

- macOS/iOS
- Android
- Kindle
- Chrome
- Windows
The Sphero Global Challenge is an opportunity for students to go deeper with computational thinking, engineering, and programming skills in our various STEM and coding competitions. Teams and individuals of all abilities will work to identify problems and develop solutions then submit entries virtually for a chance to qualify for the Sphero World Championship in Spring 2022.
**2021/2022 SEASON: FIVE UNIQUE STEM EVENTS**

Ready to play? The Sphero Global Challenge comprises five unique events: indi Community Heroes Mission, littleBits Invent 4 Good: Super Suit Mission, BOLT Super Senses Mission, RVR+littleBits Search and Rescue Mission, and RVR Super Car Mission. Register now to receive early bird Team pricing for the RVR, BOLT, RVR+LB, and LBi4G events at just $49. (Regular registration price of $75 starts July 1, 2021.)

**SPHERO COMPETITION ROBOTS & STEM KITS**

The Sphero Global Challenge is an exciting opportunity for students! Not only are students able to practice coding and problem solving skills, but they will also have the chance to build innovative thinking and collaboration skills. In the setting of a team challenge, students will use engineering design processes in an authentic way. Get the STEM kits and robots you’ll need to participate in the Sphero Global Challenge!
Sphero Mini packs tons of fun and learning into a tiny, app-enabled robotic ball. At an entry-level price point, this table-top bot is perfect for all students and learning spaces.
The Sphero Mini Education Pack is now individualized and has everything you need to get rolling and learning! This new and improved pack includes 16 clear Sphero Mini app-enabled robotic balls, bumper covers, mini traffic cones, bowling pins, construction sets, and activity cards that help expand playtime and imagination in STEAM learning. Now enough accessories for easier to send home with students for individualized or hybrid learning!

**DEVICE COMPATIBILITY**

macOS/iOS

**TECH SPECS**

• 16 Sphero Mini app-enabled robotic balls w/clear shells and laser-etched IDs
• 16 Robotic Ball covers
• 16 sets of 6 pins and 3 cones
• 16 Construction Sets
• 16 Splitter USB Cables
• 16 sets of 15 activity cards with STEAM-related callouts, 3 in each category based on ability
• 16 individual cardboard boxes to send home with students
• QR codes link to programs where students can run and manipulate code

**ACTIVITIES**

**Battering Ram**
Topple the pins and cones off your tall tower.

**Archie Ball**
Roll your tiny robot into the arches to score big.

**Plot Bot**
Construct a story around the construction set.

**KEY FEATURES**

**Teeny Tiny Tech**
Packed with teeny tiny tech, Sphero Mini has a little gyroscope, accelerometer, and LED lights. With almost an hour of play time, your students will have the room to stretch their imagination—all while having fun learning!

**Program Three Ways**
Using the Sphero Edu app, program your Mini using draw and drive commands, Scratch blocks, or even JavaScript text programming.

**Step-by-step Learning**
Learn the fundamentals of STEM and coding with mini traffic cones, bowling pins, construction sets, and step-by-step activity cards with STEM-inspired challenges and games.

**Individualized Learning**
Includes enough accessories for 16 mini kits with cardboard boxes to better organize and send home for individualized or hybrid learning lessons.
As technology evolves, we, too, must evolve by learning new skills and applying them to our craft. This is how we grow. Introducing Sphero Academy — a place where you’ll find professional learning courses, resource guides, classroom kits, robot education, one-on-one support, and so much more. Our professional learning courses are designed and run by our Sphero Edu experts. Whether you join us on-site, through virtual training or a self-guided course, our training is customized to meet your needs so you can get Sphero Edu and Sphero robots rolling in your classroom today.
**Self-Guided Training**

**Sphero Fundamentals**
In this self-guided online course, you will get started with Sphero Edu and how to apply it in your classroom. Created by our professional learning team, this course will take you into a deep dive of Draw, Block-Based programming, and Javascript text programming. We’ll wrap it up with suggested classroom applications for all grade levels, experience and content areas.

**littleBits Fundamentals**
In this self-guided online course, you will learn how to bring the littleBits Invention Cycle into the classroom. Through five self-paced hands-on sessions, you will gain an understanding of how to use littleBits to develop students' real-world, 21st century skills across a variety of subjects.

**All-Access Virtual Training**
Sphero Virtual Training consists of online, pre-scheduled training with a Professional Learning specialist. The specialist will work with you for an entire year to help you integrate Sphero into your classroom and school.

**On-Site Workshops**
Schedule a 1- or 2-day workshop and we'll bring the expertise to you. Customize your workshop based on the topics, activities, and skills you wish to explore, build, and promote.
Sphero Edu is your hub to create, contribute, and learn through unique STEAM activities. From draw and drive commands to block-based or even JavaScript text programming, Sphero Edu focuses on learner progression. Accessible from almost any smart device or computer, you can program your robots anytime, anywhere.
Sphero has created 100+ standards-aligned STEAM and Computer Science lessons and activities that can be teacher-led or self-guided so discovery and learning can continue beyond the classroom. The activities are designed for all ages and skill levels so students can grow with them. As an educator you can explore and find the right lesson for your classroom.

In addition to the Sphero created resources and lessons, Sphero Edu provides an ecosystem for its thriving community of over 3 million coders, makers, and learners who create and share inspiring content every day. Find one of the 30,000+ lesson that has been used in a classroom in your own location or somewhere else in the world.

**PROGRAMMING**

Learn to program like a pro. Designed for learner progression, the Sphero Edu app allows you to program your robot three different ways.

**DRAW**
Beginners can draw paths that represent code for their robot to follow.

**BLOCKS**
Intermediate programmers can drag and drop blocks.

**TEXT**
Pros can write text programs using JavaScript.

Create your own program or experiment with one created by Sphero or another star educator.
LITTLEBITS CLASSROOM
Your hub for littleBits resources.

littleBits Classroom is an online hub of lesson plans, educator guides, STEAM activities, troubleshooting tips and customizable handouts for different grades, subjects, and learning pathways. It offers teachers an opportunity to easily source lesson plans and activities aligned to state and national standards to create an engaging experience for students.
littleBits Classroom has been designed in a modular fashion, just like littleBits, to create lessons, inventions and activities to meet the needs of your students. You can start by selecting the kit or Bits you already have and find a lesson plan designed by Sphero littleBits experts. You can also search by standard, subject area or explore the inventions we have created.

In addition to all of the resources we provide, you can search the hundreds of lessons and unit plans or explore the millions of inventions that have been made by educators and students alike. Get inspired by the littleBits invention cycle and post what you or your students create!

**FUSE APP**

Expand upon what your inventions can do and build virtual circuits by using the littleBits FUSE app to program your Bits using conditionals, loops and functions. Test your inventions with a virtual circuit builder to see what you can create with or without owning all the Bits. Designed for learner progression, program using blocks or JavaScript, all you need is a Code bit.
THE SPHERO COMMUNITY

The foundation of our program.

Since Sphero Edu began, we’ve seen superstar creators, makers, teachers, and learners take our program and run with it in ways we never could have imagined. What started out as a conversation on social media has evolved into a community of passionate users supporting one another, while sharing their inspirations and successes with Sphero in the classroom and beyond.
Sphero Heroes is a Sphero Edu ambassador program designed to recognize and celebrate the great work of pioneering teachers around the world. To date, we’ve recruited 90+ educators who are using Sphero robots to transform education in their classrooms and beyond.

Sphero Lead Educators are an integral part of the Sphero Edu community, and their role is to do exactly that – lead. Our community is about sharing and supporting one another and we look to our Lead Educators to help spread Sphero awesomeness all around the world.

COMMUNITY FORUM

Got a question that needs an answer? Want to show off your STEAM skills? Connect here with a variety of Sphero and littleBits educators and other creative makers.
SMALL ROBOTS. HUGE IMPACT.
Let's break it down by the numbers.
40,000+ EDUCATORS

20,000+ EDUCATION INSTITUTIONS

80 COUNTRIES

30,000+ ACTIVITIES

MILLIONS OF STUDENTS

3.5 MILLION USERS ON THE SPHERO EDU PLATFORM

#1 ROBOT IN SCHOOLS

1 MILLION INVENTIONS

5 MILLION ROBOTS ACTIVATED

4.5 MILLION PROGRAMS SAVED ON THE SPHERO EDU PLATFORM
The future starts today.

Sphero is empowering the future creators of tomorrow and setting them up for success. We couldn’t be more excited about the future of education and the part we’re playing.
#BEYONDCODE™