Sphero

SPHERO BOLT:
AT-HOME GUIDE

HI THERE, WELCOME TO SPHERO!

We're thrilled that you're trying out Sphero for your home learning space. Whether learners 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 Edu ecosystem.

WHAT IS THIS GUIDE?

This guide will orient you to the content and support materials that come with BOLT and Sphero Edu. We'll walk you through:

- Getting started with the Sphero Edu app and Sphero Play app.
- Understanding your BOLT robot and how it can be used
- Activity pathways based on focus areas and skill level
- Supplemental Resources

PARENTS: START HERE!

Download the Sphero Edu app on your device at sphero.com/downloads. It is available for free in the iTunes, Google Play, Microsoft, and Amazon app stores. *The Chrome Extension is available in the Chrome Web Store.*
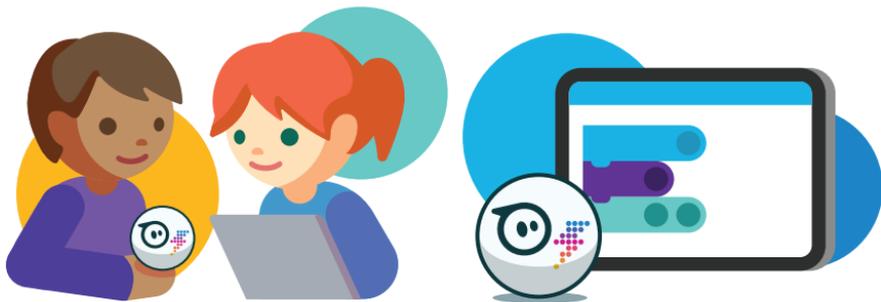
QUICK START(RECOMMENDED)

iOS and Android users can select "Quick Start" from the home page. Chromebook users can download the Android client to access this option.
Note: You cannot save activities or programs in this mode.

CREATE ACCOUNT

Users can create a "Home User" account. Follow the steps at edu.sphero.com/ to create an account for your learner(s).
Note: Mac and windows users must create an account.

CLASS CODE

If using your robot in conjunction with your child's school, you may receive information about using "Class Code"mode.

MEET BOLT

Fully programmable and highly advanced, Sphero BOLT was designed for learners of all ages. Although the possibilities are endless, below are some ideas of how you could integrate BOLT into your at home learning environment.

- Create your own artwork with BOLT by drawing your favorite shapes!

- Learn about what it means to refactor code and how you can use it in your own programs.

- Create custom images using Sphero Edu's built in Matrix Animation editor.

- Learn about conditionals and how they can be used in code.

CHARGING

1 Place BOLT on charger with power cord plugged into wall outlet.

2 BOLT will blink blue. This indicates that it is charging.

3 Charge for 3 hours or until the blue charger light stops blinking.

CONNECTING WITH BLUETOOTH

1 Open the Sphero Edu app.

2 From the Home Page, select "Connect Robot".
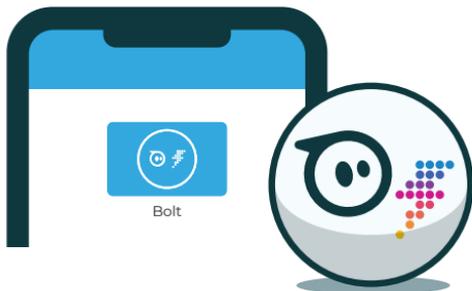
3 Select "Sphero BOLT" from the list of robot types.

4 Hold your robot next to the device and select it to connect.

- *Note: After connecting to bluetooth for the first time, there will be an automatic firmware update.*

If you are having connection troubles, try the following:

- Place your robot on the charger for 15 seconds to ensure it's not in deep sleep, then try again.

CARE AND MAINTENANCE

Here are some tips for caring for your BOLT:

- BOLT is waterproof; to clean simply wipe your robot with warm soapy water and dry it with a towel.

- BOLT is also shockproof. Pop it, lock it, drop it. Your ball can handle it. That being said, we don't recommend testing this theory from the top of your house.

SANITIZING

Below is Sphero's step-by-step guide on how to clean and properly disinfect Sphero BOLT.

1 Have the proper cleaning products, e.g. disposable disinfecting wipes (Lysol or Clorox or similar brands are best) or spray, paper towels (if using a spray) and disposable gloves.

2 Wipe down BOLT's outer surface. Wipe and spray away! There are no charging ports or openings to worry about. Just be sure not to use harsh solvents or anything abrasive or sharp to clean them.

3 Allow BOLT to dry completely before placing it back on its charger.

ACTIVITY PATHWAYS

The Sphero Edu app contains 100+ guided STEAM and Computer science lessons and activities and programs, consisting of varying skill level and content areas. We've curated a selection of 30 activities that will help guide you as you get started.

Find the links to the activities below at https://sphero.com/at-home-learning

PROGRAMMING

DRAW

Manual Movement, Distance, Direction, Speed, and Color

ART
Draw 2: Spelling

MATH
Draw 1: Shapes
Draw 3: Perimeter
Area of Rectangles
Geometric Transformations

BEGINNING BLOCK

Roll, Delay, Sound, Speak, and Main LED

SCIENCE
Long Jump
Bridge Challenge

TECHNOLOGY & ENGINEERING
Blocks 1: Intro and Loops

INTERMEDIATE BLOCK

Simple Controls (Loops), Sensors, and Comments

SCIENCE
Light Painting
Tractor Pull
Hydro-Hypothesis

TECHNOLOGY & ENGINEERING
Maze Mayhem

ART
Sphero City
Swim Meet
Chariot Challenge

ADVANCED BLOCK

Functions, Variables, Complex Controls (If Then), and Comparators

SCIENCE

Atom Tracks
Helmets for the Win
Organ Quiz
Planets Quiz

TECHNOLOGY & ENGINEERING

Blocks 2: If/Then/Else
Blocks 3: Lights
Blocks 4: Variables

ART

What a Character
Avoid the Minotaur

BLOCK-TEXT TRANSITION

JavaScript Syntax, Punctuation, and Asynchronous Programming

TECHNOLOGY & ENGINEERING

Text 1
Text 2: Conditionals

JavaScript Movements, Lights, and Sounds

TECHNOLOGY & ENGINEERING

Text 3: Lights
Text 4: Variables

MATH

Morse Code & Data Structures
Fun Fun Functions

Keep in mind that success with Sphero is more than just learning coding and STEAM concepts; it includes dispositions as well. Consider how you will encourage and/or evaluate growth mindsets and curiosity in your at home learning environment.

SUPPLEMENTAL RESOURCES

For more information about Sphero and to get involved in our community you can find links to additional resources below.

SPHERO BLOG:

https://sphero.com/blogs/news

SUPPORT:

https://support.sphero.com/

COMMUNITY FORUM:

https://community.sphero.com/

CONTACT US:

https://sphero.com/pages/contact-us