

# Introducing Classroom21's Sphero Activity Mat



Take your  
**Sphero** learning  
 to the next level  
 with the  
 introduction of  
**Sphero Activity  
 Mat 1**

Designed to work with the Sphero 2.0, SPRK, SPRK+, Sphero Mini and the Sphero Edu platform, the Sphero Activity Mat 1 is a wonderful resource for use in the classroom that will develop key coding skills, that are linked to everyday curriculum outcomes.

- Comes with five activities
- Open your Sphero Edu app, connect your Sphero to your device, roll out the mat and students from ages 4 right up to 16+ will be ready to go
- Create algorithms, problem solve and debug using the Draw, Block or Text projects, while Sphero navigates through each engaging activity
- Sphero Activity Mat 1 is best used with a group of students and at least two Spheros
- Measures 120 x 200 cms in size
- Made from robust vinyl floor mat. Its wipe clean, tough wearing surface is designed for classroom use



Part #: C21-SAM1 | \$239.99 AU RRP

### Racetrack Challenge

Students can work together to program the Sphero around the track on the outside of the mat. 2 teams of students can compete against each other to complete the reversible racetrack. Students aged between 7 and 16+ can use the Block or Text projects to create their own code to power the Sphero. They will have to take account of headings, angles, speed, distance and time while programming the Sphero around the track.

While completing the Racetrack take images and videos as evidence that you have completed it. It's always good to share your successes!

Tip: To further extend the challenge you can do 2 things.

1. Complete the Racetrack backwards from the Finish to the Start.
2. Race 2 Spheros against each other.



### Circles Challenge 1

Students will answer mathematics questions by programming the Sphero to move to one of the numbers. The teacher may ask '5+6' or 'square root of 81' and students of any age can use a Draw, Blocks or Text project to program the Sphero to the correct number.

### Circles Challenge 2

Each coloured circle is a vertices of a 2D shape. The route between each same coloured circle is a side of a 2D shape.

Yellow = Square.

Red = Rectangle.

Blue = Hexagon.

Green = Scalene Triangle.

Purple = Right Angle Triangle.



Students can use a Draw, Blocks or Text project to use code to explore the properties of the 2D shapes.

### Gates Challenge

A really interactive challenge that develops problem solving skills, collaboration between students, computational thinking and knowledge of angles and shape and space. Beginning at 'START HERE' and finishing at 'FINISH HERE' students have to use a Blocks or Text project and follow the instructions at each gate. Students will really enjoy extending their mathematical knowledge while exploring sound, movement and light with the Sphero.

While completing the Gates Challenge, take images and videos as evidence that you have completed it. It's always good to share your successes!

Tip: To further extend the challenge you can do 2 things.

1. Complete the Gates Challenge backwards from the Finish to the Start.
2. Devise your own instructions at each gate. Students could program the Sphero to change to different colours in time with music at Gate 1 or program the Sphero to recite a short poem at Gate 4. Be as creative as possible!

### Number Line Challenge

Students will answer mathematics questions by programming the Sphero to move up and down the number rule. Students of any age can use a Draw, Blocks or Text project to program the Sphero to the correct number.