

Getting Started



For help, email info@samlabs.com

- 1** Download the SAM Space app from
US site: <https://samlabs.com/pages/download-app>
UK site: <https://uk.samlabs.com/pages/download-app>
International site: <https://int.samlabs.com/pages/download-app>

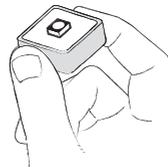


- 2** Select and download your lesson plans from www.samlabs.com/lesson-plans

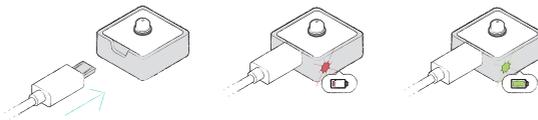


- 3** To turn on blocks, press the On button for 2-3 seconds (on the side of the block, located above the word SAM).

Make sure your SAM Blocks are charged

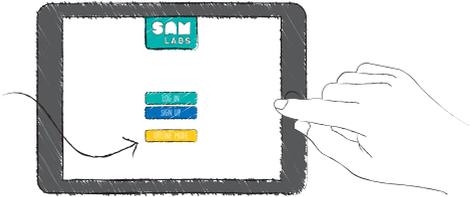


If a block is charged, you'll see a red light appear. If this *doesn't* happen, plug in the micro-USB charger to charge it. The light will remain red as the block is charging. It will turn green when fully charged.

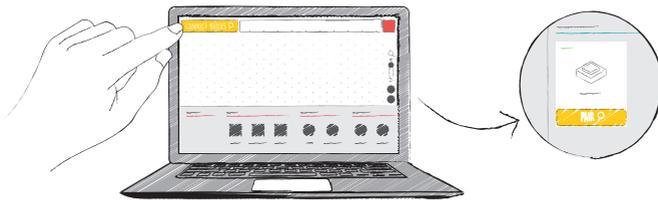


4 Open the SAM Space app and sign up or log in.

Or you can use
offline mode!



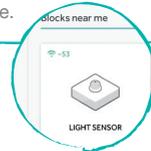
5 Pair the blocks with the app. Hold your blocks near your laptop or tablet and select 'Connect Blocks' on the upper left side of the app. If your blocks are on, they will appear in the 'Blocks near me' section.



Click or tap 'Pair' under the block on the screen. When you do this, the light on your block will flash. Click or tap  when you see 'Pair with App' on screen.

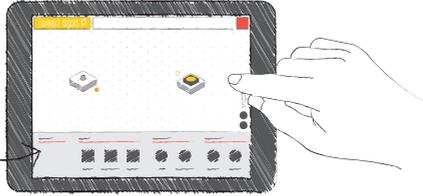
Your block will now appear under 'My Blocks' and the color on the physical block will match the color on the block you see on the screen.

The blocks you're can be identified by the proximity identifier on the screen - the higher that number is, the closer the block is to your device.

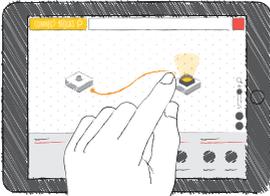


6 Once you have paired your blocks, drag them onto the dotted workspace on your screen.

Your SAM Blocks will appear here

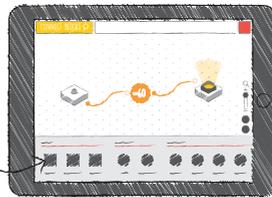


7 Connect the blocks by drawing a line between them.



8 Drag software blocks onto the workspace to add to your system.

Over 30 software blocks to choose from



Now you're all set to start teaching STEAM and coding with SAM Labs.

To get started with **Google Workbench**, find the instructions at samlabs.com/workbench

