Sphero BOLT Activity Progression

Programming CORE: Complete these activities to build strong foundations for programming BOLT

Draw Manual Movement, Distance, Direction, Speed, & Color	Beginning Block Roll, Delay, Sound, Speak, & Main LED	Intermediate Block Simple Controls (Loops), Sensors, Speed, & Color & Comments	Advanced Block Functions, Variables, Complex Controls (If Then), & Comparators	Beginning Text JavaScript Movements, Lights, & Sounds
• <u>Draw 1: Shapes</u>	 Blocks 1: Roll Block Squares Blocks 2: Light & Sound Stories Blocks 3: Matrix Emotions 	 Blocks 4: On Collision Event Pong Blocks 5: If Then Animal Toss Blocks 6: Sensor Storytelling Sidekick 	 Blocks 7: Flashlight Function Tug o' War Blocks 8: Hot BOLTatoes & Variables 	• Text 1: Hello World

Subject Area Activities: Choose and adapt activities to fit your classroom and grade level needs

Science	Technology	Engineering
• <u>Planetary Motion</u>	 The Ethics of Computing (Cyber) 	• <u>Tractor Pull</u>
• El Corazon/The Heart	 How the Internet Works (Cyber) 	• <u>Chariot Challenge</u>
 Circuit Coding Challenge 	 Intro to Cryptography (Cyber) 	Bridge Challenge
• Costa Rican Turtles	 Types of Hackers (Cyber) 	• Sphero City
 Acceleration Equations 	 Stopping Cyberbullying (Cyber) 	• <u>Swim Meet</u>
• <u>Hydro Hypothesis</u>	 The Powers of 2 (AP CSP) 	• Jousting Tournament
• Atom Tracks	 Variables (AP CSP) 	
 Helmets for the Win 	 Morse Code/Data Structures 	
• <u>Organ Quiz</u>		
Art	Math	Language Arts & Social Studies
• Light Painting	• <u>Draw 3: Perimeter</u>	• Draw 2: Spelling
 Art for Social Justice 	 Geometric Transformation 	• Programming the Nile
Holographic Projections	• Area of a Rectangle	• What a Character
• American Art	 Mathematical Darts 	 Avoid the Minotaur
	• <u>Linear Relationships</u>	
	• Fun Fun Functions	