

Sphero BOLT At-Home Learning

Activities and Learner Progression

PROGRAMMING LEVEL

CONTENT THEME				
Science	Technology & Engineering	Art	Math	
		Draw 2: Spelling	Draw 1: Shapes Draw 3: Perimeter Area of a Rectangle Geometric Transformations	
	Long Jump Bridge Challenge	Blocks 1: Intro and Loops		
	Light Painting Tractor Pull Hydro-Hypothesis	Maze Mayhem	Sphero City Swim Meet Chariot Challenge	
	Atom Tracks Helmets for the Win Organ Quiz Planet Quiz	Blocks 2: If/Then/Else Blocks 3: Lights Blocks 4: Variables	What a Character Avoid the Minotaur	
		Text 1: Hello World! Text 2: Conditionals		
		Text 3: Lights Text 4: Variables	Morse Code & Data Structures Fun Fun Functions	



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