



How to use a Sphero

Þingeyjarskóli
April task

The goals of using Sphero



To...

- Introduce students to a magical technologies.
- Make students go deeper with computational thinking, engineering and programming skills.
- Give students opportunities to identify problems and develop solutions.
- Give students opportunities to develop their cooperation skills.
- Develop students' initiatives.
- Give students opportunities to participate in a conversation and explain their views.
- Develop students' creative thinking skills with integrating with other subjects.

How does it work?

- In coding you are using step-by-step instructions to tell someone/something else what to do.
- You can use Sphero robots to play games, create programs, or complete challenges.
- Sphero is a robot that can be paired with a tablet or smartphone. You can f.ex. change Sphero's color, play different missions and control Sphero's movements.



Students working with Spheros (press play)



Students working with Spheros (press play)



Students working with Spheros (press play)



Enjoy your Sphero's journey

