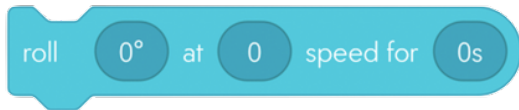# Sphero Coding Activity Sheet
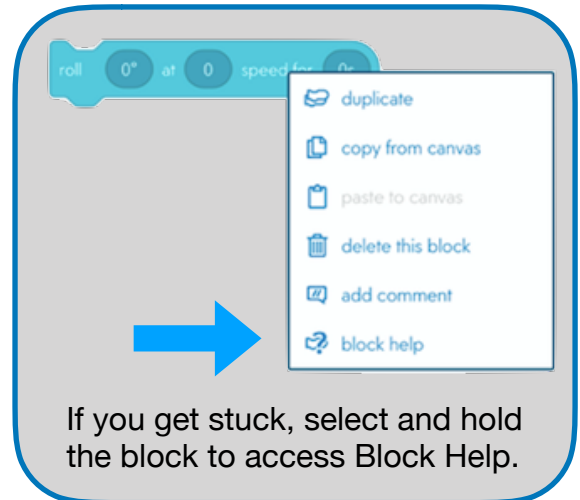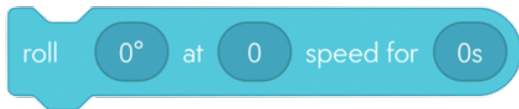
Place three pieces of tape (or small objects) on the floor approximately 75cm apart. (see diagram below)

**1** ← 75cm → **2** ← 75cm → **3**

Activity 1. - Code the Sphero from 1 to 2.
- Code the Sphero from 1 to 3.

`roll  0°  at  0  speed for  0s`

If you get stuck, select and hold the block to access Block Help.

Activity 2. - Code the Sphero out to 3 and then back to 1.

`roll  0°  at  0  speed for  0s`   `delay for  0s`

Activity 3. - Code the Sphero out to 3 and then back to 1 displaying a different colour each way.

`roll  0°  at  0  speed for  0s`   `delay for  0s`   `main LED`
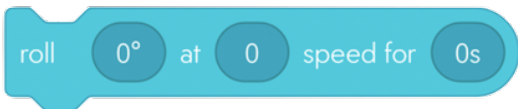
*Activity 4.* - Code the Sphero from 1 to 2 then 2 to 3 displaying a different colour and sound in each section.

`roll  0°  at  0  speed for  0s`   `delay for  0s`   `main LED`

`play  random  sound and  continue`
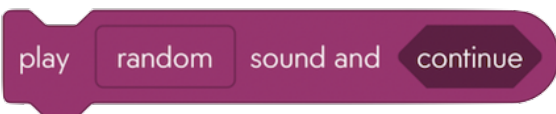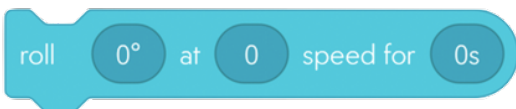
Activity 5. - Code the Sphero from 1 around 3 and back to 1 with colour changes. (see diagram below)

1   2   3
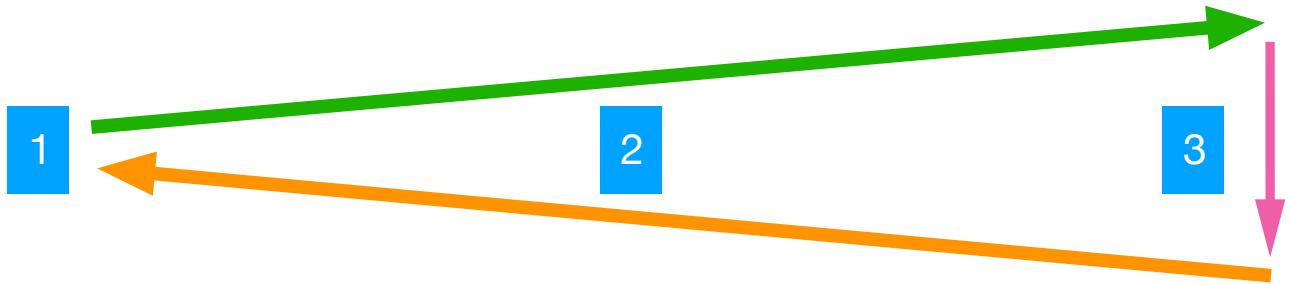
Activity 6. - Code the Sphero in a Zig Zag pattern around the tape with colour changes. (see diagram below)

1   2   3
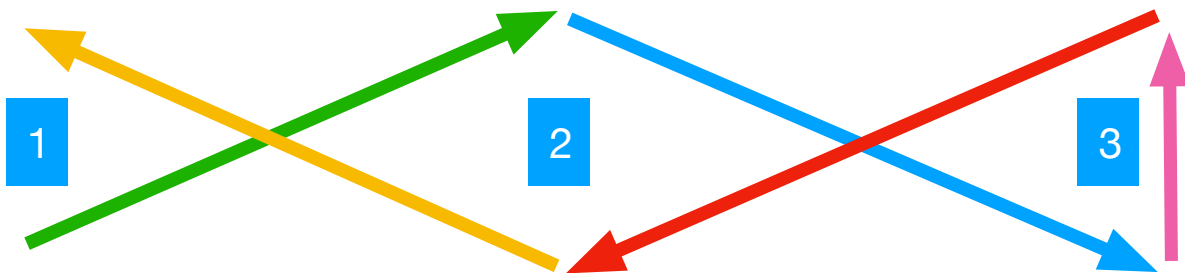
Activity 7. - Code the Sphero in a **Square** using a loop block. Name the shape with a Speak block.

Activity 8. - Code the Sphero in a **Triangle** using a loop block. Name the shape with a Speak block.

loop   0   times

roll   0°   at   0   speed for   0s

speak   and   wait

sphero edu