

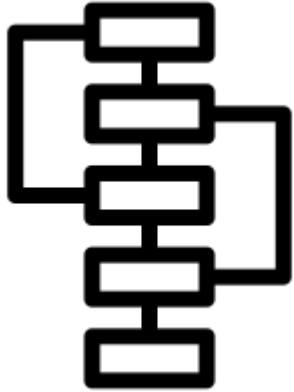


Activity Cards



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Learning to code -WHY?



Algorithm
steps to solve a
problem.



Precise
exact, correct,
error-free.



Debug
Detect and correct errors.
Find the problem and fix it.

Roles:

Programmer



Create the code

Tester

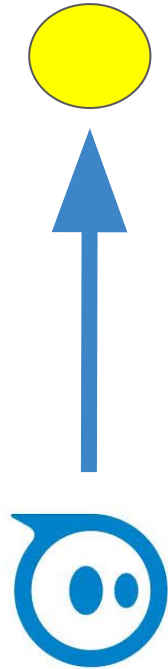


Test the code
and debug

Sphero Challenge #1

Write a program
that makes Sphero

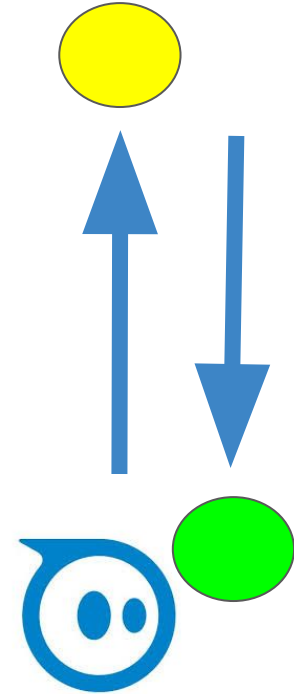
- Roll forward for 3 seconds
- Change color



Sphero Challenge #2

Write a program
that makes Sphero

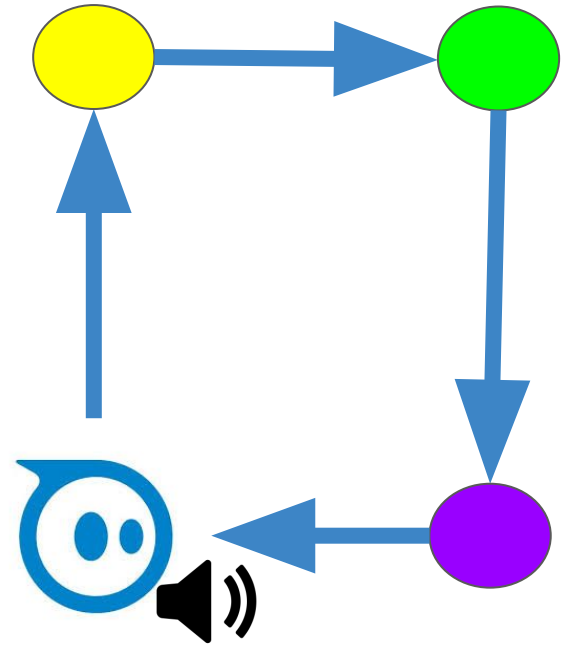
- Roll forward for 3 seconds
- Change color
- Roll back
- Change color



Sphero Challenge #3

Write a program that makes Sphero

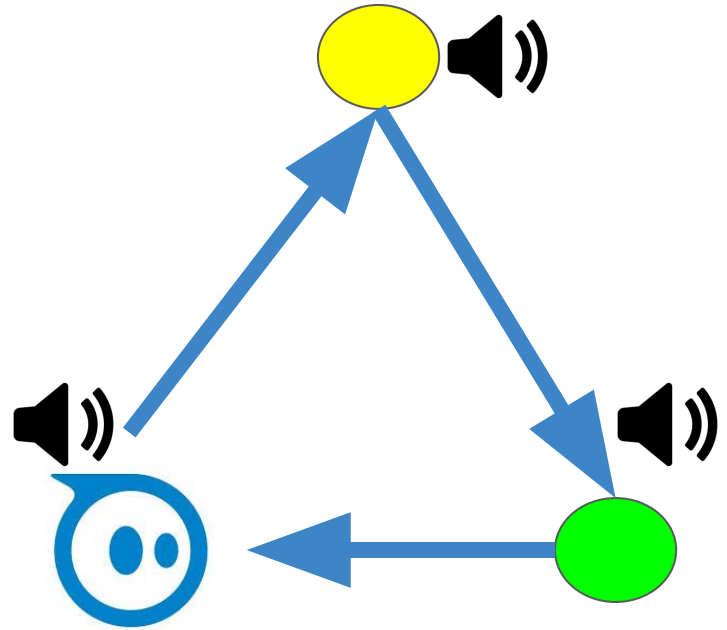
- Move to make a square
- Change colour at each corner
- Make a sound at the end



Sphero Challenge #4

Write a program that makes Sphero

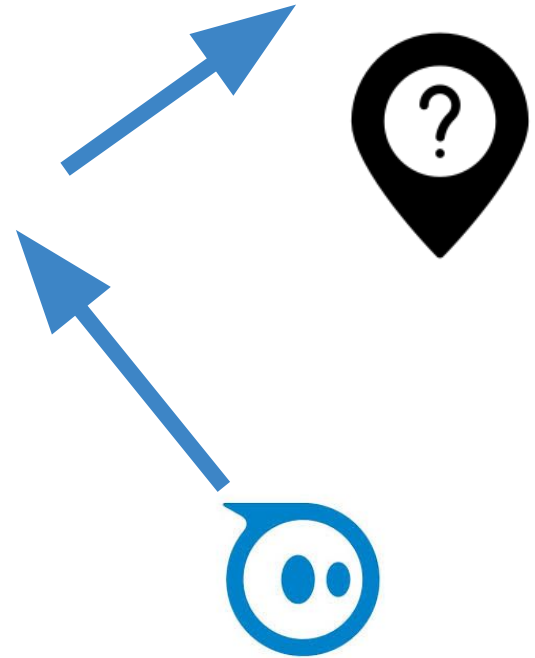
- Move to make a triangle
- Change colors and make a sound at each vertex (corner)



Sphero Challenge #5

Write a program
that makes Sphero

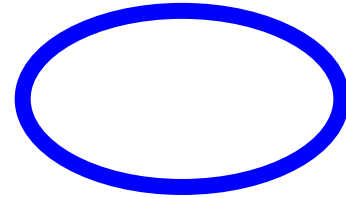
- Create your own shape
- Decide on color changes and noises to add



Sphero Challenge #6

Write a program
that makes Sphero

- Get into the circle
- Try as many
different ways as
you can

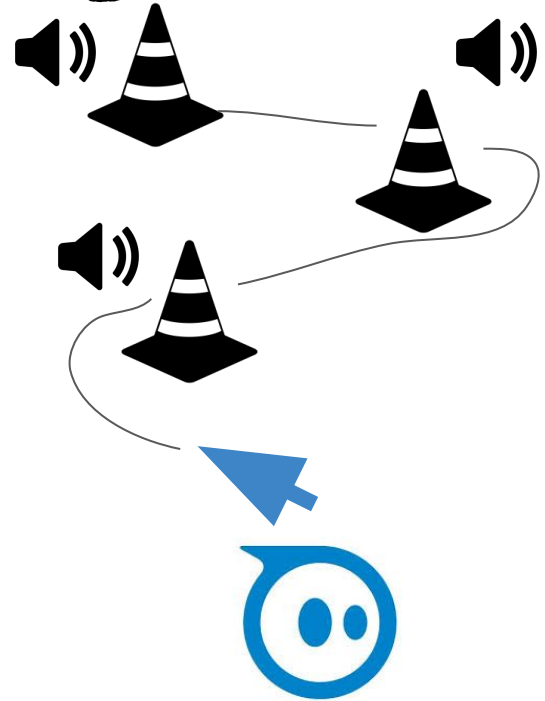


*Challenge difficulty- increase the distance and change the start point.

Sphero Challenge #7

Write a program that makes Sphero

- Go from point to point
- Make a sound at each point



*Can you program sphero to come back?

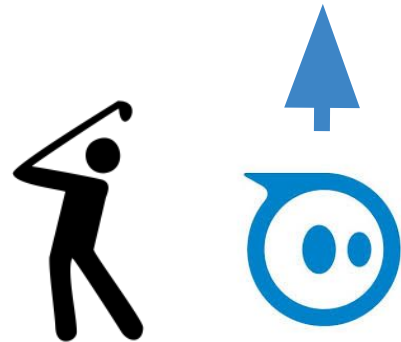
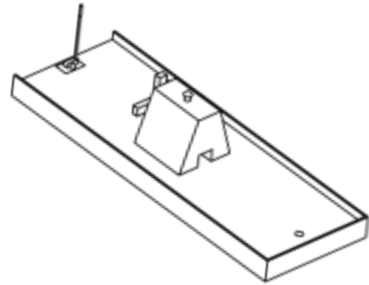
Sphero Challenge #8

Write a program that makes Sphero

- Get a whole in 1? 

Create a mini golf hole and try to get a whole in !!

*Class challenge *Each attempt you try your code is 1 hit. Keep count of how many hits you take.



Sphero Challenge #9

Write a program
that makes Sphero

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Sphero Challenge #10

Write a program
that makes Sphero

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