Knowledge Organizer: Sphero

Year 4/5

https://edu.sphero.com/cwists/preview/1671x

https://edu.sphero.com/cwists/preview/2143x

https://edu.sphero.com/cwists/preview/2152x

https://edu.sphero.com/cwists/preview/6933x

https://edu.sphero.com/cwists/preview/67347x

Vocabulary
Block, canvas, control blocks, sensor, accelerator
Key knowledge
- Know how to input speed, heading and direction on the Block Canvas   - Know how to use control blocks, comparators and onboard sensors.
Skills
- I can create a new program on the Block Canvas.   - I can control BOLT's movement with the three inputs on a roll block: speed, heading, and duration.   - I can program BOLT to roll in a square.   - I can tell a story with BOLT using movement, lights, and sound.   - I can program blocks to execute asynchronously and synchronously.   - I can use delay blocks to ensure my program runs as designed.   - I can program my own animation on BOLT's LED matrix.   - I can use loop forever and loop x times blocks to make my programs execute blocks repeatedly.   - I can program BOLT to respond to events.   - I can modify a game to make it more fun for a user.   - I can define and use controls, including if/then/else statements.   - I can create a game to play with friend