

Sphero Obstacle Course

What's the Gist?

By using Spheros (or Ollies) and a programming app (such as MacroLab) students can learn the basics of coding by interacting with these remote control devices. Create an obstacle course and ask students to program their robot to complete the entire course without any human intervention.

What will I need?

- iOS or Android Mobile device: iPod Touches, iPhones, and Android phones
- Spheros, Ollies, or other programmable devices
- One of the many Ollie/Sphero Programming Apps available on iTunes or Google Play

How Do I Dress this Assignment Up?

- Spheros can also be used as input devices for computers, consoles, or Raspberry Pis/Arduinos. Instead of programming the Sphero to complete an obstacle course, ask students to turn it into a controller for a video game or a mouse. [CSTA_K-12_CSS 5](#)
- Ask students to record speed, acceleration, etc. using sensing equipment. They can then determine the minimum or maximum force required to accomplish a task. [H.P.2A.1](#)
- Since Spheros can change color, these devices can also be used to teach color theory.

