



Winter Olympics

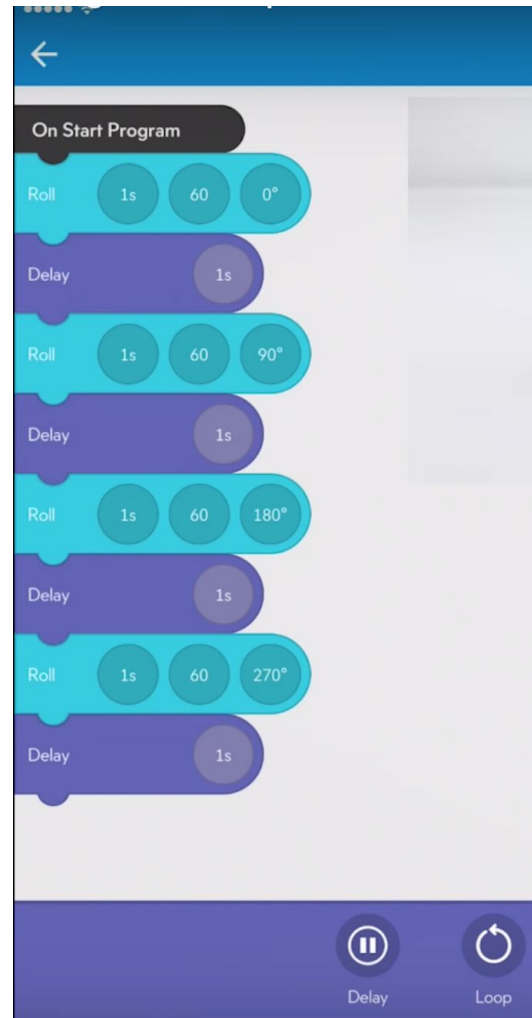


Sphero Winter Olympics: Opening Ceremonies

Create a program that will display the 5 colors of the Olympic Rings while Sphero slowly parades around the perimeter of the room (A square area will do). Using the **Roll** block, you must code the speed, direction and duration for Sphero to reach the house. You may want to add a delay too. If you can master that, add a sound effect for your opening ceremonies too!

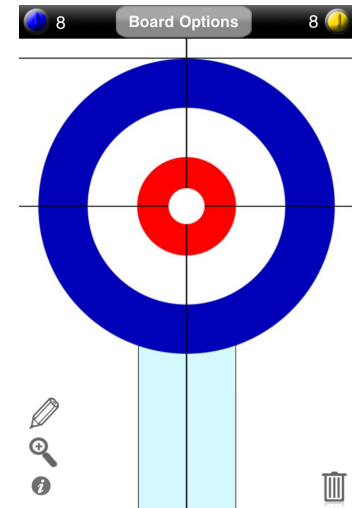


Behind the Scenes: Let's look at the Code

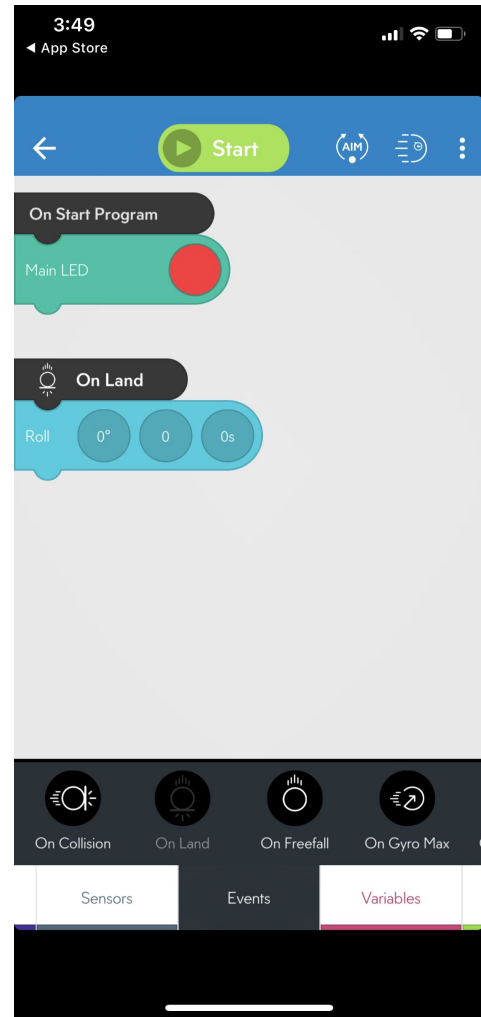


Sphero Winter Olympics: Curling

Create a program that will travel the distance from the hack to the house. There will be two teams competing. Each team's Sphero "Rock" must display different colors (**Main LED**). You must drop your Sphero Rock to begin your throw (**On Land**). Using the Roll block of code, you must code the speed, direction and duration for Sphero to reach the house. Mark where Sphero lands with a cup and then let the next team go. Each team get 4 chances



Behind the Scenes: Let's look at the Code

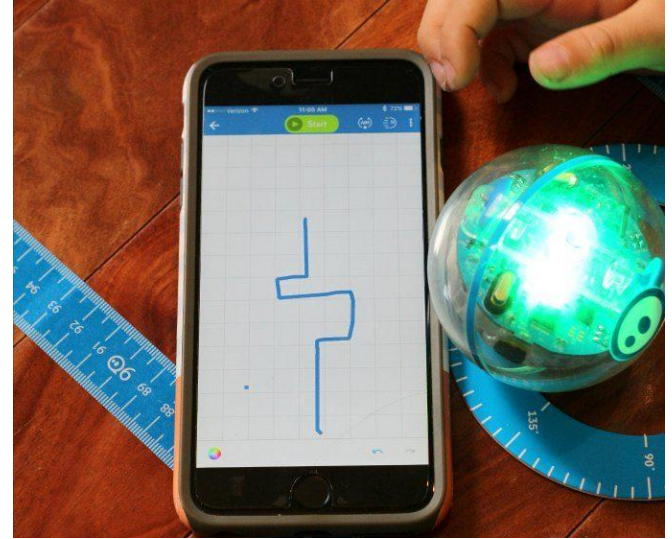


Sphero Winter Olympics: Slalom

Create a draw program that will travel the distance from the top of the slalom tract to the bottom. The gates should be about 5-7 feet apart. Your group will take turns with each player drawing one code line as far as they can through the course, and then pass the device to the next player. Remember, just as in ski racing, if you miss a gate, you're disqualified unless you "hike" back up the hill and go through the gate.



Behind the Scenes: Let's look at the Code



Sphero Winter Olympics: Figure Skating

Ice skating was the first winter sport included in the Olympics, in 1908. Today, skaters are judged on their ability to perform jumps, spins, spirals, and to skate a program coordinated with music.

You must program a short, 90 seconds or less, ice skating program that includes a triangle, square and a circle. Make sure you find a song for your short program that will guarantee gold!



Behind the Scenes: Let's look at the Code

