

## SPHERO

### **Description:**

Each team of students will be given a iPad with a blank Sphero EDU app will need to code their Sphero given specific criteria. Their goal is to meet as much of the criteria as possible in the time allotted.

**Number of Participants:** 2

### **Approximate Times:**

20 minutes (15 minutes for creation, 5 minutes for judges to check off completion of tasks.)

### **The Competition**

1. Each team will have access to a single iPad.
2. Teams will access Sphero EDU App from a district iPad and are not allowed to access their own accounts/iPad during the competition.
3. Each team will be given a list of criteria and point values
4. Each team will have 15 minutes to make adjustments to the coding in order to complete coding challenges listed on the criteria sheet. How teams accomplish certain criteria may vary there are easy and hard ways to do the same thing in coding.
5. At the end of the 15 minutes, students will run obstacle course only using what they have coded and judges will give points for completed tasks.
6. A coding journal/manual is suggested and allowed. This could be a three-ring binder or notebook. *Students are also allowed to bring a measuring tape, meter stick or ruler but don't have to.*

### **Scoring:**

The team with the most points from completed coding tasks will be declared 1<sup>st</sup> place. Second and third place will be awarded in order according to the points accrued.

### **Materials/Personnel Supplied by the District:**

- Judges
- Sphero and iPad with Sphero Edu App
- A set of challenges will provide the material for Olympiad Challenge Design. Challenge will mix and match skills from the different challenges and students will need to be able to apply their skills to create from a blank coding screen.
- Set of challenges can be found on the Sphero EDU App.

Practice Challenge: [Challenge 1](#)