Spheros & Loops Group Activities

We won't complete all of the following problems.

Your group will only complete one or two.

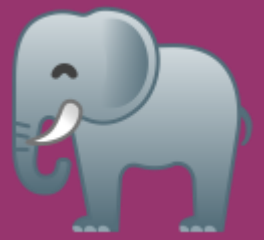
Start with Alligator. After you are done, we will discuss which one you should do next.

Problem 1

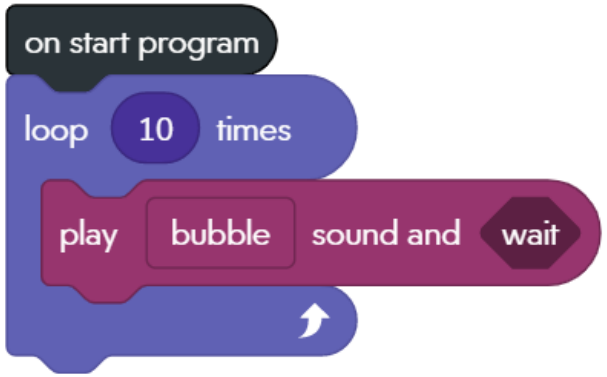
Problem 2

Problem 3

TIPS

	Practice	More Practice
A - Alligator	B - Bat	C - Cat
D - Dog	 E - Elephant	F - Fish
G - Giraffe	H - Horse	I – Iguana
		J - Jaguar

Write a program that says hello in three different languages 10 times. Each member of your group should pick one of the languages.

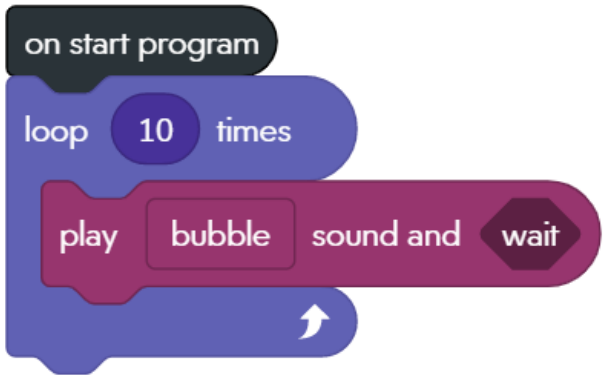


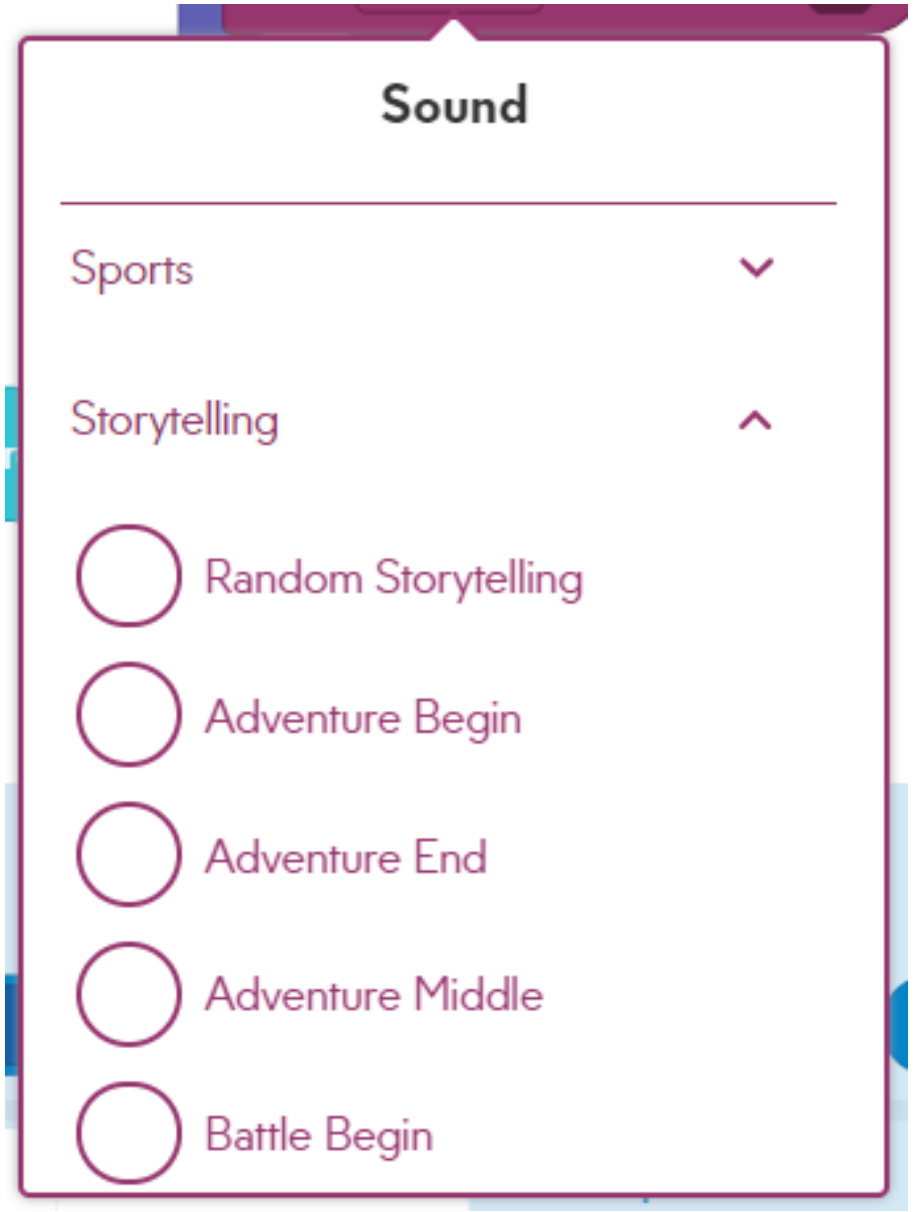
Make sure that you have coded it efficiently.

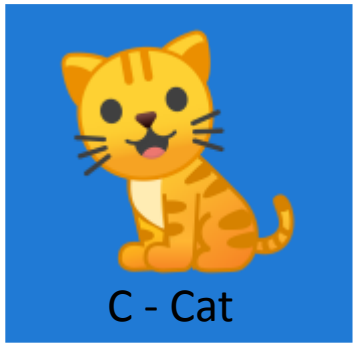
B - Bat

Write a program that plays a story from the storytelling section of the sound library. Play your story 3 times.

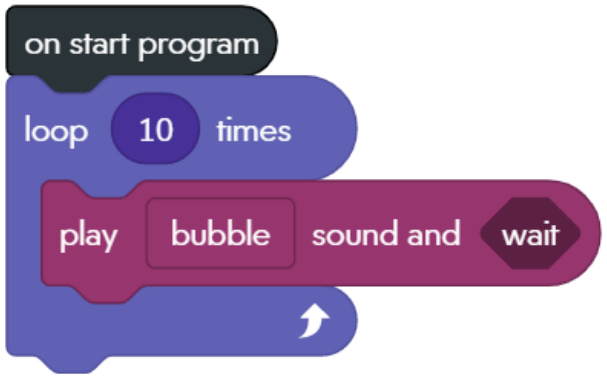
Test it on your Sphero.

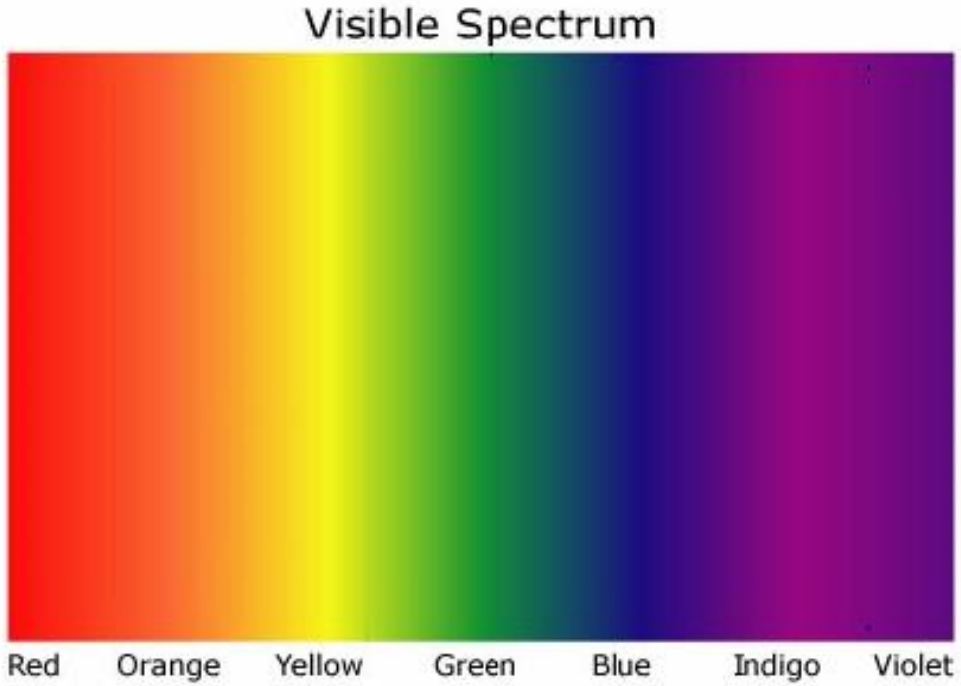


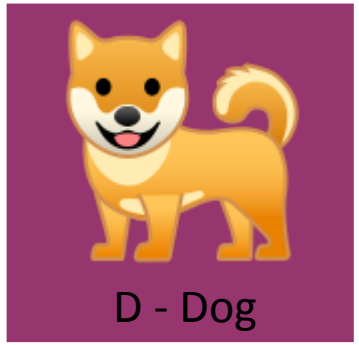




Write a program that fades through the colours of a rainbow – 5 times. Test it on your Sphero.

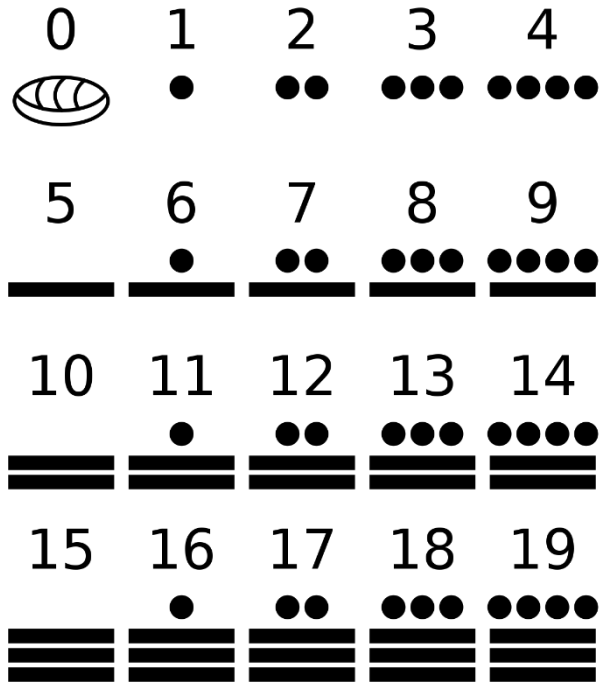


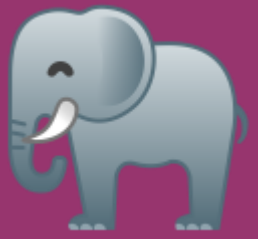




Choose a Mayan number. How will you represent the lines and dots? Have your Sphero output your chosen number 6 times.

Test it on your Sphero.

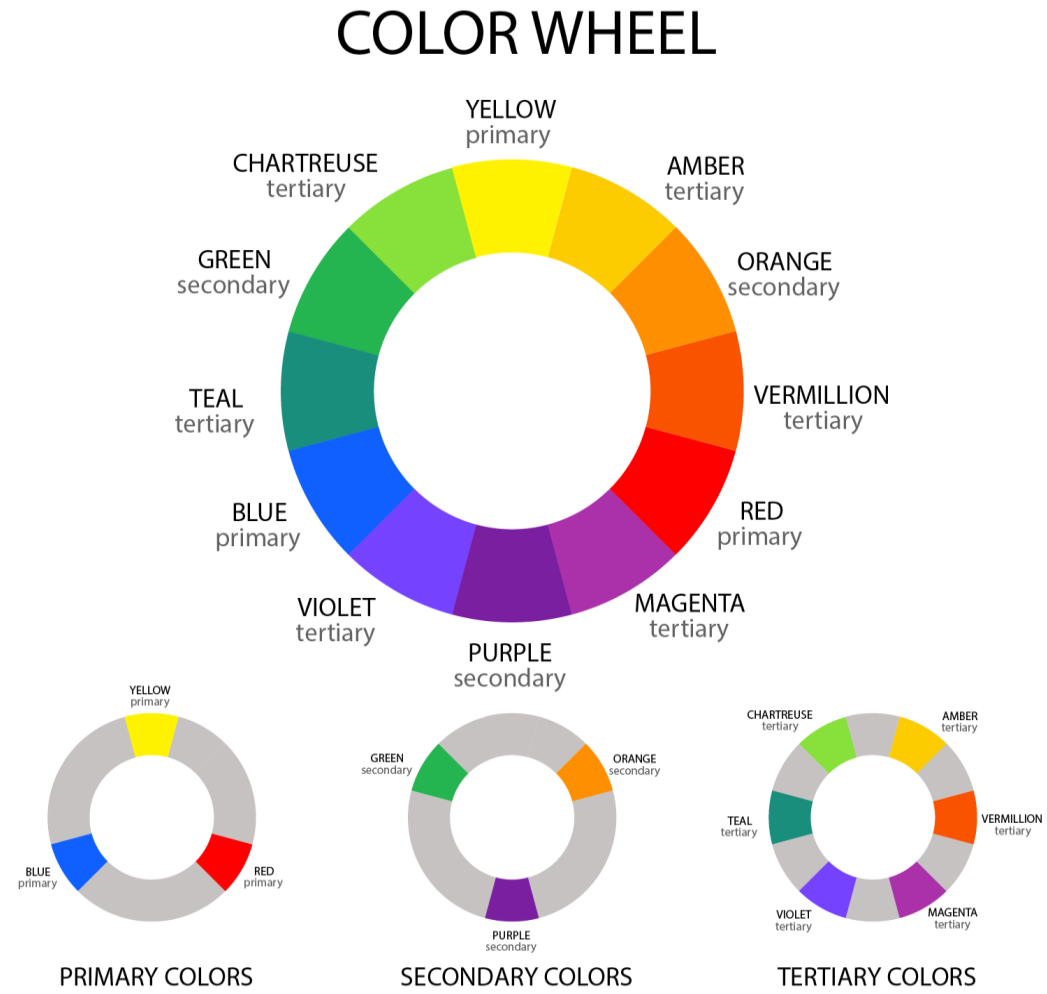




E - Elephant

Write a program that flashes a three colour sequence over and over again forever.

Test it on your Sphero.



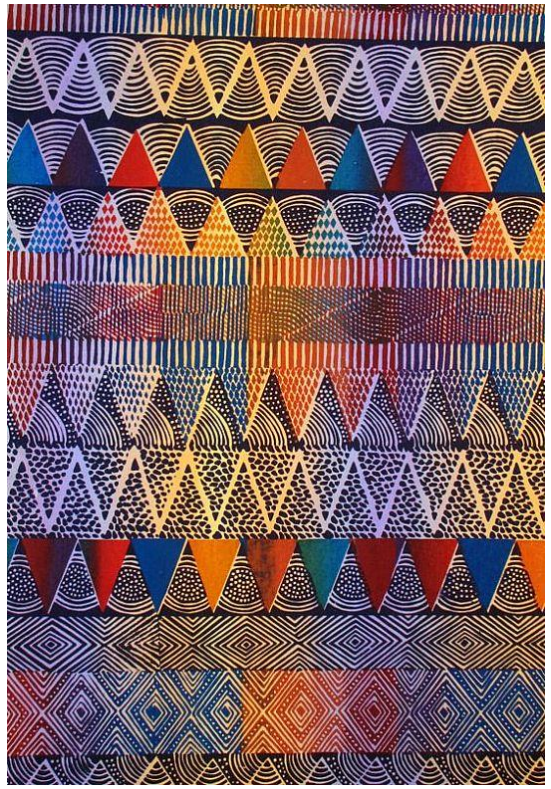
F - Fish

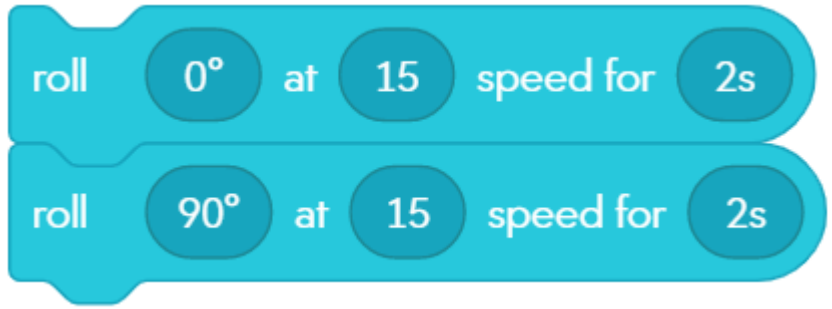
Write a program that makes a random number of bubble sounds (or whatever sound you like). Your Sphero should be red during the loop and yellow afterward.

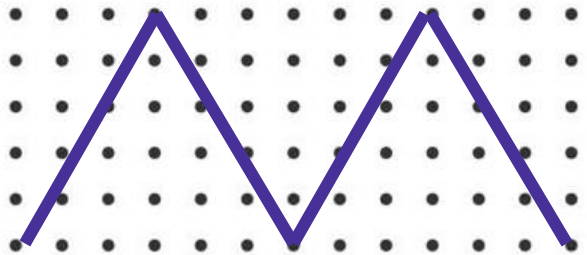
Test it on your Sphero.

You will need a new block for this.

Write a program that allows the Sphero to travel in zig zag pattern like the ones on these African fabrics. Make each side of the line light up in a different colour.



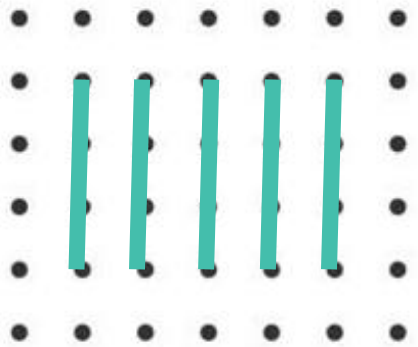


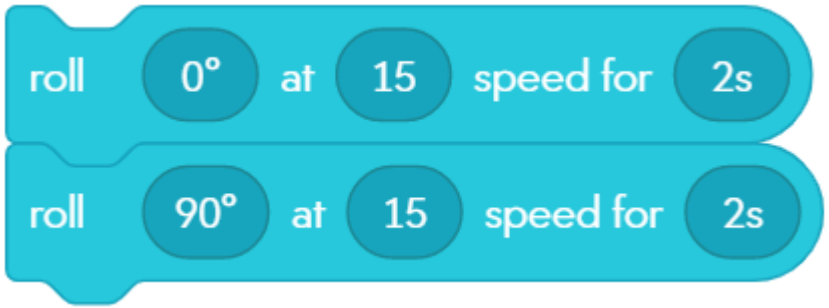


H - Horse

Write a program that makes 5 lines in a row (sort of like stitches on an Anishinaabe birch bark basket)

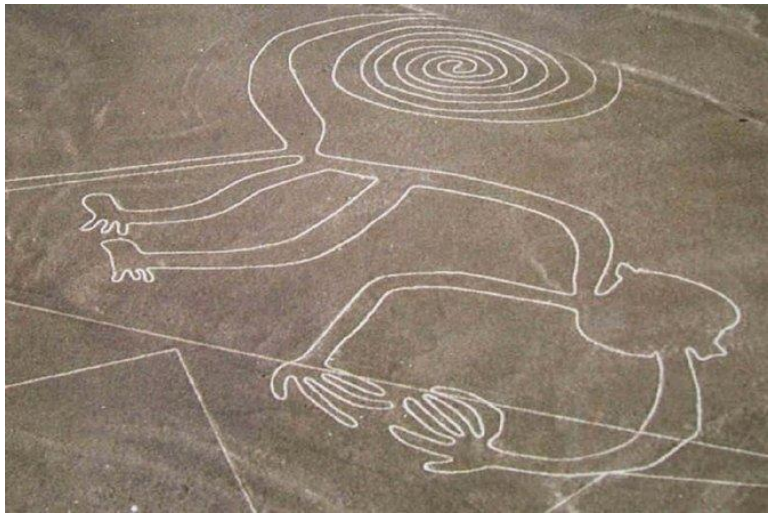
Test it on your Sphero.

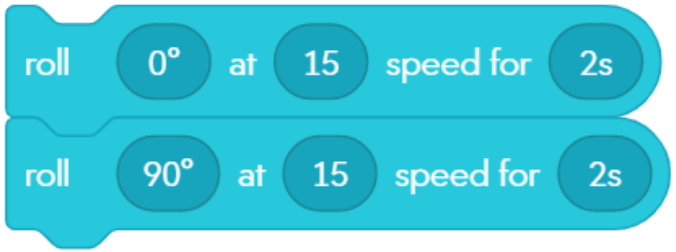




I – Iguana

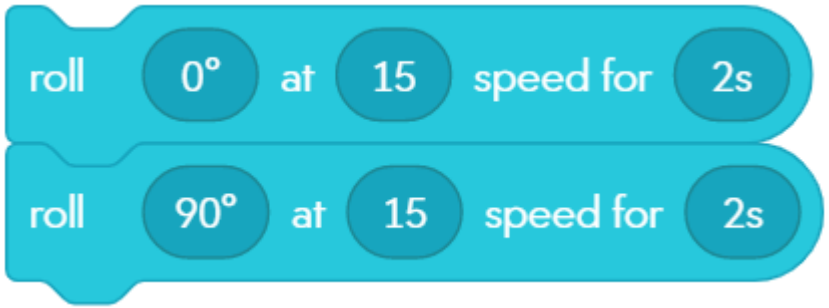
Write a program that has the Sphero travel around the edges of a shape. These might be similar to the famous Nazca lines in Peru's desert.

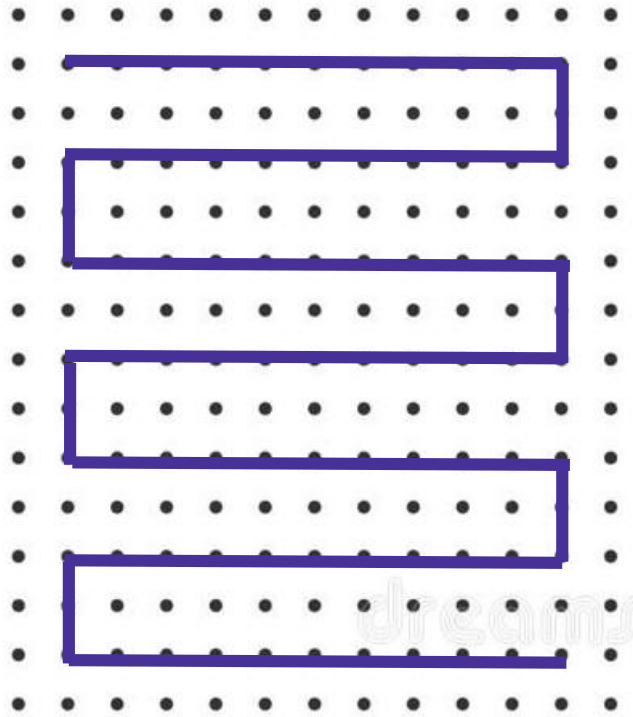




Write a program that weaves back and worth emulating the Haudenosaunee weaving.

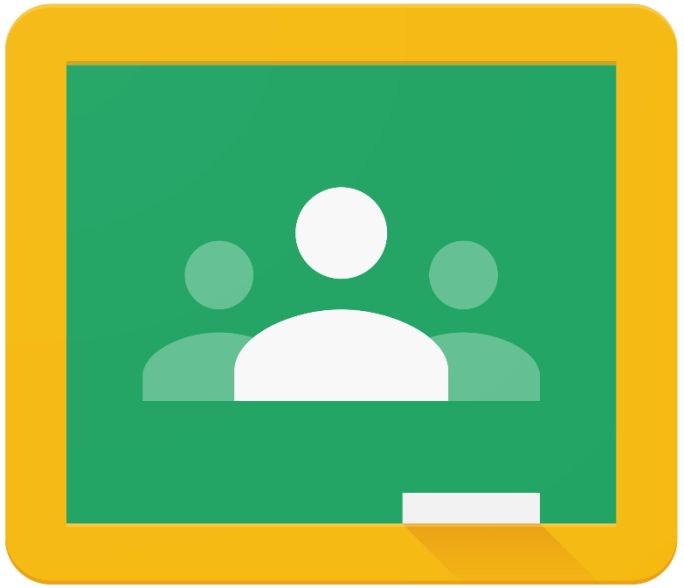
Test it on your Sphero.





Haudenosaunee Wampum

When you are done, there are check-your-understanding questions on Google Classroom.



Google Classroom