



# SPHERO MINI:

## AT-HOME GUIDE



### HI THERE, WELCOME TO SPHERO!

We're thrilled that you're trying out Sphero for your home learning space. Whether learners are just getting started with programming and inventing or looking to grow their engineering and computational thinking skills, they'll find themselves at home within the Sphero Edu ecosystem.

### WHAT IS THIS GUIDE?

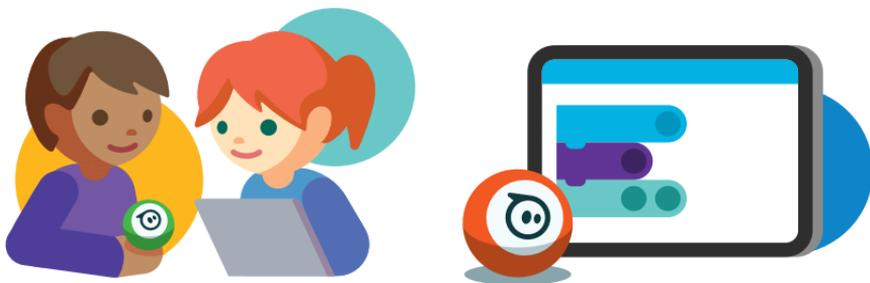
This guide will orient you with resources, tips, and suggestions for Mini and Sphero Edu. Our goal is that you'll have all the tools and support you need to confidently guide learning at home. We'll walk you through:

- Getting started with the Sphero Edu app and Sphero Play app.
- Understanding your Mini robot and how it can be used
- Activity Pathways
- Supplemental Resources

# PARENTS: START HERE!



Program your Mini in Draw, Blocks, or even JavaScript in the Sphero Edu app. Download the app on your device at [sphero.com/downloads](https://sphero.com/downloads)



## QUICK START(RECOMMENDED)

iOS and Android users can select “Quick Start” from the home page. Chromebook users can download the Android client to access this option.

*Note: You cannot save activities or programs in this mode.*

## CREATE ACCOUNT

Users can create a “Home User” account. Follow the steps at [edu.sphero.com/](https://edu.sphero.com/) to create an account for your learner(s).

*Note: Mac and windows users must create an account.*

## CLASS CODE

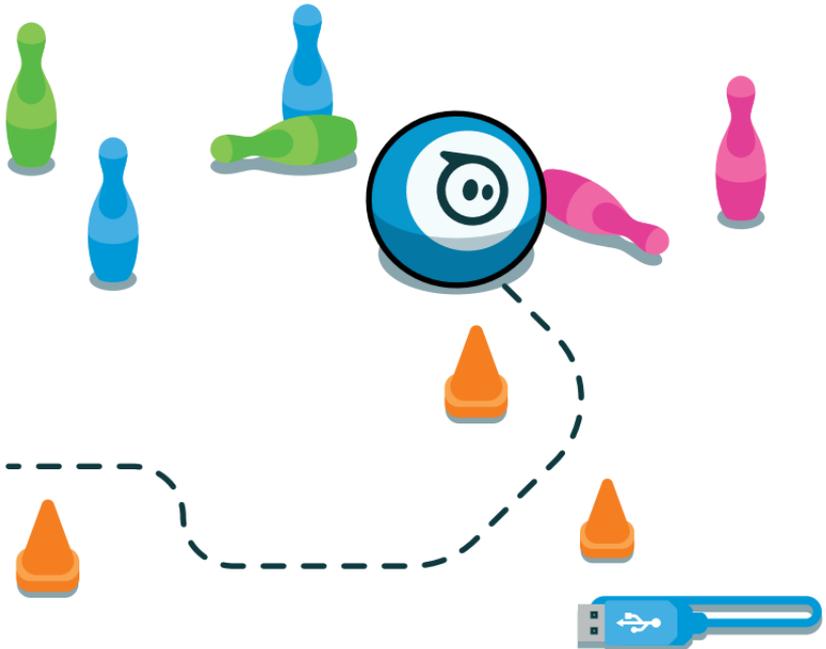
If using your robot in conjunction with your child’s school, you may receive information about using “Class Code” mode.



Drive and play games from the Sphero Play app.

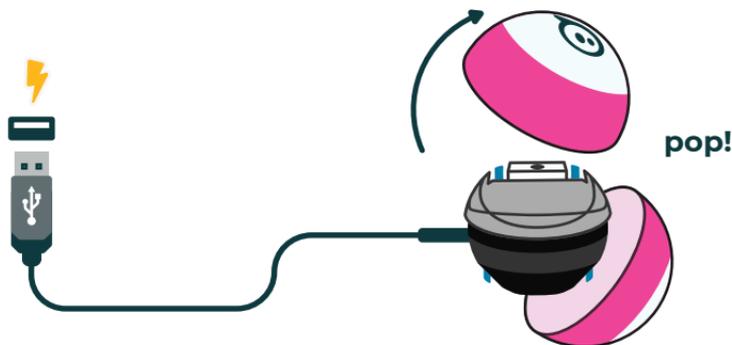
- 1 Download the Sphero app on your device at [sphero.com/downloads](http://sphero.com/downloads). It is available for free in the iTunes and Google Play store.
- 2 Connect Mini via bluetooth and get rolling!

## MEET MINI



The Sphero Mini has everything you need to get rolling with STEAM learning at home. Sphero Edu offers three different coding “canvases” for Mini - Draw, Block, and Text - that move from beginner to advanced coding skills while Sphero Play offers the option to drive and play games, all while learning STEAM skills.

## CHARGING



- 1 Connect Mini via the Micro USB charging cable and plug into an AC wall plug.
- 2 Remove Mini's shell, locate the small micro USB charging port, and plug Sphero Mini into the power source.

## CONNECTING WITH BLUETOOTH



- 1 Open the Sphero Edu or Sphero Play app.
  - 2 From the Home Page, select "Connect Robot".
  - 3 Select "Sphero Mini" from the list of robot types.
  - 4 Hold your robot next to the device and select it to connect.
- *Note: After connecting to bluetooth for the first time, there will be an automatic firmware update.*

## CARE AND MAINTENANCE

Here are some tips for caring for your Mini:

- Mini is shockproof and can handle the elements. That being said, we don't recommend testing this theory from the top of your house.
- Mini is not waterproof.

## SANITIZING

Below are Sphero's tips on how to clean and properly disinfect Sphero Mini.



1

Have the proper cleaning products, e.g. disposable disinfecting wipes (Lysol or Clorox or similar brands are best) or spray, paper towels (if using a spray) and disposable gloves.



2

Remove Mini's outer shell and wipe it inside and out. Allow to dry and place back on the inner robot ball. You can also wipe down the inside, but make sure no liquid gets inside the charging port or other openings.

3

Wipe down Mini's outer surface, anything that hands have touched.

4

Allow Mini to dry completely before plugging it back into its charger.

# ACTIVITY PATHWAYS

The Sphero Edu app contains 100+ guided STEAM and Computer Science lessons and activities and programs, consisting of varying skill level and content areas. We've curated a selection of activities that will help guide you as you get started.

Find the links to the activities below at <https://sphero.com/at-home-learning>

## PROGRAMMING LEVEL



## DRAW

Manual Movement, Distance, Direction, Speed, and Color



## ART

Draw 2: Spelling



## MATH

Draw 1: Shapes

Draw 3: Perimeter

Area of a Rectangle

Geometric Transformations



## BEGINNING BLOCK

Roll, Delay, Sound, Speak, and Main LED



### SCIENCE

Long Jump  
Bridge Challenge



### TECHNOLOGY & ENGINEERING

Blocks 1: Intro and Loops



## INTERMEDIATE BLOCK

Simple Controls (Loops), Sensors, and Comments



### SCIENCE

Light Painting  
Tractor Pull



### TECHNOLOGY & ENGINEERING

Maze Mayhem



### ART

Sphero City  
Chariot Challenge



## ADVANCED BLOCK

Functions, Variables, Complex Controls (If Then), and Comparators



### TECHNOLOGY & ENGINEERING

Blocks 2: If/Then/Else



### ART

What a Character  
Avoid the Minotaur



## BLOCK-TEXT TRANSITION

JavaScript Syntax, Punctuation, and Asynchronous Programming



### TECHNOLOGY & ENGINEERING

Text 1  
Text 2: Conditionals



## BEGINNING TEXT

JavaScript Movements, Lights, and Sounds



### TECHNOLOGY & ENGINEERING

Text 3: Lights

Text 4: Variables



### MATH

Morse Code & Data Structures

Fun Fun Functions

# SUPPLEMENTAL RESOURCES

For more information about Sphero and to get involved in our community you can find links to additional resources below.

## **SPHERO BLOG:**

<https://sphero.com/blogs/news>

## **SUPPORT:**

<https://support.sphero.com/>

## **COMMUNITY FORUM:**

<https://community.sphero.com/>

## **CONTACT US:**

<https://sphero.com/pages/contact-us>

