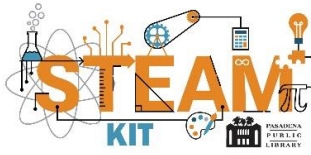


Sphero

Recommended Age: 8 and up

Download the Sphero Edu app to connect to Sphero and access all kinds of fun activities. Learn to code Sphero by drawing paths that represent code, using block coding, or by writing your own Javascript code too!





Steam Kit: Sphero
Recommended Age: 8 and up

Contents List

- **Book: Sphero by Adrienne Matteson**
- **Sphero SPRK+**
 - Sphero
 - Charging station
 - Charging cord
 - Protractor

Please note: The total replacement cost for this kit is \$159.92



Steam Kit: Sphero
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Getting Started Guide

Designed to inspire curiosity, creativity, and invention through connected play and coding, SPRK+ is far more than just a robot. Powered by the Sphero Edu app, you can easily learn programming, complete hands-on activities, and share your creations with the community. Navigate a maze. Program a painting. Mimic the solar system. Swim across the water. Have a dance party... The only limit is your imagination.

Sphero Edu and SPRK+ allow you to collaborate with other users around the globe to innovate the world of education and empower anyone to program. Equipped with Bluetooth SMART and a strong scratch-resistant UV coating, SPRK+ takes hands-on learning up a notch. Join the growing community of makers, students, instructors, and parents – all learning on the same social platform. SPRK+ will foster a love of robotics, coding, and STEAM.

Sphero Edu is the Sphero app for programming Sphero robots. From draw and drive commands to block-based or even JavaScript text programming, Sphero Edu focuses on learner progression. Accessible from almost any platform, you can program with your smart device or download the Chrome app. Go beyond code by incorporating STEAM activities to complete with your bot. Join the growing community, share your creations to inspire and be inspired. Preparing for the future has never been so fun.

[Download the Sphero Edu app to get started: it is available from Google Play, the App Store, and on Amazon's App Store for Android.](#)

[Now, let your imagination run wild!](#)



Steam Kit: Sphero
Recommended Age: 8 and up

Policies and Procedures

1. All STEAM Kits must be checked out from and returned to the Central Library Circulation Desk.
2. The children using these kits must be within the prescribed age range. Adult supervision is required.
3. Only one kit is permitted per card at a time.
4. All kits are checked out for two weeks and cannot be renewed. Overdue fees are 25 cents per day past the due date.
5. If you would like to place a hold on a STEAM kit, you must speak to a library staff member who will place the hold for you. STEAM kit holds may only be picked up from and returned to the Central Library Circulation Desk.
6. These kits are intended for home use. Use in a classroom or other group setting requires direct adult supervision.
7. Materials in the front pockets of folders are for your use. Everything in plastic sleeves should remain in plastic sleeves.
8. We reserve the right to inspect the kits in front of the patron before and/or after checkout.
9. The library cardholder is responsible for the contents of the kit. Each kit contains a detailed list of all items in the kit and the replacement costs. Any damage or loss may result in assessed fees.



Steam Kit: Sphero
Recommended Age: 8 and up

For Susan

Replacement Costs

- Book: Sphero by Adrienne Matteson \$29.93
- Sphero SPRK+ \$129.99

Call Number: STEAM Sphero