Sphero Challenge One and Two

Start by using the Sphero EDU app to pair your Sphero with an iPad.

You are going to use the Sphero EDU app to write code to control the Sphero!

Challenge One

Find a white board marker or eraser and set it up so that it's standing up about 2 meters away from your Sphero.

Using the speed, time and orientation commands, write code that makes the Sphero roll up to the pen or marker and knock it over.

If you can do this, try to roll up to the marker and touch it *without* knocking it over – much harder!

Challenge Two

Keep the same whiteboard marker or eraser set up and write code that makes your Sphero go out around the object and come back to you.