

# Sphero Pirate Code Mat & Game Cards

## Overview:

Participants will solve different programming challenges using the code mat.

## Goals:

- Develop coding and problem solving skills
- Apply knowledge in new situations

**Time Required:** varies

## Materials:

- Sphero BOLT Robot (or other comparable robot)
- iPad or other device for programming robot
- Code Mat
- Game Cards

## Procedure:

1. Have students work in groups of 2-3 to solve the challenge on the card.
2. Students choose a card, and then code a program to have the BOLT complete the challenge indicated on the card.

## Reflection:

1. What problems did you encounter?
2. How did you solve those problems?
3. Did you discover a new way to solve a problem?
4. How could you use what you learned in another situation?

## Extension:

1. Have students present their task and solution to the group.
2. Come up with your own challenge card.

