



Maker Space Kit Idea Sheet

Sphero Robotics Kit

CONTENTS: 2 iPod Touch; 2 Spheros and components; Instructions.

DESCRIPTION: The Sphero is an app-enabled robot ball. It pairs with your device (or the included iPods) for a range of up to 100 feet. Waterproof and ready for any adventure, there are several apps that will work with it.



NOTE: You will need to make sure the iPods are charged! When they run out of charge, they will be completely black and show no signs of life, and it can take more than an hour to get them recharged (via usb connected to your computer). iPod passcode is 6789. There are 9 Sphero apps loaded on the iPod (swipe to second page).

PROGRAM IDEAS:

Volunteer/Partner Presenters: Is there a community member or group who would volunteer to help a library staff member pull off a program?

The school's robotics club, Science and Technology teachers or students, 4-H clubs, Scouts?

Active Programming:

- Have a Sphero tournament—pit two Spheros against each other for games and contests.
- Have the Sphero on hand during a larger Maker/Technology program, with this as one of the stations.
- You can have teams create obstacle courses or ramps for the Spheros using cardboard or other found objects.
- This kit will probably appeal most to elementary and middle school students, but high schoolers and adults will enjoy it too.

TIP:

STEAM and maker space programming clearly show how libraries are providing programs outside of traditional library programs. Additionally, libraries are collaborating with community experts in STEAM learning opportunities. The Aspen Institute, ["Rising to the Challenge: Re-Envisioning Public Libraries."](#)