**Other Lesson Ideas:**

**Mathematics – Shape & Angle investigation**

* Tickle App
* On paper students create and sketch a 2D shape showing their knowledge of angles
* Using masking tape, rulers, and protractors, students recreate their shape on the floor
* Students connect the Sphero to the iPad app Tickle, and use code to direct the sphero to follow the masking tape shape

**Skills students develop:**

* Coding using block code
* Percentages, Angles, Measurement, Time, Distance, Speed

**Angles – Mini Golf**

* Tickle App
* Students design a mini golf course
* Using the Tickle app, students direct the Sphero to each hole in as little code directions as possible.
* Students can analyse the data from the game and calculate the Mean, Median and Mode for each hole of the course.

**Skills students develop:**

* Coding using block code.
* Percentages, Angles, Measurement, Time, Distance, Speed
* Data, Analysing data, Mean, Median & Mode

<https://elenikyritsis.com/2016/08/20/spheros-in-the-classroom/>