Fostering a passion to learn STEAM skills through football, coding and play!

The Sphero Mission

Sphero makes undeniably cool, programmable robots and STEAM-based educational tools that transform the way kids learn, create, and invent through coding, science, music, and the arts.

Sphero goes #BeyondCode and drives kids to turn their imagination into reality. The skills students unlock through play-based learning prepare them to thrive, no matter what subject or career they pursue.

Based in Boulder, CO, Sphero has become the #1 STEAM-based learning solutions company, loved by millions of kids, educators, and parents worldwide.

sphero sports

Sphero Stats

#1 ROBOT IN SCHOOLS

3.5 MILLION
USERS ON THE SPHERO EDU PLATFORM

20,000 EDUCATION INSTITUTIONS

30,000 ACTIVITIES

5 MILLION ROBOTS ACTIVATED

MILLIONS OF STUDENTS

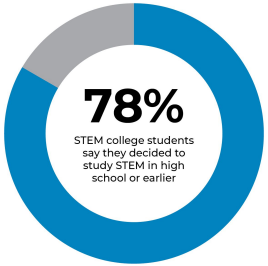
MORE THAN
1 MILLIONS INVENTIONS

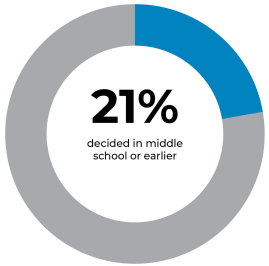
40,000 EDUCATORS

4.5 MILLION
PROGRAMS SAVED ON THE SPHERO EDU PLATFORM

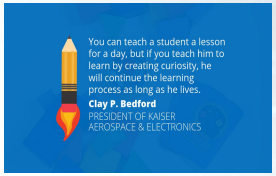
sphero sports

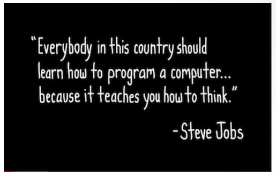
The Need for STEM Skills





Yet, only 1 in 5 of all STEM college students feel that their K–12 education prepared them extremely well for their college courses in STEM.





Sphero Edu in 60 Seconds

Do You Know Women Inventors?

We Need More - Verizon Innovative Learning

THE SPHERO APPROACH

SPHERO'S COLLECTION OF ROBOTS, EDUCATIONAL TOOLS, AND STEAM ACTIVITIES WORK TO INSPIRE A NEW GENERATION BY USING HANDS-ON, APPLIED LEARNING TO TEACH VALUABLE STEAM PRINCIPLES.


sphero
sports

Introducing Sphero Sports

- Football & STEAM learning via hands-on, football-based coding activities
- Developing critical 21st century skills via coding and play
- Student engagement from all backgrounds in the game of football
- STEAM learning through a sport they already know and love
- Provides the perfect start in teaching STEAM Education

WHAT'S INCLUDED IN THE SPHERO SPORTS PACKAGE?

FOOTBALL CODING ACTIVITIES

- 20+ Fun Activities via the Sphero Edu app
- 3 Learning Levels; Academy, First Team & Match Day
- Passing, Dribbling & Shooting Activities
- National Curriculum Alignment

ACCESS TO THE SPHERO SPORTS COMMUNITY

- Sharing Ideas and Best Practice
- A Community of Educators and Sports Fans

6 X PREMIUM BESPOKE FOOTBALL CODE MATS

- High Grade Lino Material
- Full Colour Printing
- Team Logo Included
- Health & Safety Approved
- 3m x 2m

Your logo here

SPHERO BOLT POWER PACK

- Sphero Bolt robots and charging cradles (15)
- Turbo covers, maze tape, and protractors (15)
- Stickers (124)
- Quick start guide
- Clear Turbo covers
- Charging and storage case
- Power cable

Your logo here

PREMIUM SUPPORT

- Response within 24 hours
- Fully Trained Sphero Staff
- 2 Year Hardware Warranty

TRAINING

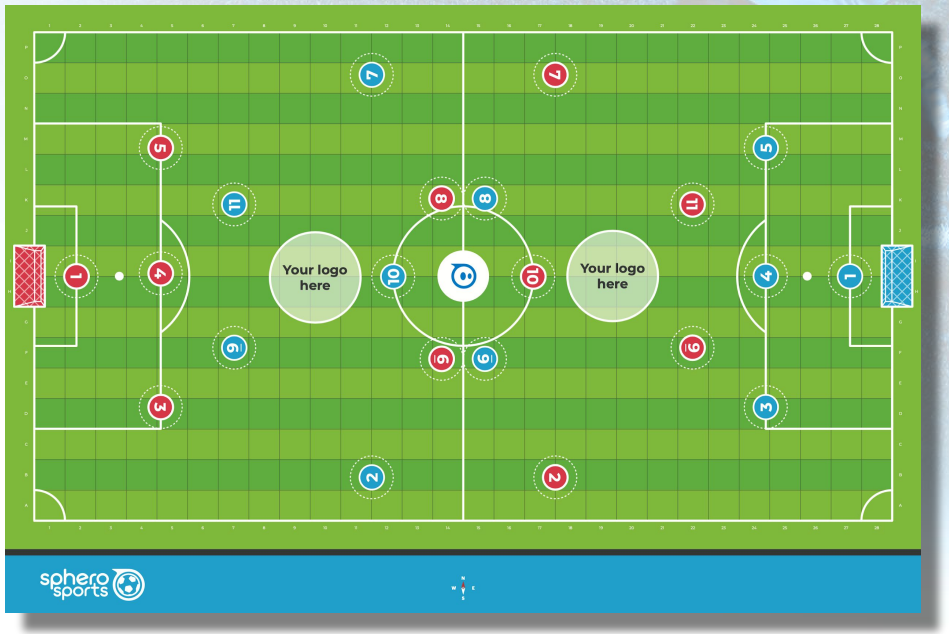
- 2 x 1hr Virtual (Video) Training Sessions
- Step by Step Guide to Get Started
- Fully Trained Sphero Staff
- 6 Hours of Further Training Supplied

SPHERO FOOTBALL COMPETITIONS

- Coming soon!

Sphero Sports Football Activities

- 20+ fun football activities via the Sphero Edu app
- 3 Learning Levels; Academy, First Team Training & Match Day
- Passing, Dribbling & Shooting Activities
- Aligned with computer science and football fundamentals
- Easy access for all skill levels with no prior coding experience necessary
- Free play via on pitch creativity and invention with the Sphero Sports Code Mat



ACADEMY - DRIBBLING 2: DRIBBLE UP THE WING

You're on the half way line and you see a teammate across on the other side of the pitch. You'll need to programme BOLT at speed to reach your team mate, who can then pass off to another teammate down the wing. But watch out! One of you will need to do some cool turns to avoid losing possession of the ball before passing on.

NATIONAL CURRICULUM OBJECTIVES: Learners will use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anticlockwise).

CURRICULUM LINKS: (KS1) Geometry - position and direction | KEY STAGES: Mathematics KS1/KS2/KS3 / Computing KS2 / SUBJECT FOCUS: Maths/Computing

EASY

OUTCOMES

- I can test out and edit a programme for a specific goal.

1 SETUP

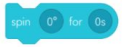
Roll out the large Sphero Football mat. Place BOLT on the line where the centre and side lines meet. Place a cone opposite BOLT on the other end of the centre line. And place one more cone in the corner on the same side as the first cone.

2 SKILLS BUILDING

Open the Sphero Edu app. Create a new programme. Take a look at the Movement blocks. *Have you tried any other movement blocks other than the* ***roll block****?*

Place a spin block into your programme. Experiment with the two parameters that you are able to set: rotation (°) and duration (s).

Test this several times. Try different speeds and durations until you find the perfect combination.



- *How does rotation affect how BOLT spins?*
- *How does duration affect how BOLT spins?*
- *How can you program BOLT to spin clockwise? anticlockwise?*

3 CHALLENGE

There's your teammate across the pitch. Hurry and get them the ball!

Design a programme that will move BOLT from its starting point to he first cone across from it on the centre line. BOLT must be moving with pace (speed must be 150 or more). Before passing BOLT up field to the second cone, programme BOLT to spin 360°. After the spin, BOLT must then head towards the second cone at pace and stop. Make sure BOLT doesn't roll off the pitch!
Test this several times. Try different speeds and durations until you find the perfect combination.

4 EXTRA CHALLENGE

In which direction did BOLT spin? Can you programme it to spin the other way?

For an extra challenge, programme BOLT to spin opposite the direction it spun when you ran your programme. For an extra EXTRA challenge, programme BOLT to spin both ways before heading up field.
Test this several times. Try different speeds and durations until you find the perfect combination.

TEAM TRAINING - DRIBBLING 3: GOING SOLO

Dribble from the starting point with the ball to the 1st Cone where a Player is positioned. After dribbling past this Player you must now take on the 2nd, 3rd, 4th, 5th & 6th Player. Then with a shot at goal, put the ball into the back of the net.

NATIONAL CURRICULUM OBJECTIVES: Learners will draw given angles, and measure them in degrees.

CURRICULUM LINKS: (KS2) Measurements - properties of shapes | KEY STAGES: Mathematics KS2/KS3 / Computing KS2 / SUBJECT FOCUS: Maths/Computing

INTERMEDIATE

OUTCOMES

- I can test out and edit a programme for a specific goal.

1 SETUP

Roll out the large Sphero Football mat. You will use half of the pitch for this practice. Layout the six cones around your half of the pitch. Place BOLT at the centre point. This will be the start position. The picture below is just an example. Whichever partner is on defence may place the cones anywhere on your half of the pitch.

2 SKILLS BUILDING

Design a programme that will move BOLT around each of the cones. You may want to plan your path on a piece of paper before beginning your program.

You must ensure that BOLT passes each cone without touching it. If at any point BOLT touches a cone, the ball has been given away.

After making its way through all the cones, take a shot at goal with BOLT. The goal only counts if BOLT stops in the goal area.

3 CHALLENGE

Compete against your partner to see who can programme the quickest and most accurate program. Take turns setting up the defenders and programming BOLT through the field. To win, you must have the quickest programme AND score a goal.

ADDED MINUTES - MOVING GOALKEEPER

A good goalkeeper keeps you in the match. While you've worked on mostly offence in these lessons, it's time to look at the other side of the ball. Programme BOLT to defend the goal, moving back and forth, keeping your opponent out of the net.

NATIONAL CURRICULUM OBJECTIVES: Learners will use sequence, selection, and repetition in programs; work with variables and various forms of input and output.

CURRICULUM LINKS: (KS2) Computing | KEY STAGES: Computing KS2 / Computing KS3 / SUBJECT FOCUS: Maths/Computing

ADDED MINUTES

OUTCOMES

- I can test out and edit a programme for a specific goal.

1 SETUP

Roll out the large Sphero Football mat. You will use half of the pitch for this practice. Place a cone near the left and right edges of the 18-yard box, like in the picture below. Place BOLT somewhere in between the cones. This will be the start point.

2 EXPLORATION

Do you remember programming loops in the other lessons?

As a reminder, a loop allows a programmer to repeat a sequence of code a set number of times or indefinitely. In the picture below you can see three loop blocks in the Sphero Edu app. In this practice, you will use the middle block below - the loop forever block. A good goalkeeper is always on their toes, ready for anything.

Place the blocks you want to repeat, or loop, inside of the **loop forever block**, and make sure the loop block is connected to **on start**.

3 SKILLS BUILDING

Design a programme that will move BOLT from side to side, between the two cones. This will help BOLT protect the goal. You get to choose the pace and the interval. Be sure to place your programme within the **loop forever block**.

4 CHALLENGE

Does your goalkeeper have what it takes?

Now take what you have looped your goalkeepers' movements, invite another group to come and take some shots at goal. Have them drive or program their BOLT. Watch how your BOLT moves.

What changes can you make to your programme to make it more difficult for your opponent to score?

5 EXTRA CHALLENGE

Find a team that is working on dribbling or shooting practice. Increase the challenge of their practice by adding your BOLT as goalkeeper.

MATCH DAY - PASSING 1: PRESSURE PASSING

Ball control in tight areas is vital to building a successful team that can play through the thirds. This session helps players develop their ability to pass and receive.

NATIONAL CURRICULUM OBJECTIVES: Learners will compare durations of events (for example to calculate the time taken by particular events or tasks) / draw given angles, and measure them in degrees.

CURRICULUM LINKS: (KS2) Measurements - properties of shapes / (KS2) Geometry - properties of shapes | KEY STAGES: Mathematics KS2/KS3 / Computing KS2 / SUBJECT FOCUS: Maths/Computing

ADVANCED

OUTCOMES

- I can test out and edit a programme for a specific goal.

1 SETUP

Roll out the large Sphero Football mat. On one half of the pitch, layout four cones to form a square. Place BOLT in the centre of the four cones. This will be the start point.

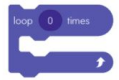
2 SKILLS BUILDING

Design a Block programme to move BOLT to one cone and then back to the centre. Repeat this movement to each of the other three cones. Keep the movements tight and accurate.

3 CHALLENGE

Remember loops?

Now add a **for loop block** to repeat the complete programme 10 times. BOLT only has 5 minutes to complete the entire program. This may affect the speed you may need to use.



4 EXTRA CHALLENGE

For an extra challenge, programme a different colour to flash each time BOLT completes a pass.

The Sphero Edu App

Sphero has created over one hundred standards-aligned STEAM and Computer Science lessons and activities in the Sphero Edu App that can be teacher-led or self-guided.

Sphero Edu also provides a community of over 3 million coders, makers, and learners who create and share inspiring content every day. Find one of the 30,000+ lessons that has been used in a classroom near you or somewhere else in the world.

Program 3 Ways

DRAW

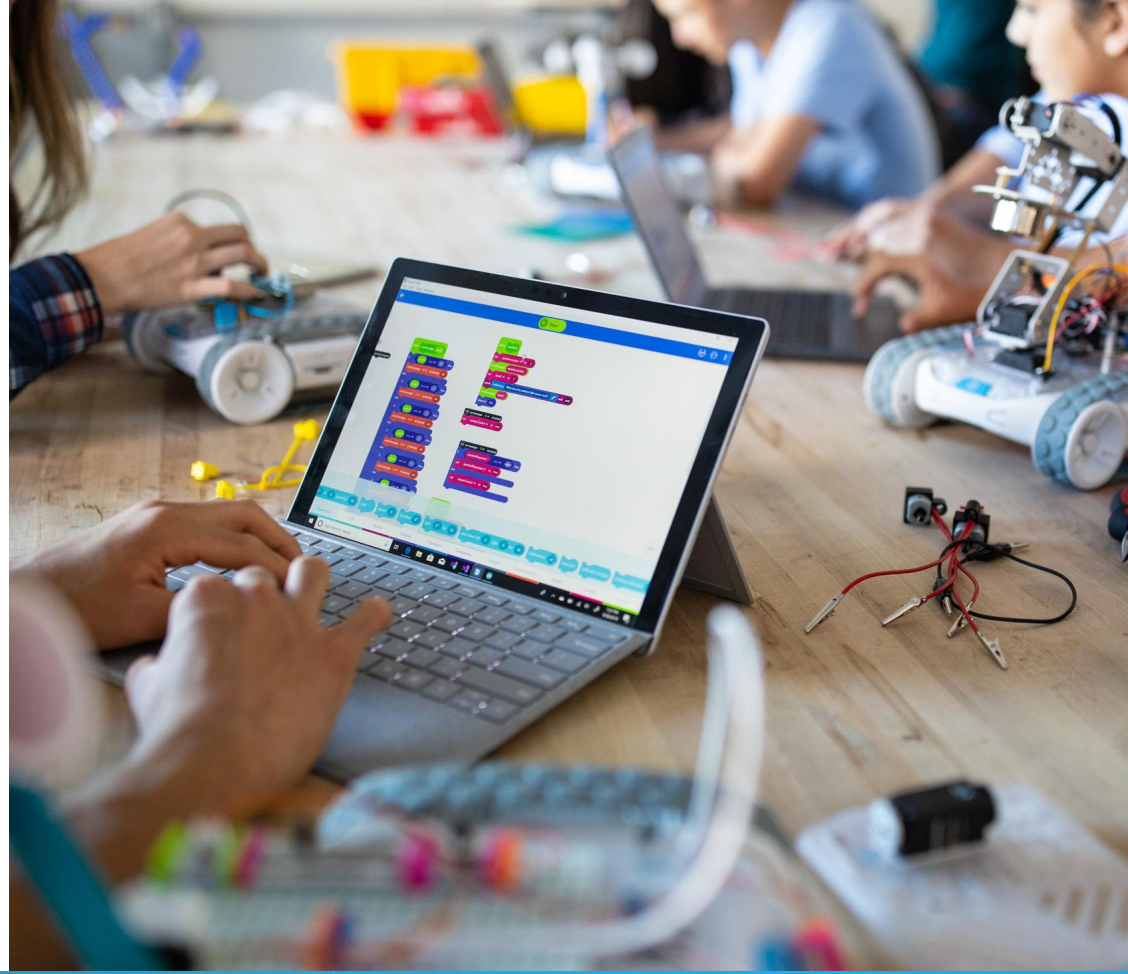
Beginners can draw paths that represent code for their robot to follow.

BLOCKS

Intermediate programmers can drag and drop blocks.

TEXT

Pros can write text programs using JavaScript.



Professional Learning

Get empowered with strategies for success with our Sphero Sports professional development offering.

Our one-hour virtual training session provides

- Overview of Sphero Sports
- Introduction and training of Sphero Edu app
- Implementation plan and guidance of materials
- Best practices and personal Q&A

Teams can also access Sphero Fundamentals, a 6-hour self-guided course on how to get started with Sphero Edu.

Learn to code with Sphero Sports

- A fun, real-world way to teach computational thinking and problem solving
- Sports Foundations to become a STEAM leaders within their community
- Development of technical & soft skills
- Encourages more students to pursue STEAM related fields
- Inspiration for girls & minority groups interested in STEAM subjects
- A fun way to address the subject focus of coding and mathematics

How to deliver Sphero Sports

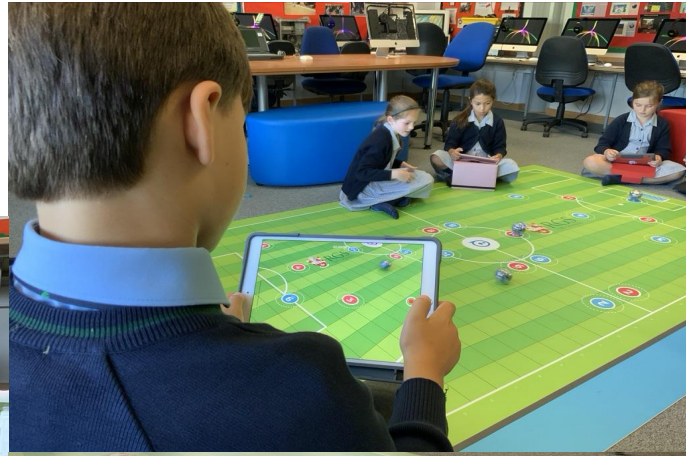
- Sphero Sports is multi functional and can be delivered in many different ways
- Use corporate lounges/suites within the teams stadium/arena
- Delivered at schools, festivals or events
- The BOLT Power Pack includes 15 BOLT Robots for 30 students
- The Sphero Edu app is compatible across 5 operating systems

APP COMPATIBILITY

edu macOS/iOS ANDROID kindle chrome Windows

Sphero Sports in the Classroom

- First impressions
- The roll-out !
- Skill development



'I love the feeling when something works out especially when you have worked so hard to code it!' Oliver 10

Sphero Sports in the Classroom


sphero sports
FOUNDATION OF LIGHT
THE WORLD AT YOUR FEET
AVFC
Everton in the Community

Examples of Sphero Sports in Education & Sports

RGS The Grange
@rgsthegrange

Incredible engagement from our pupils as we officially launch the amazing combination of sport and coding #spherosports Very proud to be the first school in the world to integrate this into our extensive computing curriculum @sphero #worcesterisgreen

8:15 AM · Sep 25, 2020 · TweetDeck

9 Retweets **4** Quote Tweets **25** Likes

Martin Willis ADE
@mrmartinwillis

Great first session this morning with #SpheroSports

@MattJMead @SpheroEdu

> **The Edinburgh Academy** @edinburghacad · Nov 2
> Primary 4 started their first unit of programming this morning and are loving the new #SpheroSports curriculum from @SpheroEdu and our new football coding mat! ⚽

1:35 PM · Nov 2, 2020 from Edinburgh, Scotland · Twitter for iPhone

1 Quote Tweet **5** Likes

Deer Park School
@DeerParkSchool

A quick stadium tour between coding sessions! Learning how @Harlequins use STEM to gain a competitive advantage. @quinsfoundation @SpheroEdu

10:35 AM · Dec 9, 2020 · Twitter for Android

3 Retweets **1** Quote Tweet **19** Likes

Matt Warne EdTech
@MattWarne

Great to launch the new @Sphero Sports curriculum today at @rgsthegrange The perfect blend of Sports and Coding which has simply blown the minds of pupils today!
#spherosports #STEM #engagement #BackToSchool

Sphero Education and 7 others

2:26 PM · Sep 8, 2020 · Twitter for iPad

14 Retweets **2** Quote Tweets **62** Likes

Foundation of Light
@SAFCFoL

PERFECT ADDITION

Newest member of the team - Sphero! Interactive orbs to help teach kids coding 👉 ow.ly/nAPd50CHYqu

📩 danielle.chapman@foundationoflight.co.uk if your school would like to know more about our new six week course.

#MathsWeekEngland

6:01 PM · Nov 12, 2020 · Hootsuite Inc.

2 Retweets **5** Quote Tweets **16** Likes

Aston Villa Foundation
@AVFCFoundation

Brilliant morning of learning with Matt and Darren @Sphero @SpheroEdu as part of our regular Tuesday CPD development mornings, ready for the launch of our new STEM Programme coming soon! 👀 📘⚽

#AVFC

11:11 AM · Oct 14, 2020 · Buffer

11 Retweets **1** Quote Tweet **27** Likes

The Harlequins Foundation
@quinsfoundation

#RobotRugby

Today we were joined by @DeerParkSchool for a day of coding & #STEMeducation brought to life with @Harlequins & @HarlequinsWomen 😍🤖🏉

#BuildingBrighterFutures #Coding #COYQ

2:41 PM · Dec 9, 2020 · Twitter for iPhone

1 Retweet **2** Quote Tweets **9** Likes

Aston Villa Foundation
@AVFCFoundation

Our exciting new STEM programme is being launched soon as part of our schools' provision!

The programme will use @Sphero robotics to teach and inspire children about new technologies. 🤖🤯

Email paul.hughes@avfc.co.uk for more information.

#AVFC

12:30 PM · Oct 26, 2020 · Azzuu

7 Retweets **1** Quote Tweet **35** Likes

Aston Villa Foundation
@AVFCFoundation

🗣 Schools Manager Paul Hughes tells us more about our upcoming STEM programme, which has been funded by @millenniumpoint. 🙌

The programme will initially be available to schools in the local area around Villa Park.

To find out more, please email paul.hughes@avfc.co.uk

2:36 PM · Oct 26, 2020 · Azzuu

5 Retweets **1** Quote Tweet **15** Likes

START

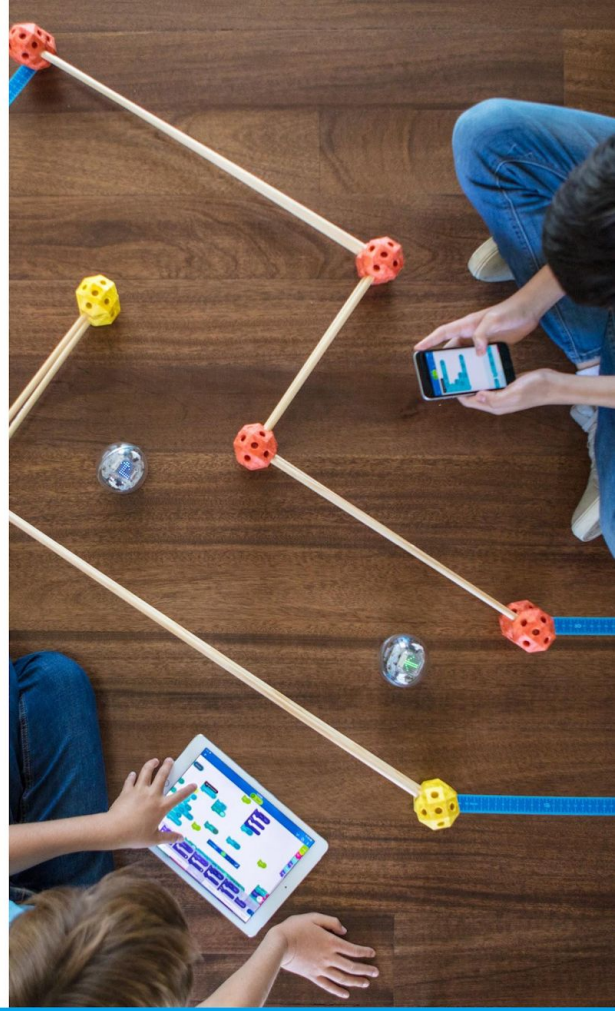
Students begin their educational journey with Sphero's entry level bots, bits, and activities. Whether they are just getting started with programming and inventing or looking to grow their engineering and computational thinking skills, they'll find themselves at home within the Sphero Edu ecosystem.

GROW

Expand students' knowledge with Sphero bots and curriculum that further their engineering and programming skills. Intermediate learners can utilize advanced sensors and code blocks to learn more complex logic, enabling advanced programming tactics.

GRADUATE

Sphero offers advanced programming capabilities through the maker-hacker level including advanced blocks, JavaScript, or even our public SDK library. Seasoned programmers and engineers can utilize the diverse suite of sensors to build, customize, and connect third-party hardware.




sphero sports
LEARNING IS NOT A SPECTATOR SPORT,
SO LET'S PLAY!

Matt Mead
Head of Corporate & Sports Partnerships

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@MattJMead