

Sphero Edu Resources

Sphero Edu JavaScript

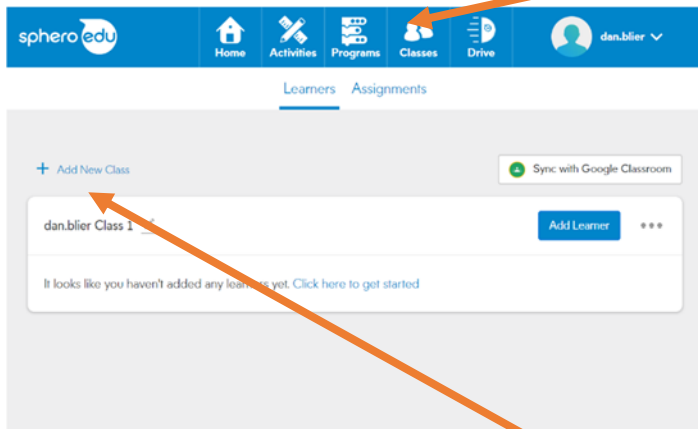
To learn more about the various blocks used to code your Sphero with JavaScript, visit [Sphero Edu JavaScript \(https://sphero.docsapp.io/docs/get-started\)](https://sphero.docsapp.io/docs/get-started). Students can learn how to use different blocks to perform the following tasks:

- Movement
- Lights
- Sounds
- Controls
- Operators
- Comparators
- Sensors
- Communication
- Events
- Variables
- Functions
- Strings
- Advanced Concepts

Setup Classes in Sphero Edu

Teachers can setup a class for students to complete structure learning assignments.

1. Click on the Classes tab at the top of the page



2. Click on Add/New Class to create a class.

- Using an existing roster from your gradebook, you can upload your class roster by select Add from Roster.

Create New Class [X]

Add Manually | **Add From Roster**

To create a class from a spreadsheet:

Download and complete roster template

Download

Upload the .csv file

Choose Roster File*

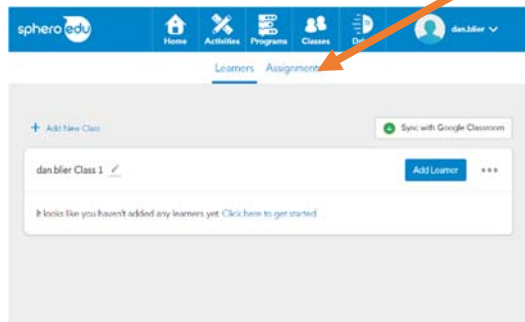
Click to upload file

Submit

- Next download the roster template or download your roster from the gradebook, but make sure it is format similar to the roster template.
- Upload the roster .csv file and then click submit.

Create Assignments for previously created classes

- Click on the assignments link.



- Next click on Assign Activity

