



# Real World Computer Game

SLQ Wiki Fabrication Lab 2024/07/08 08:56

# Real World Computer Game

Activity developed by [Western Downs Libraries](#)

## Details

<b>Age group</b>	Year 3 to Year 7 (ages 8 to 12)
<b>Method</b>	Individually or Small groups (2 children)
<b>Participant to facilitator ratio</b>	6:1
<b>Duration</b>	50 mins - 1 hr 5 mins

## Aim/Key Learning

Drive a Sphero to navigate over an obstacle course.

- Develop critical thinking and problem solving skills
- Prediction skills

## Preparation and Materials Required

- Sphero and iPad (with the Sphero Drive app installed) per individual or group
- Ensure that each Sphero is paired to an iPad and charged
- Floor space of at least 4m x 4m
- Obstacles such as witches hats
- Materials to build ramps and walls such as cardboard and masking tape

## Activity Steps

### 1. Construction of the Course

**Time:** 5-20 mins

If this step is to be done as a group, perform it after the **Introduction** step

Design the obstacle course either yourself or as a group as part of the activity. The time allocated will be dependant on the size of the course and if materials need to be constructed. When designing the course, keep in mind that all Spheros will be run simultaneously!

## 2. Introduction

**Time:** 10 mins

Introduce yourself, participants introduce themselves, cover any housekeeping. Cover basic group rules such as working together, being respectful and taking turns. Explain the aim of the workshop (*'Today we are going design an obstacle course and using the Sphero Drive app on the iPads navigate through the course to the end'*).

Show the participants how to drive the Sphero and face the Sphero the right way. Conduct a Brief demonstration of the Sphero navigating through the course (*However don't complete it!*)

## 3. Practice

**Time:** 10 mins

Distribute the Spheros and iPads and have the participants take turns in driving the Sphero around and outside the course. If working in groups, some participants could be part of the course as obstacles.

## 4. Race

**Time:** 20 mins

The race now begins. Ask participants to line up their Spheros at the start line and race through the course. It will be chaotic! If working in groups, if a Sphero falls off a ramp or goes out of bounds, they are to swap control.

Another way to share control is to do a relay race where the first participant has to reach a 'swap' point and hand control to the other participant to complete the remainder of the course.

## 5. Evaluation and Closing

**Time:** 5 mins

At the end of the session, ask for volunteers to share their learnings or how they found the session. Thank everyone for their participation and team work.

## Loanable Kits

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dates).

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