

The screenshot shows the LEGO Education SPIKE Prime programming environment. On the left, there are several category menus: MOTORS, MOVEMENT, LIGHT, SOUND, EVENTS, CONTROL, SENSORS, OPERATORS, VARIABLES, and MY BLOCKS. The main workspace contains a block-based program starting with 'when program starts', followed by 'set movement motors to A+B', 'set movement speed to 50%', 'move up for 10 cm', 'run for 2 rotations', 'wait 1 seconds', 'broadcast message1', and an 'if' block with 'pick random 1 to 10' and two 'move' blocks. A 3D model of the robot is visible on the right side of the interface.

SUMMER SCHOOL LEGO PROGRAMMING CAMP

*TUESDAYS AND THURSDAYS
FOR INCOMING 4TH THROUGH
8TH GRADERS*

6PM-7:30PM

*JUNE 13-JULY 27 (NO CLASSES
JULY 3-JULY 9)*

@MERTON INTERMEDIATE

- LEARN TO PROGRAM LEGO SPIKE PRIME ROBOTS USING BLOCK CODING!
- LEARN TO PROGRAM SENSORS, MOTORS, AND MORE!
- A PERFECT INTRODUCTION TO CODING, STEM AND ROBOTICS!



CONTACT MR. RUSS AT
RUSSR@MERTON.K12.WI.US OR
MRS. THOMPSON AT
THOMPSON@SWALLOWSCHOOL.ORG
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