



An Introduction to learning to code with Sphero

The Sphero is a gyroscopic robot with internal motors that can be piloted through a smart device. It is an engaging way to introduce students to coding while integrating principles of engineering. Students will gravitate to the Sphero quickly due to its engaging qualities. This program will engage all of your students, and surprise you on how quickly the students will learn to do work with the Sphero performing many autonomous requests. Students learn to perform math calculations using the Sphero to demonstrate the calculation outcomes, all while learning coding and problem solving competencies at the same time. Students will collaborate in teams and work independently with the Sphero, beginning with basic awareness of the programming tool and then integrating more advanced actions, including light, sound and movement. Each module covers a set of objectives specific to learning robotics, but also includes objectives, standards, and lesson plans that cover a wide variety of academic core standards in Math and English.

(Below is a sample of curriculum modules for grades 6-8, all pricing sheets are the same across grades we provide curriculum based on age appropriate needs)

Sample Program Learning Modules

Module 1 – Introduction to Engineering
Module 2 – Introduction to Robotics
Module 3 – Computer Science
Module 4 – What is Sphero
Module 5 – Introduction to DrawNDrive App
Module 6 – Introduction to MacroLab App
Module 7 – 2D Geometry
Module 8 – OrbBasic
Module 9 – STEAM Challenges
Module 10 – Final Sphero Team Challenge

This program can be delivered in three forms:

- **Teacher Training Package:** This is a complete package to train your teacher(s) on the Sphero and the curriculum. This package also includes mentoring hours.
- **Program Delivery Package:** This is a complete outsourced package, where we deliver the content and does not include teacher training or mentoring.
- **STEAM Integration Specialist Package:** This is a complete 12 month program beginning in June with Teacher professional development, living lab within summer program, Teacher Training Package during school year.

Below is our price list for the program broken out by line item. Each Package includes everything needed to deliver the program, additional program items can be purchased based on your organization's budget.

Sphero In the Classroom Price List Teacher Training Package

Item	Description	Total
Teacher Professional Develop	Two Day Instructor lead program to support teachers learning the Sphero and the curriculum	\$3,000.00
16 Hours of Teacher Mentor Sessions	Mentor hours can be utilized for teacher learning sessions or co-teach, teacher modeling sessions (Must be used in minimum 2 hour blocks)	\$4,000.00
20 Hour Curriculum Content	10 Modules of curriculum teaching students how to utilize the Sphero to learn the coding tools and basic Python scripting.	FREE
6 Hours of Remote Teacher Mentor Sessions	Phone support of screen sharing sessions online (must be used in 1 hour increments)	\$750.00
Online Teacher Support Community	Invitation only community for STEAM teacher support and peer collaboration	FREE
Teacher Training Package	All of the items listed above are included in this package	\$7,750.00
Cost Breakdown	\$258.33 Per Student program cost based on 30 student class	\$12.92 Per Student per session cost
<i>Optional Program Items</i>		
Loaner Sphero Units	Loaner Sphero units and chargers (Minimum 16)	\$20.00 Per Unit
Additional Mentor Hours	Per hour rate	\$250.00
Additional Remote Mentor Hours	Per hour rate	\$125.00
Student Assessment Report	Pre/Post Assessment Data Report for Impact Metrics	\$500.00
Sphero Units	Sphero Per Unit Cost - Sphero SPRK+	\$150.00

Sphero In the Classroom Price List Program Delivery Package

Item	Description	Total
Instructor & Curriculum <i>(One Instructor per class-room)</i>	20 - 40 Minute Class Sessions in 20 Weeks or 10 Weeks	\$5,000.00
16 Sphero Loaner Units	16 Sphero Loaner Units	\$320.00
Program Delivery Package	All of the items listed above are included in this package	\$5,320.00
Cost Breakdown	\$177.33 Per Student program cost based on 30 student class	\$8.87 Per Student per session cost

Optional Program Items

Additional Sphero Loaner Units	Additional Sphero Units (Above the minimum 16)	\$20.00 Per Unit
Loaner Laptops <i>(Minimum 25)</i>	Surface 3 Devices	\$85.00 Per Device

STEAM Integration Specialist Package

CF(e) Training Cycle	Connections Foundations (e) Two Day Coaching Training	\$3,000.00
STEAM Integration Training	Three Day ICT/PBL Training	\$4,500.00
Creating STEAM 10 Day Living Lab	Mentor participation over 10 day immersive program	FREE
Teacher Assessment Impact Metrics	Pre assessment, two mid point assessments and one final assessment	\$500.00
Teacher Training Package	Full "Teacher Training Package"	\$7,750.00
STEAM Integration Specialist Package	All of the items listed above are included in this package	\$15,750.00

The STEAM Integration Specialist is a full year long program that immerses teachers into STEAM learning programs with competencies in Project Based Learning, Hands On Experiential Learning, Industry Experts, Robotics, Coding, Entrepreneurship, Marketing, Engineering Design Thinking, PC Building, Presentation Skills, Communications Skills, Online Learning Tools, Skype Communications, Microsoft Office 365, and much more.