



# sphero BOLT plus Coding Robot Ball User Guide

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sphero BOLT plus Coding Robot Ball



### **Specifications:**

- Model: BOLT+
- Charging: USB-C cable
- Programming App: [sphero.cc/edu-d](https://sphero.cc/edu-d)
- Control Modes: Joystick or Keyboard

### **Product Usage Instructions**

#### **Aim and Drive**

1. Select Drive and then Aim.
2. Aim BOLT+ in the same direction as your body.
3. Take your robot for a spin by controlling it with speed and color controls.

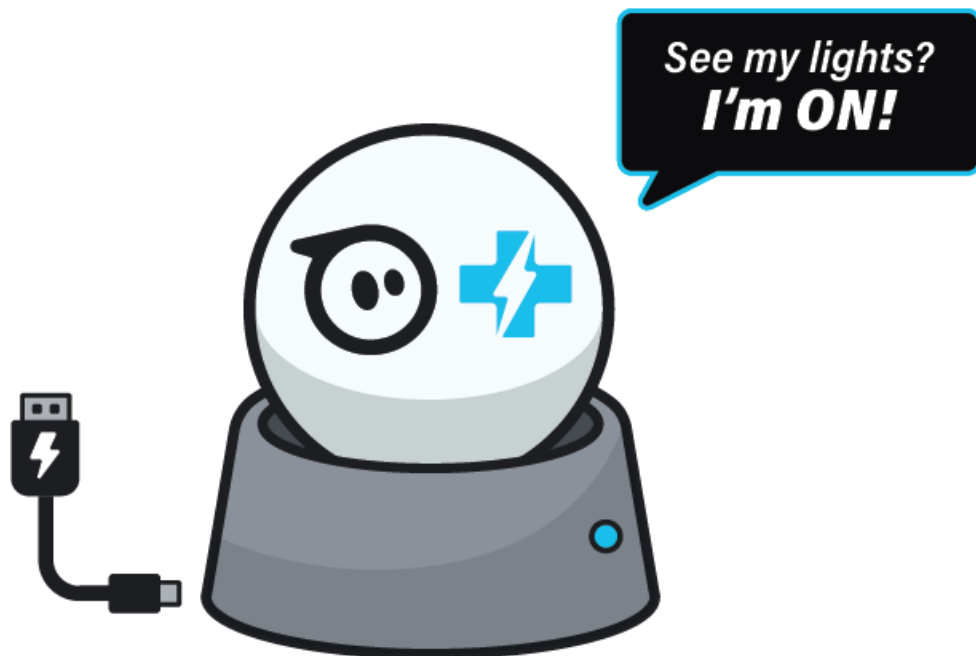
#### **Programs**

1. Select New Program in the app.
2. Name your program, choose a program type, and select BOLT+.

### **GET TING STARTED**

#### **CHARGE YOUR ROBOT**

- Plug in your cradle with the USB-C cable.
- Put BOLT+ on the cradle to turn it on for the first time.



### Getting Started with the Programming App

Visit [sphero.cc/edu-d](https://sphero.cc/edu-d) to download the programming app.

### GET THE PROGRAMMING APP

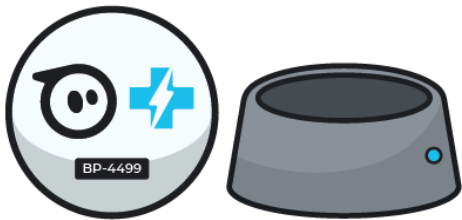


Go to [sphero.cc/edu-d](https://sphero.cc/edu-d)

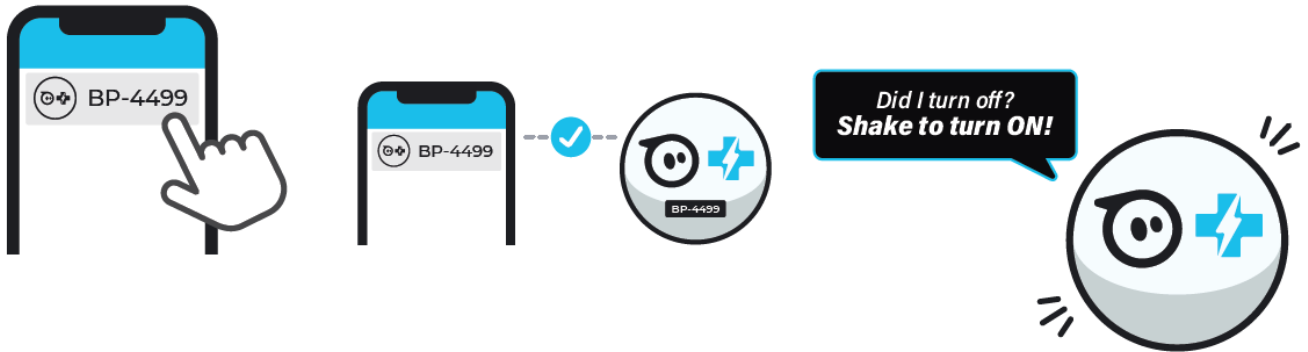
### CONNECT

#### Connecting BOLT+

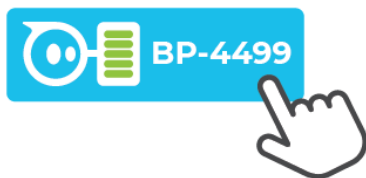
1. Take BOLT+ off the cradle.
2. Select Connect.
3. Select BOLT+ as your robot type.



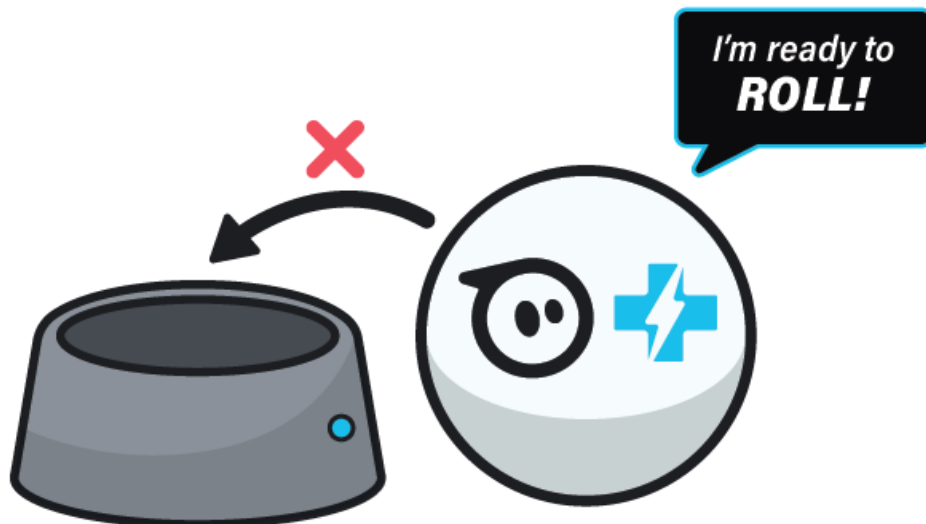
4. Find your robot ID in the app.
5. Connect!



## YOU'RE CONNECTED!



- Select to check your battery level.
- Placing BOLT+ back on the cradle will disconnect it from your device.



## AIM

1. Select Drive.
2. Select Aim.



3. Aim BOLT+ in the same direction as your body.

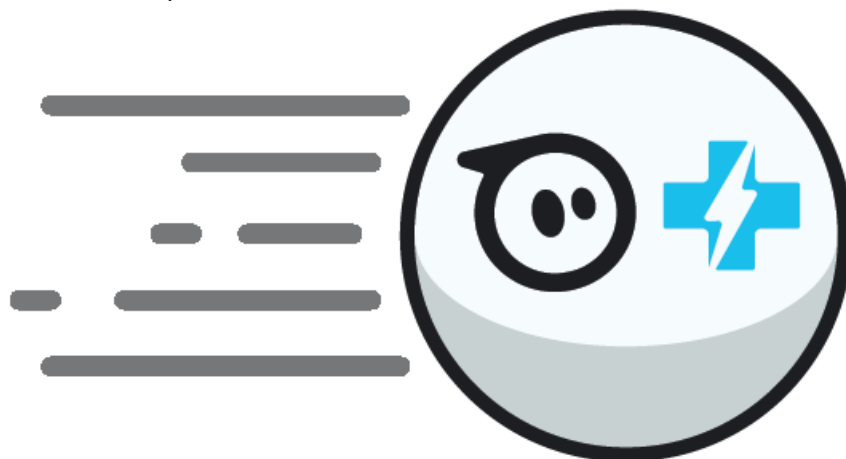


It helps to point me in the same direction your body and device are pointed

## DRIVE

### Take your robot for a spin!

Try controlling your robot with the speed and color controls.



Depending on your device, BOLT+ can be driven in joystick or keyboard mode.

## PROGRAMS

1. Select New Program.
2. Name your Program.



## My First Program

3. Choose a program type.
4. Choose BOLT+.



### STARTER PROGRAMS

1. Draw
2. Movements
3. Lights
4. Display
5. Matrix
6. Sounds
7. Controls
8. Drive
9. Events: Buttons
10. Events: Lights
11. Loops & Operators
12. Events: Collisions

Build the programs on the following pages to learn about what I can do!

### STARTER PROGRAM #1

#### DRAW

#### PROGRAM

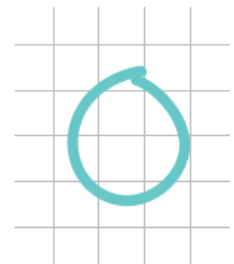
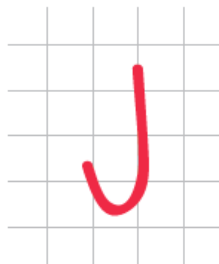


**Press**  **Start**  
to run the program.



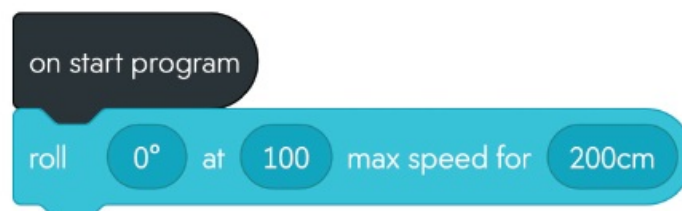
## PLAY

1. Draw other letters.
2. Change the color and speed of the lines.



## STARTER PROGRAM #2

### MOVEMENTS



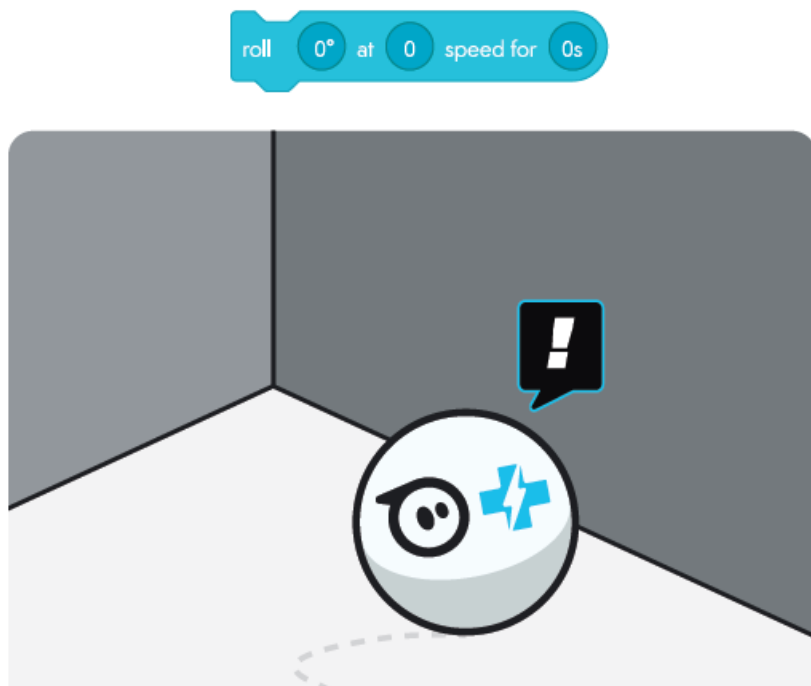
Select a number to change. 100



Press to watch me roll!

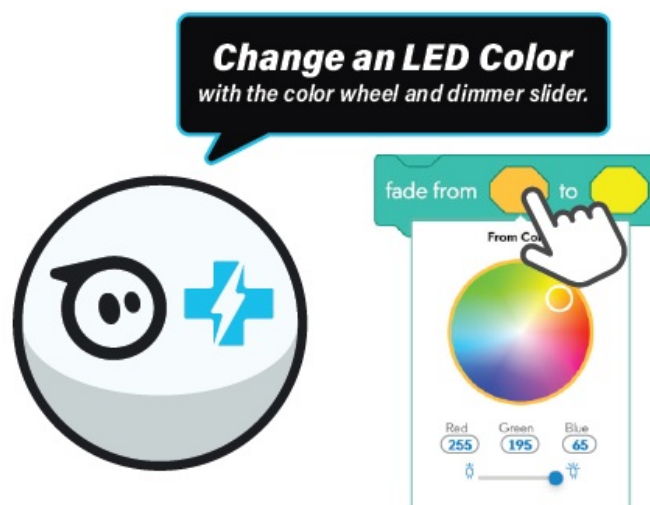
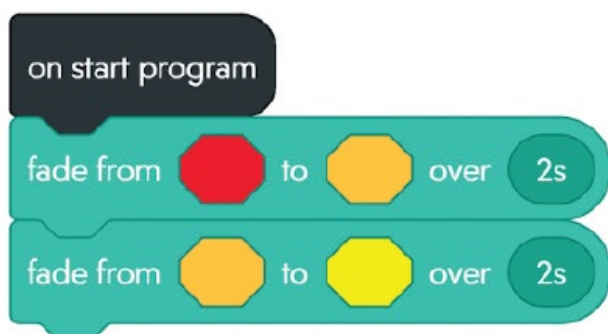
## Instructions for use

1. Make BOLT+ roll up to a wall and stop before crashing.
2. Try the same thing with



## STARTER PROGRAM #3

### LIGHTS



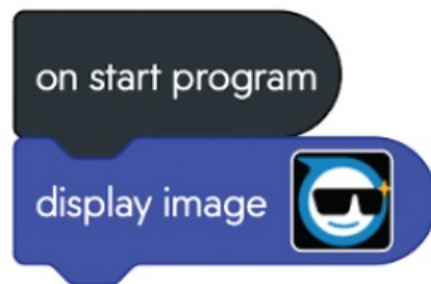
Make BOLT+ show all the colors in a rainbow.





## STARTER PROGRAM #4

### DISPLAY

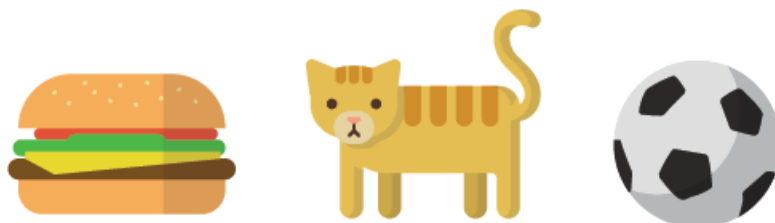


### Starter Programs Examples

Explore various starter programs like Draw, Movements, Lights, Display, Matrix, Sounds, Controls, Drive, Events: Buttons, Events: Lights, Loops & Operators, and Events: Collisions. Follow the instructions provided for each program type to engage with BOLT+ in different ways.

Use search and category filters to find images.

1. Find images for your favorite food, animal, and hobby.



2. Replace

Pick your favorite animation.



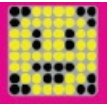

3. Replace  
own.

Make a message of your

## STARTER PROGRAM #5

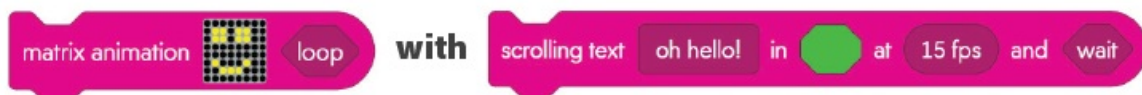
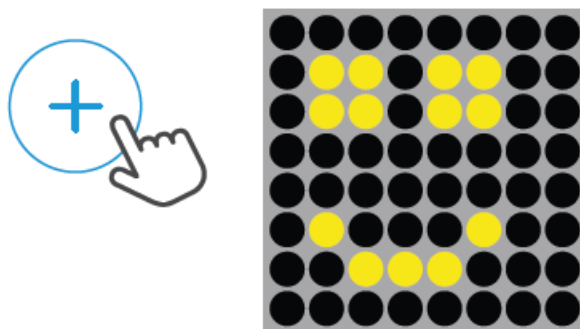
### MATRIX

On start program

- matrix animation  loop
- matrix animation  loop

Tap the matrix image and scroll through animations to find a smiley face!

1. Make your own animation.



2. Replace  
a superpower you wish you had.

Type

## STARTER PROGRAM #6

### SOUNDS



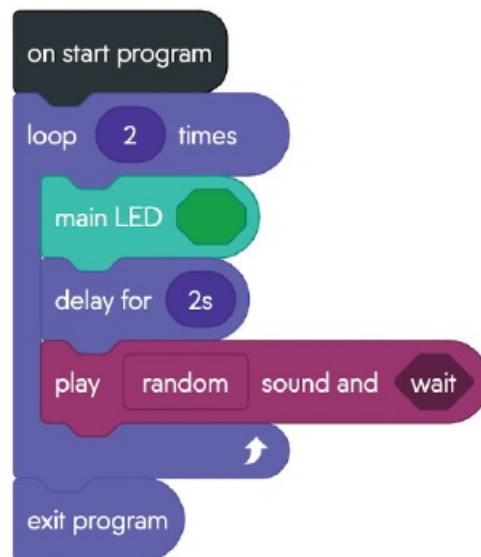
Sound comes from our programming device—not me!

1. Explore the different sounds and try some out!
2. Type your own message.

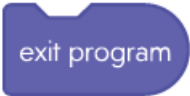


## STARTER PROGRAM #7

### CONTROLS



delay for os is really useful ! It makes sure blocks have enough time to work.

1. Remove  What happens when you run your program?

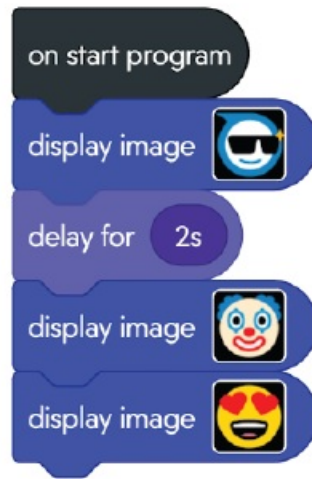
2. Play around with the number in 

2. Play around with the number in

3. Try using 

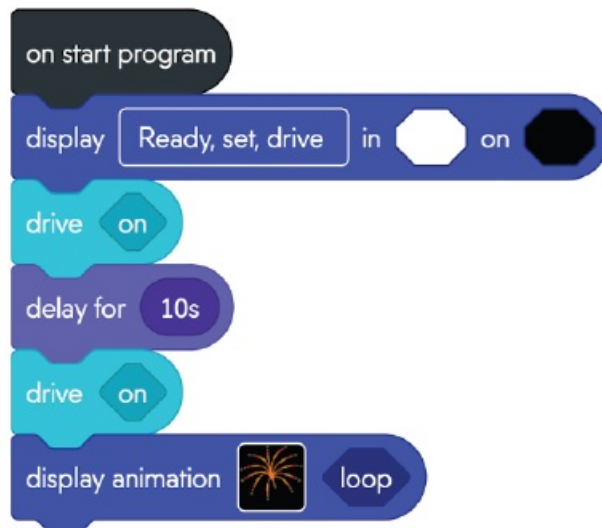
3. Try using with some of the blocks you've already learned about.

What happens with a program like this?



## STARTER PROGRAM #8

### DRIVE



You can drive me while I'm running a program!

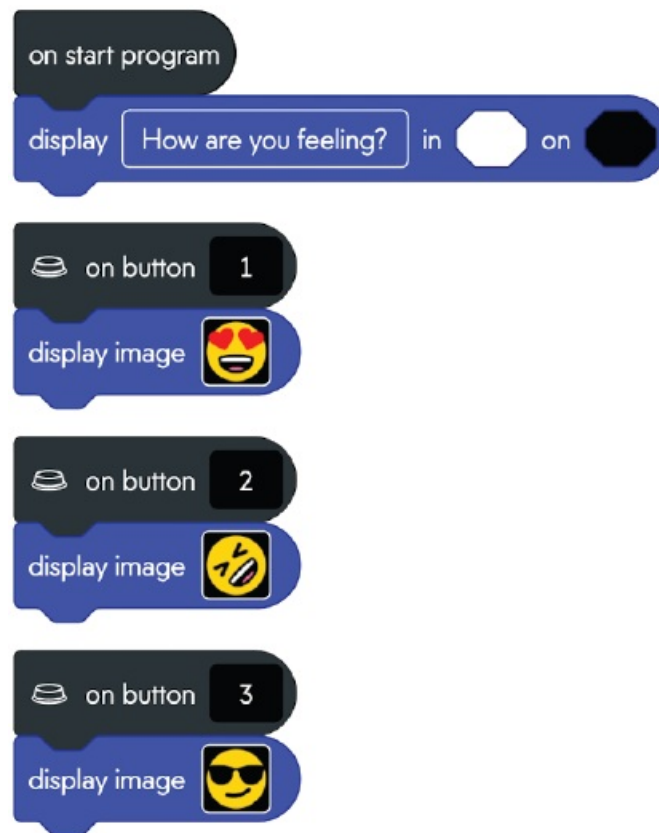
Drive your BOLT+ in a figure 8 before time runs out.



## STARTER PROGRAM #9

### EVENTS BUTTONS

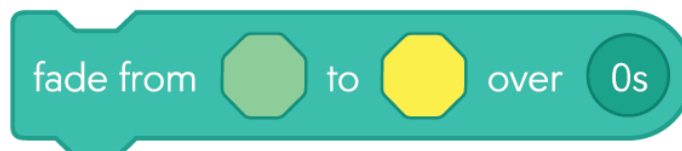
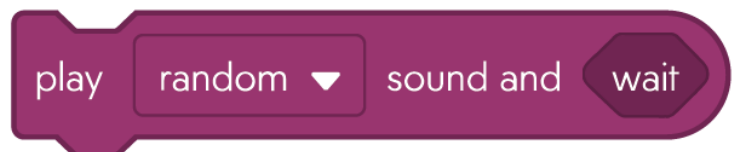
#### PROGRAM



#### Where are the buttons?

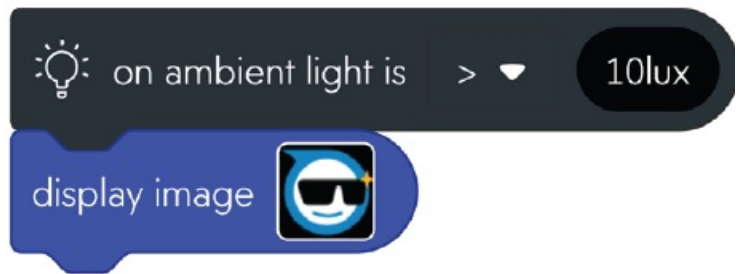
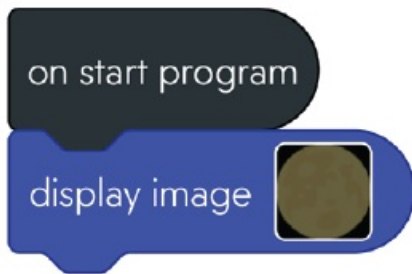
Look at the app while a program is running!

Add blocks to go with each emotion.



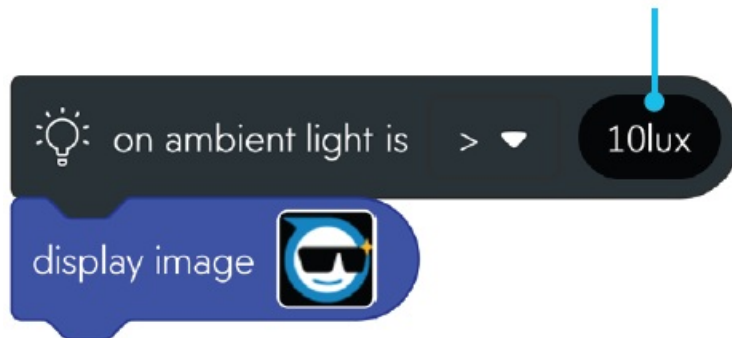
## STARTER PROGRAM #10

### EVENTS: LIGHT



Ambient light is measured in “lux” units – and there are a lot of them!

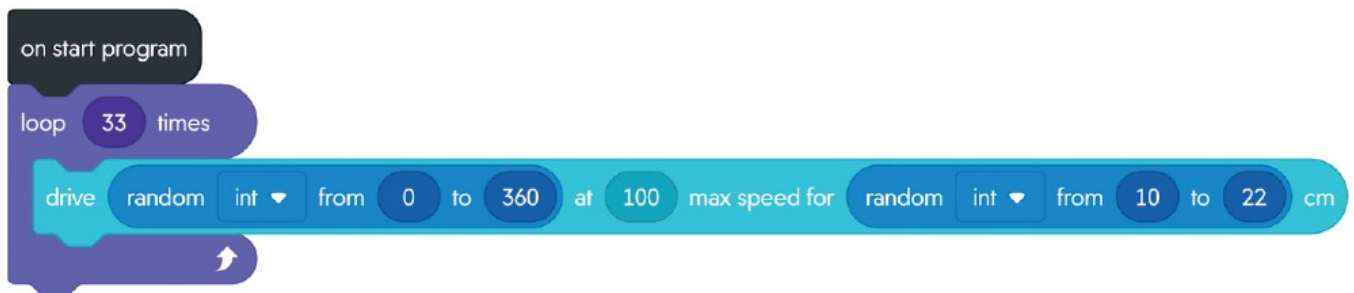
1. Play around with how many lux will trigger the event:



2. Add sounds or movements to your program to make things a bit more exciting.

## STARTER PROGRAM #11

### LOOPS & OPERATORS



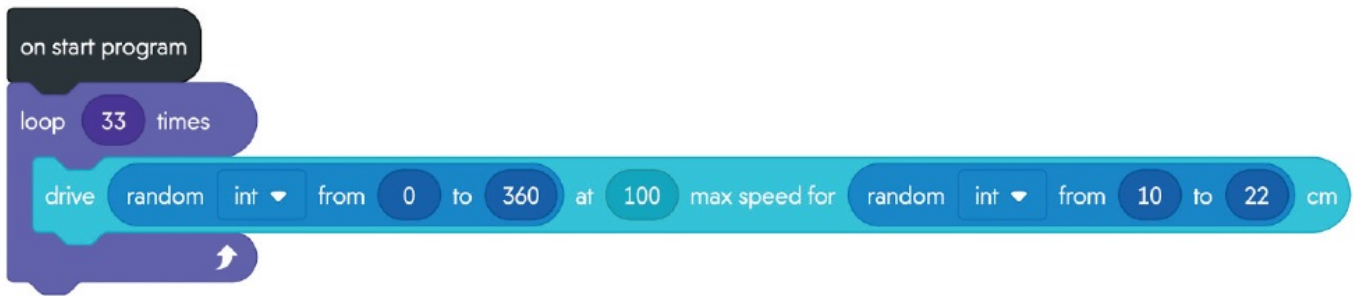
That's a lon' block!  
What happens when you start the program?

Play around with different values and see what happens to BOLT+.

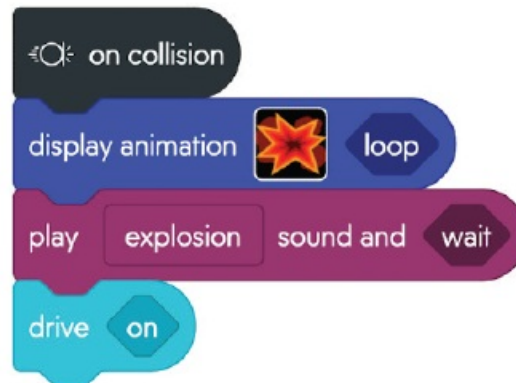


## STARTER PROGRAM #12

## EVENTS: COLLISIONS



What happens if I crash?!

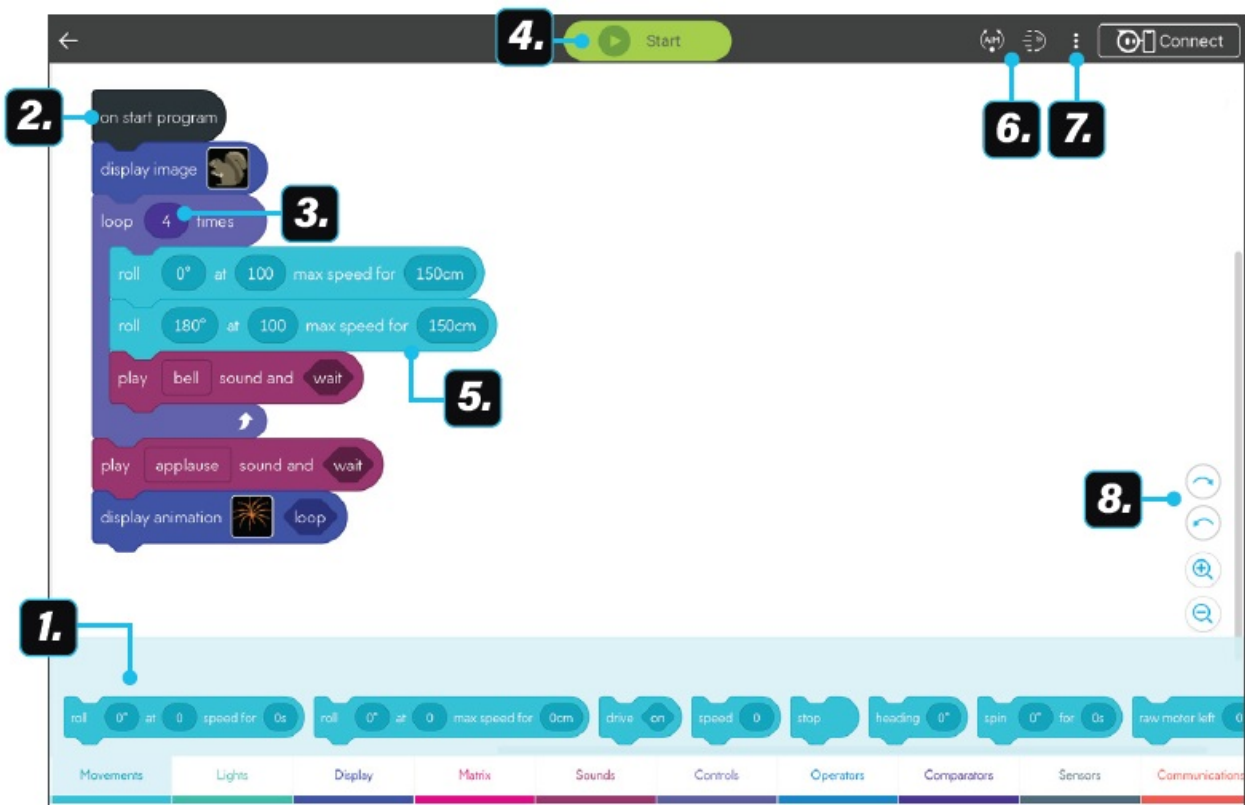


1. If BOLT+ crashes into something you can take over driving.
2. Can you modify the program so that you can only drive for 5 seconds?



## BOLT+ RESOURCES

### BLOCK CANVAS GUIDE



1. Drag blocks from the block library onto the program canvas.
2. Connect blocks to on start program.
3. Select inputs to modify a block.
4. Click or tap Start to run (execute) a program.
5. Right click or long press on a block for options like duplicate and delete.
6. Aim or Drive your BOLT+.
7. Select the three dots to access a menu to view sensor data, JavaScript code, and more.
8. Undo or Redo last action.

## BOLT+ RESOURCES

## LESSON IDEAS



Are you looking for lesson ideas? Check out: [sphero.cc/bplus-lessons](https://sphero.cc/bplus-lessons)





### Need help?


Check out our support page: [sphero.cc/bplus-support](https://sphero.cc/bplus-support)

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## Frequently Asked Questions (FAQ)

- **How do I charge my BOLT+?**
  - To charge BOLT+, plug in the cradle using the provided USB-C cable and place BOLT+ on the cradle. This will turn it on for the first time.
- **How do I connect BOLT+ to the programming app?**
  - To connect BOLT+, take it off the cradle, select Connect in the app, choose BOLT+ as your robot type, find your robot ID in the app, and then connect to start programming.

## Documents / Resources

	<a href="#">sphero BOLT plus Coding Robot Ball</a> [pdf] User Guide 9200600, SXO-9200600, SXO9200600, BOLT plus Coding Robot Ball, BOLT plus, Coding Robot Ball, Robot Ball, Ball
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## References

- [🔗 Sphero Central: Edu Lessons & Resources for Coding Robots & STEM Kits](#)
- [🔗 Support – Sphero](#)
- [🔗 Sphero Central: Edu Lessons & Resources for Coding Robots & STEM Kits](#)
- [User Manual](#)

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