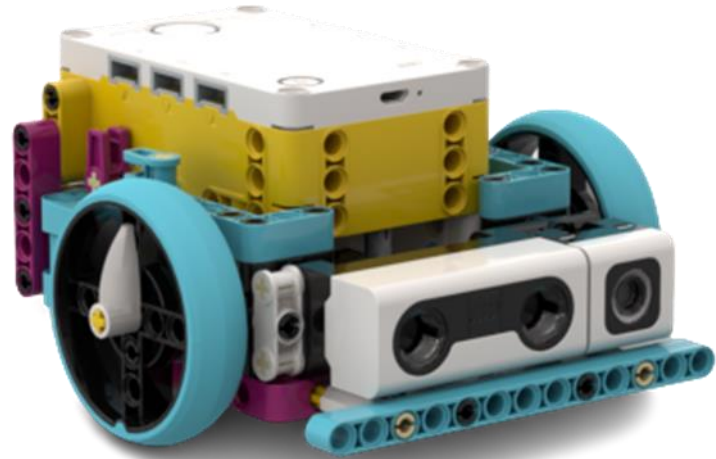


GETTING STARTED

In these robotics lessons you will be using the Robocar to complete various coding and robotics challenges.

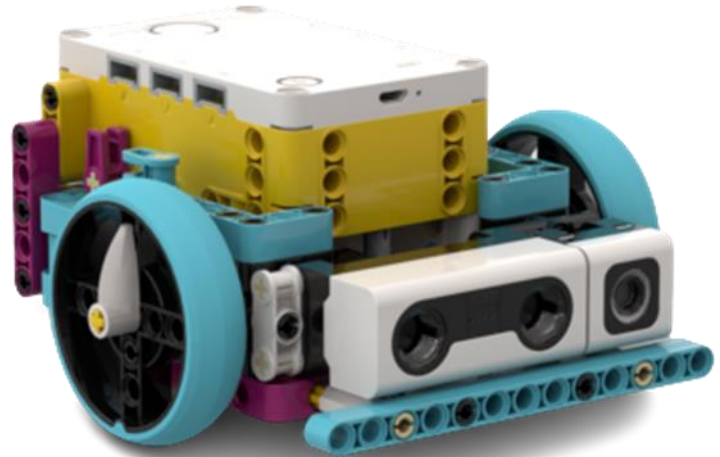


GETTING STARTED

The Robocar you will be using has a LEGO Spike device attached to it.

Do not remove or adjust the Spike device or any of the LEGO pieces attached to the Robocar.

Do not disconnect or adjust any of the wires attached to the Robocar.



GETTING STARTED

Lesson Steps

- 1) Start the Spike coding app. [Start App](#)
- 2) Power on the Spike. [Power Up](#)
- 3) Connect app on iPad to your Spike. [Bluetooth Connect](#)
- 4) Ready-to-go check-in. [Ready To Go](#)

GETTING STARTED



Start the LEGO Education Spike App (Spike Legacy app).

Be patient. It will take a moment to load.



GETTING STARTED

Select your SPIKE™ solution



Ignore this button.



Click this button.



GETTING STARTED

LEGO Education SPIKE - 2.0.6
File Help

×

Home

Start

Units

Build

My Projects

?

Help

Settings

SPIKE Prime

Get started with SPIKE™ Prime

Learn to use SPIKE Prime in 6 easy steps!

START

Recent projects

New Project

Click the New Project button.

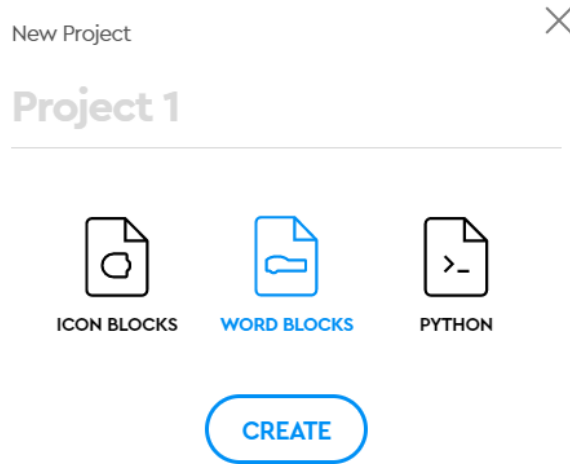
Unit Plans

Building Instructions



GETTING STARTED

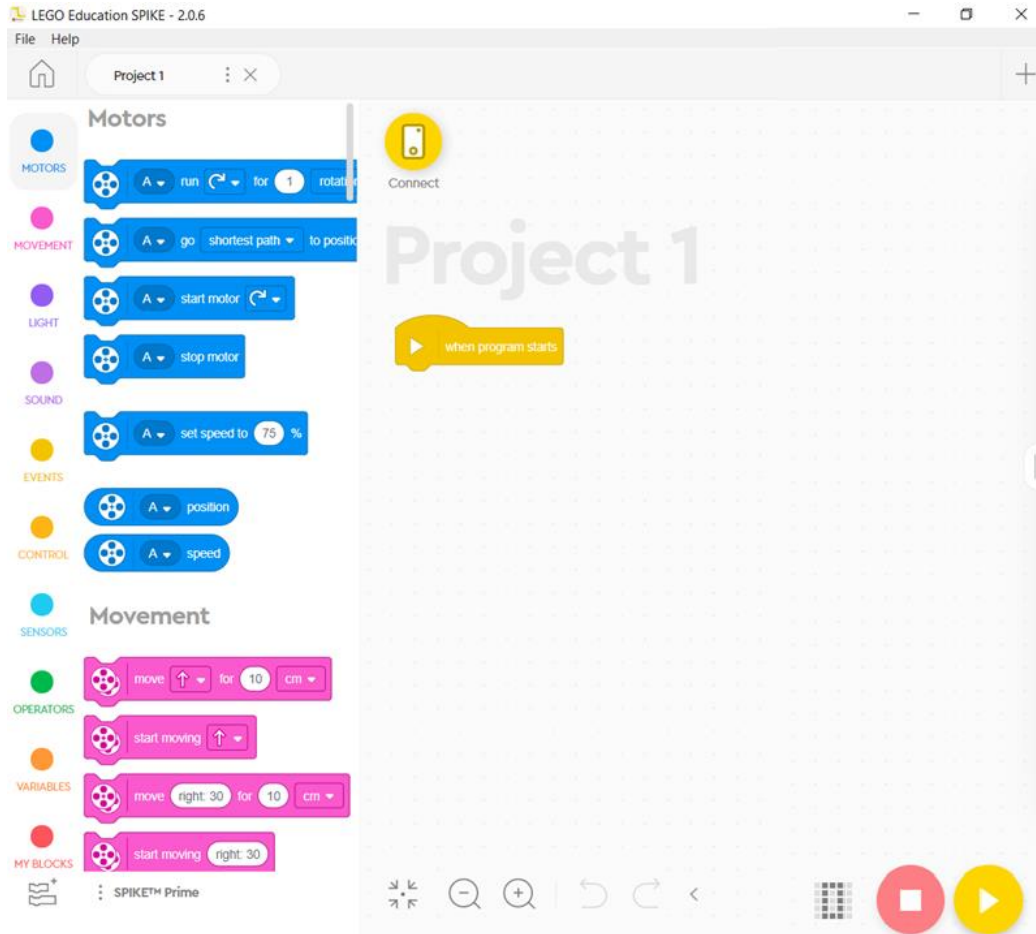
This is the New Project selection screen.



Click WORD BLOCKS and then the CREATE button.



GETTING STARTED



The Spike app uses a block-based coding environment that looks and works like Scratch.



GETTING STARTED

Spike is a micro-computer that controls your robotic systems.



Power on the Spike device.



Wait a moment.



When ready Spike will display a heart.



GETTING STARTED

LEGO Education SPIKE - 2.0.6

File Help

Project 1

Motors

MOTORS

MOVEMENT

LIGHT

SOUND

EVENTS

CONTROL

Movement

SENSORS

OPERATORS

VARIABLES

MY BLOCKS

SPIKETH Prime

Connect

Project 1

when program starts

Click on the Spike icon at the top of the screen to connect to Spike using Bluetooth.



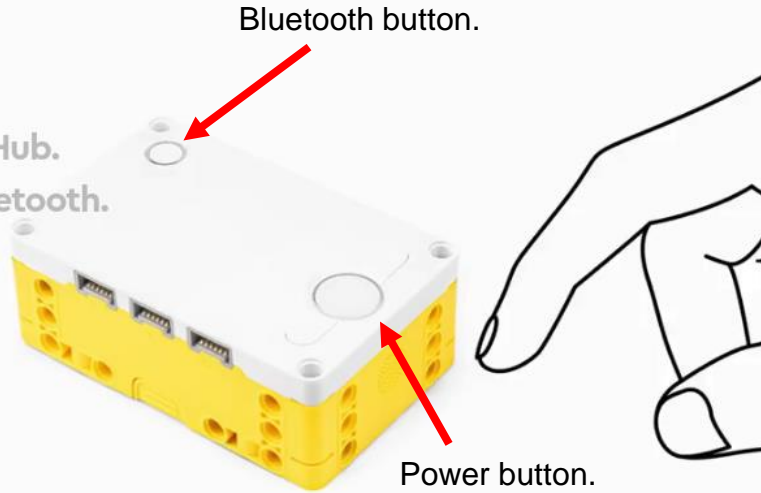
GETTING STARTED



SPIKE Prime
CHANGE



1. Turn on the Hub.
2. Activate Bluetooth.
3. Connect.



Select your hub



LEGO Hub

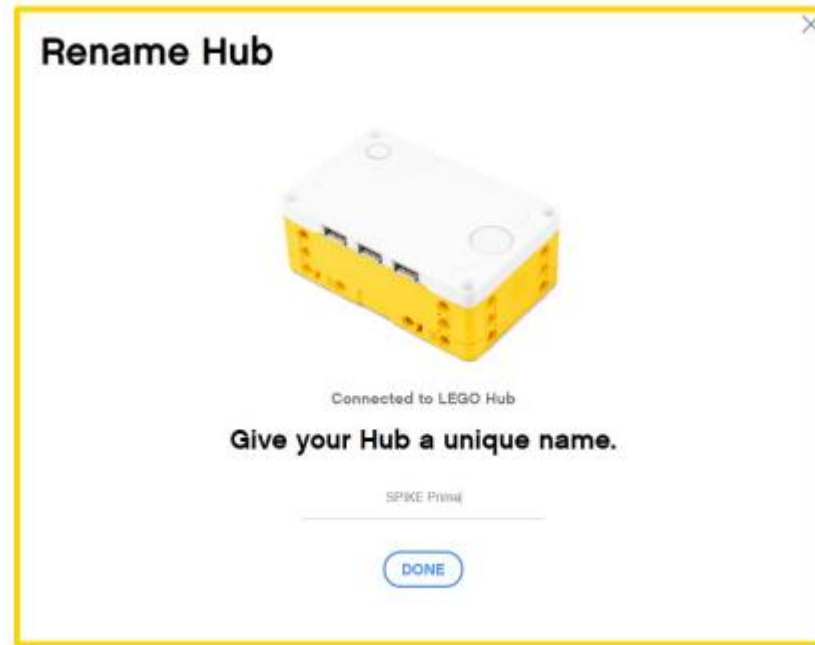


CONNECT



GETTING STARTED

If you see this screen do not rename the Spike Prime device.



GETTING STARTED

LEGO Education SPIKE - 2.0.6

File Help

Project 1

Spike ready.

Movement

MOTORS

MOVEMENT

LIGHT

SOUND

EVENTS

CONTROL

SENSORS

when program starts

move up for 10 cm

start moving up

move right: 30 for 10 cm

start moving right: 30

stop moving

set movement speed to 50 %

set movement motors to A+B

set 1 motor rotation to 17.5 cm

Project 1

A 291° B 243°

Notice that the Spike app has found the Spike.

Also note that the Spike app shows the devices connected to the input and output ports and the status of those devices.



GETTING STARTED

Are you able to connect to Spike?

Check in with Mr. Desmond to confirm that you can connect to Spike.

