



LESSON ONE

- Introduction to Robotics
- Robots components & parts
- Spike Prime main components
- Building Exercise 1
- Spike Prime building pieces

LESSON TWO

- Introduction to Programming
- Basics of Spike Software
- Spike Software UI
- Types of Spike Blocks
- Programming Exercises 1,2

LESSON THREE

- Spike Blocks categories
- Building Exercise 2
- Movement Blocks
- Programming Exercise 3,4,5
- Light Blocks

LESSON FOUR

- Motor Blocks
- Building Exercise 3
- Programming Exercise 6,7,8
- Volleyball Game
- Sensor Blocks

LESSON FIVE

- Programming Exercise 9
- Events Blocks
- Building Exercise 4
- Programming Exercise 10,11,12
- Sound Blocks
- Boxing Game

LESSON SIX

- Control Blocks
- Building Exercise 5
- Programming Exercise 13,14,15
- Basketball Game