



South-Western City School District

Bringing Coding to Life

Emily Bricker, Josh Doran, Phil Freeman

Our Team



Emily Bricker



Josh Doran

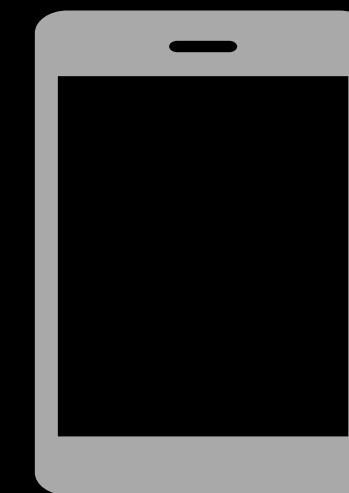
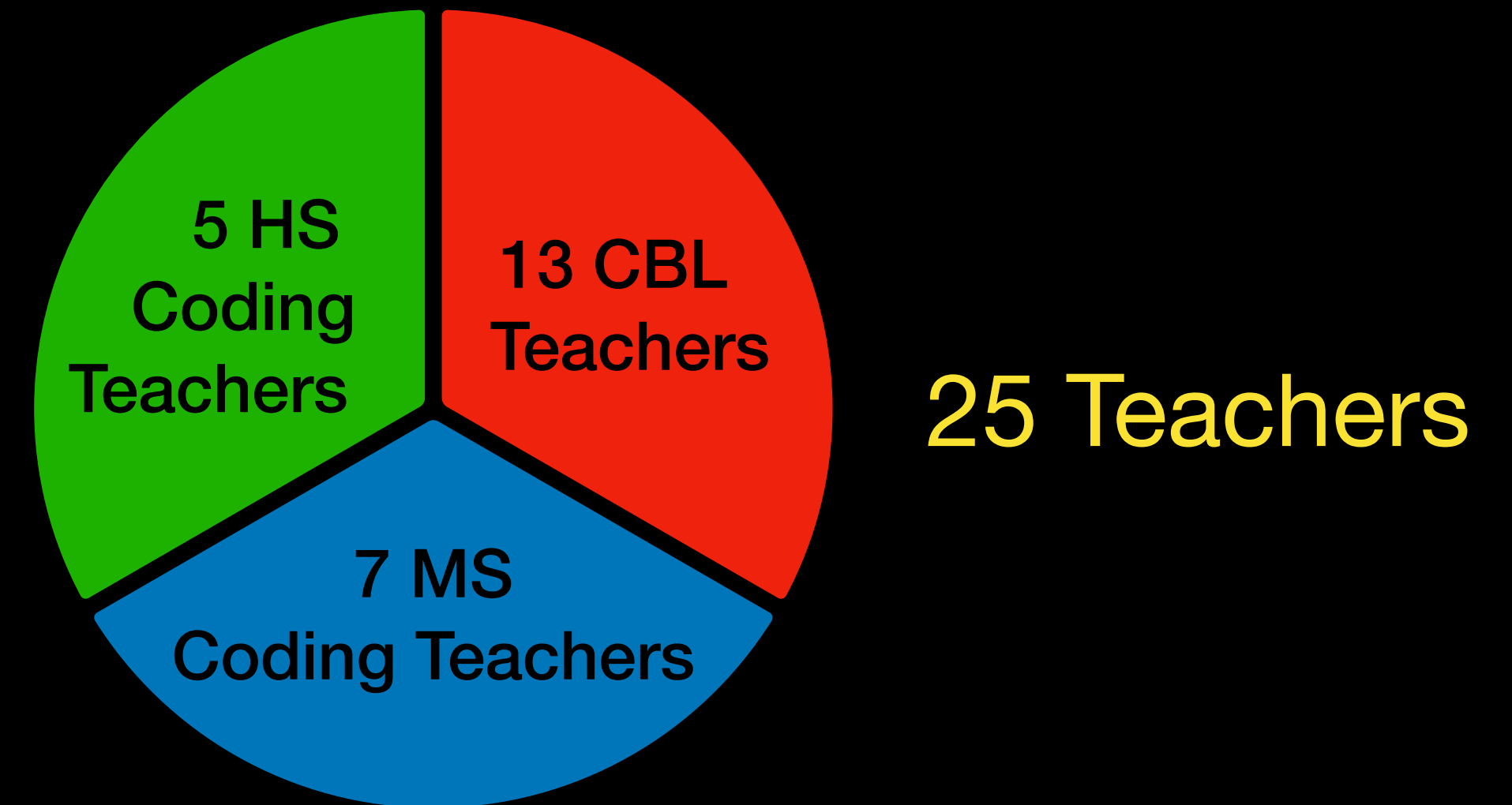


Phillip Freeman

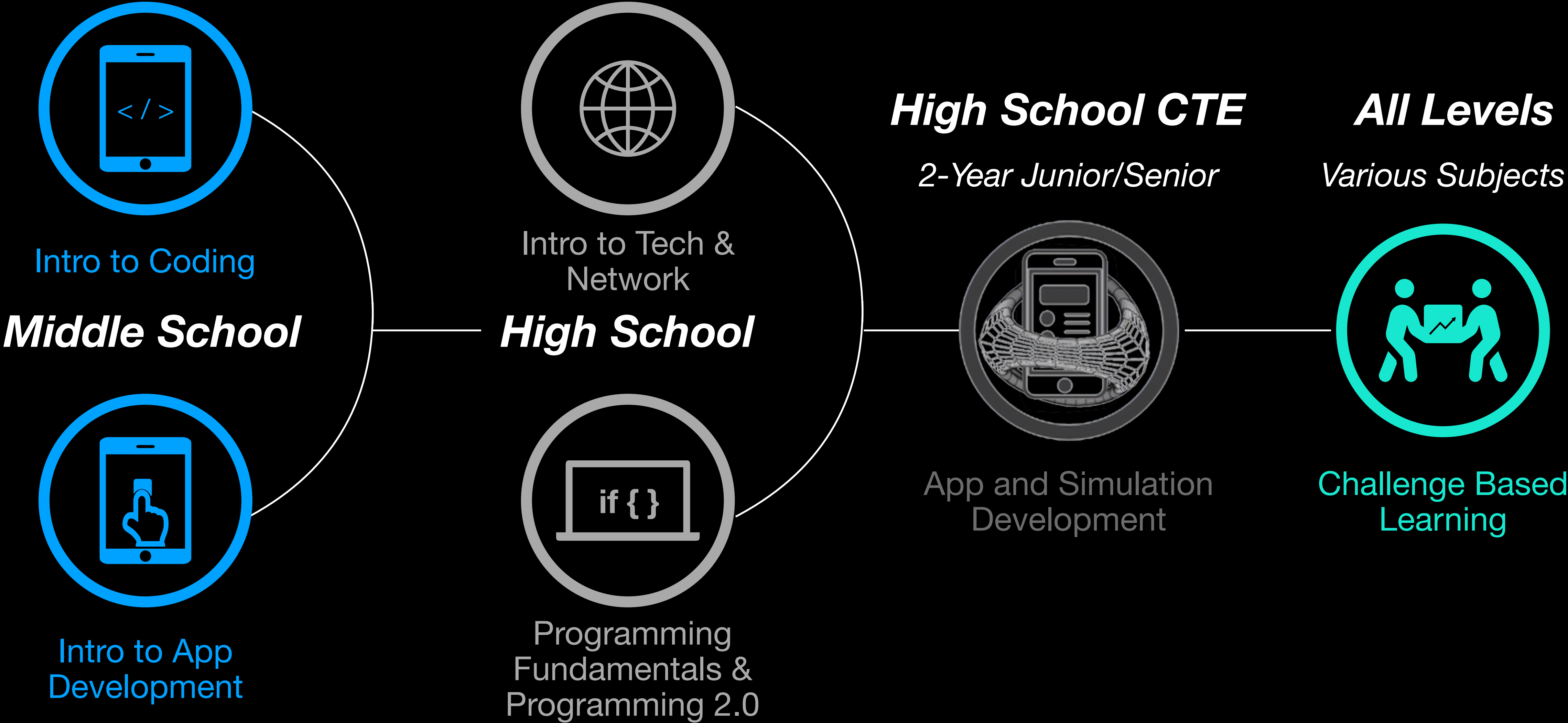
Support System

Apple Ambassadors

- **Emily Bricker**
Middle School Math Teacher
Apple Ambassador
- **Josh Doran**
SWCSD Technology Liaison
Apple Ambassador
- **Phill Freeman**
High School Coding Teacher
Apple Ambassador

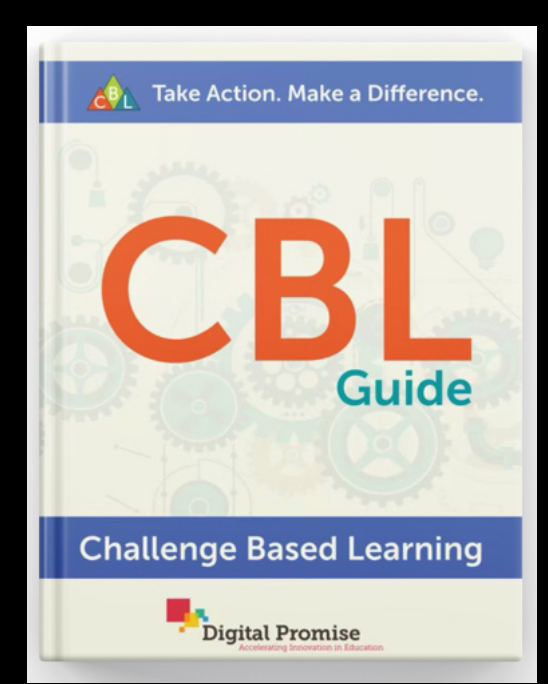
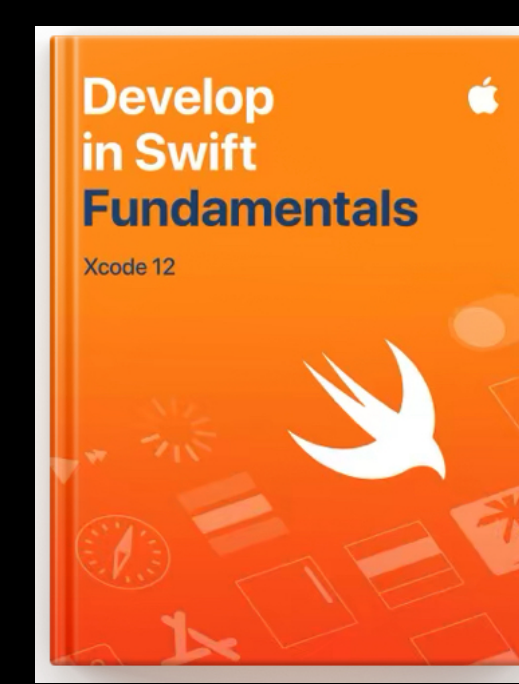
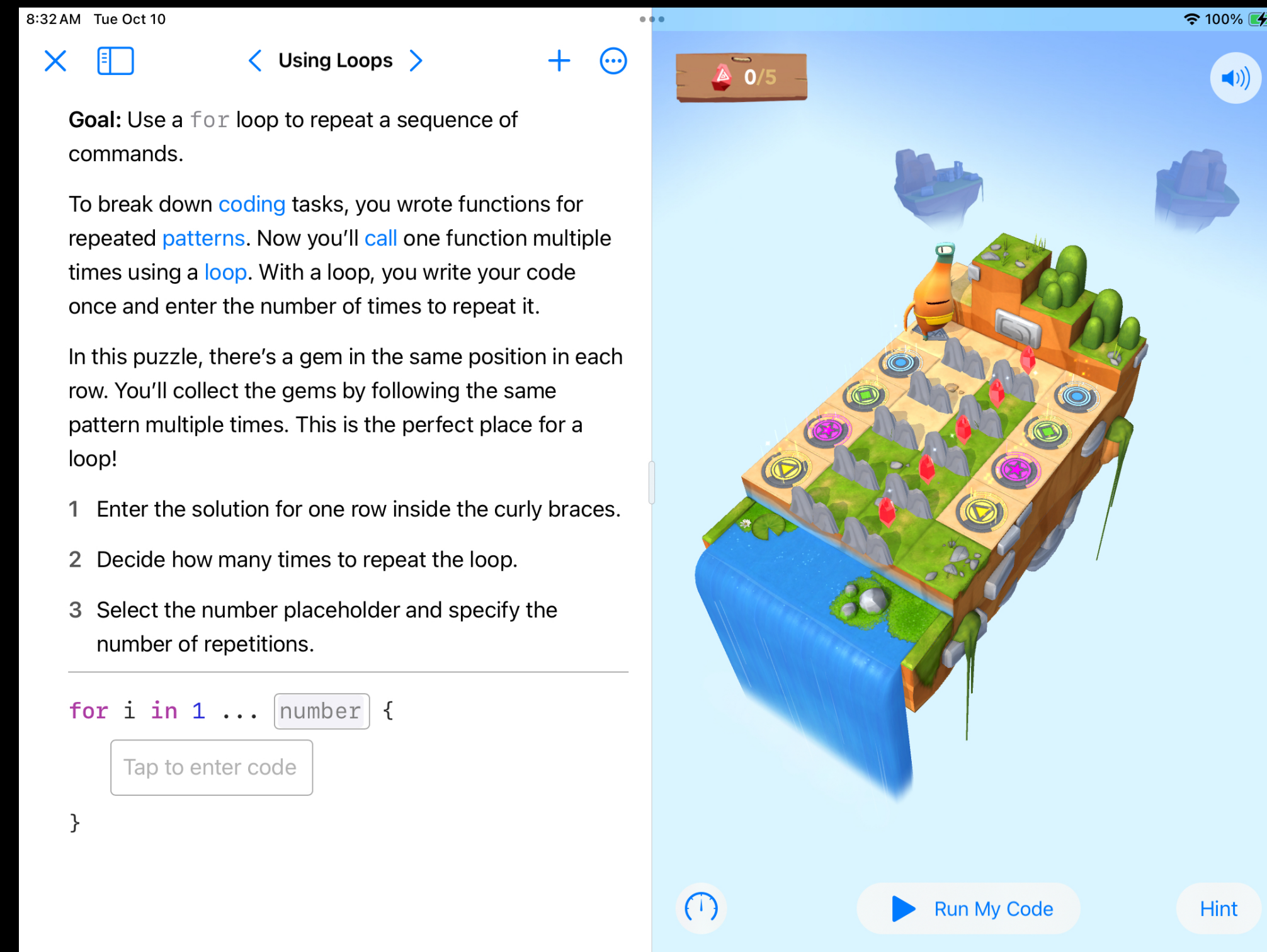


How we started.. Now Offering Interactive Media Design as Well



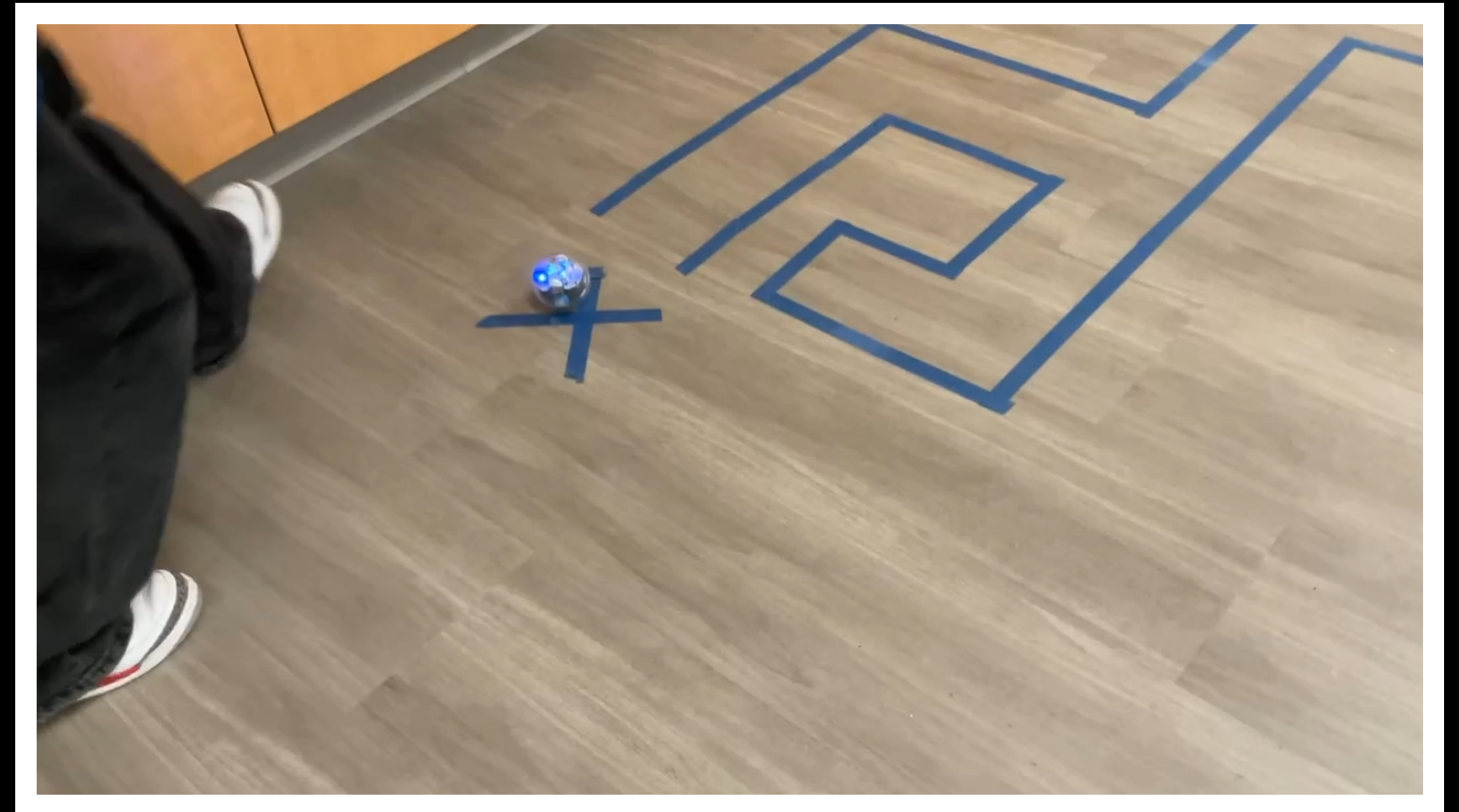
Curriculum

- Swift Playgrounds
 - Everyone Can Code Puzzles
 - Get Started with Apps
 - Keep Going with Apps
 - Sphero EDU & MeBots
 - Everyone Can Create
- Xcode / MobileMakersEDU
 - Develop in Swift
- CBL Framework
- Teacher Creativity



aMAZing Spheros

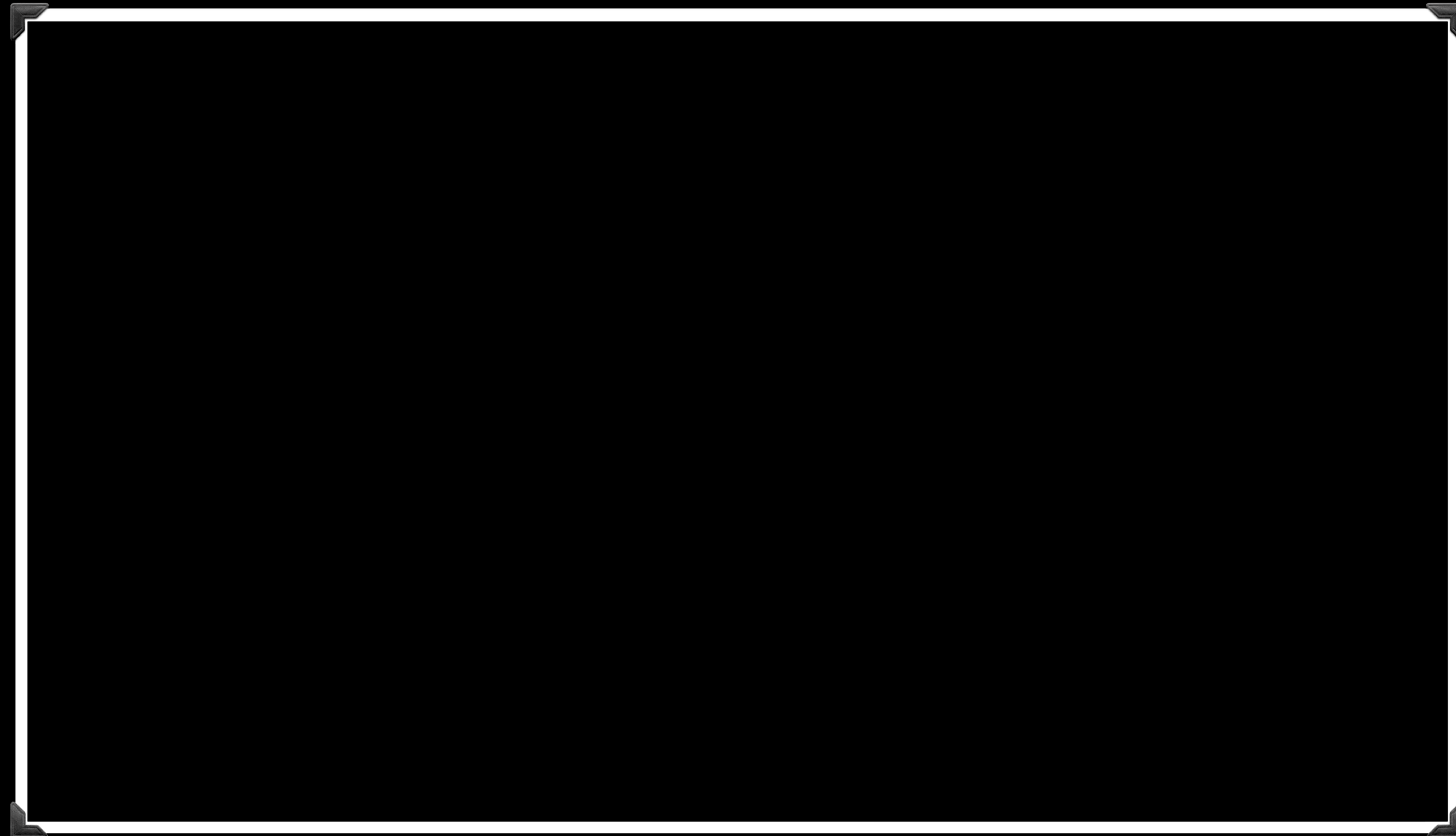
- Turn your class into a giant maze. The Sphero becomes the mouse looking for cheese. The goal is to code your Sphero through the maze without hitting any obstacles. The maze can be as big and complex or as small and simple as you want it to be. The goal is to teach students how to measure using the Measure App, how speed affects distance, and how to critically think to solve how to get the Sphero through or out of the maze.



SpherePlows

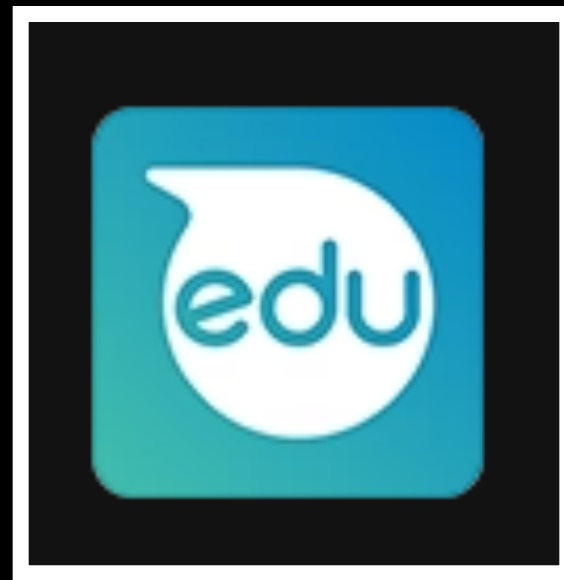
Turning Spheros into Snowplows

- Students were tasked with designing and creating a snowplow body that the Spheros could drive.
- Students had to push the snow (cotton balls) out of the square.



Resources

Sphero Bolt Resources



Tello Drones Resources





Learn & Play



Thank You!

Questions?

Connect with us?

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