– SPIKE PRIME –
SPOOKY BUILDS
HALLOWEEN CAMP

LESSON ONE

- Introduction to Robotics
- Spike Prime Basics
- Building Exercise 1 – Frankenstein
- Programming Exercise 1
- Blocks categories
- Spike Motor Blocks
- Programming Exercise 2

LESSON TWO

- Programming Exercise 3
- Blocks Types
- Building Exercise 2 – Pumpkinman
- Spike Programming App UI
- Spike Prime Building Parts
- Spike Event Blocks
- Programming Exercise 4
- Programming Exercise 5

LESSON THREE

- Spike Light & Sound Blocks
- Programming Exercise 6
- Building Exercise 3 – Haunted Mansion
- Programming Exercise 7
- Spike Control Blocks
- Programming Exercise 8
- Programming Exercise 9