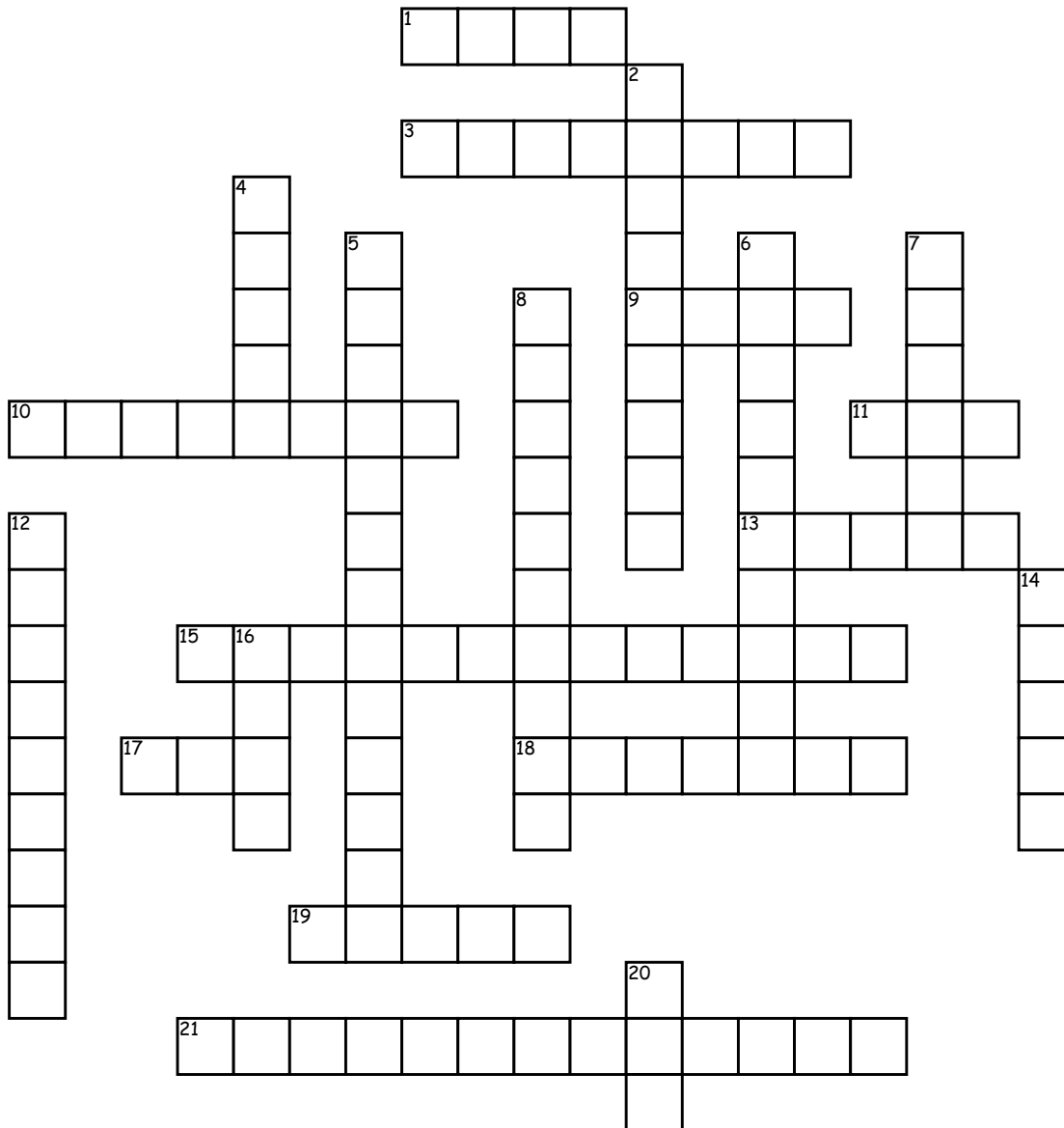


# SPHERO VOCABULARY



**Across**

- 1. Forward axis
- 3. A placeholder that we can assign a value to later
- 9. A block to efficiently program a robot to repeat actions
- 10. They contain a group of blocks that can be reused throughout your program
- 11. To orient so the tail light of Sphero is facing the person who is controlling that Sphero
- 13. A limit to what the value of a variable can be
- 15. This measures motion in *G* force

**17. Light Emitting Diodes**

- 18. A text file written in a particular programming language
- 19. A block that continues to run active blocks until a given amount of time passes
- 21. Enables the robot's upright position.

**Down**

- 2. An RGB LED light at the back of the Sphero
- 4. Connected and programmable devices, like Sphero
- 5. A Operator block we use when we need a value to be positive

- 6. A block that compares two values and creates conditional logic
- 7. The method of telling a computer what to do
- 8. A programming language used for the web
- 12. This measures how fast Sphero spins
- 14. Horizontal axis
- 16. A set of instructions that computers can understand
- 20. Vertical axis