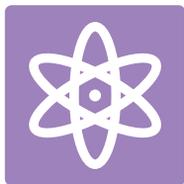
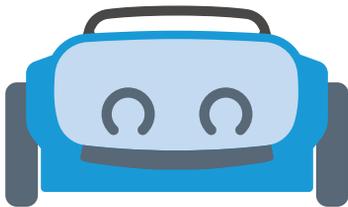
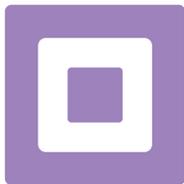


sphero®
indi™
 Guida alla programmazione
 per principianti



Entra in STEAM con indi, il robot di apprendimento per bambini più accessibile e di livello base.

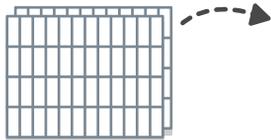
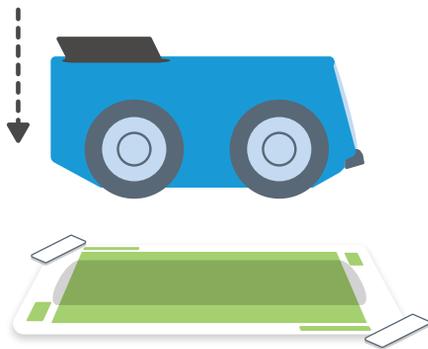
Con il sensore di colore integrato e le schede colorate, indi offre infinite opportunità per stimolare la creatività dei bambini.

indi ispira un apprendimento basato sul gioco aperto, fantasioso e in cui ci si può immedesimare. Costruisci labirinti personalizzati, risolvi puzzle e prendi il controllo del volante per guidare. Dai una marcia in più alla programmazione con ancora più opzioni per suscitare interesse per l'informatica nell'app gratuita Sphero Edu Jr.

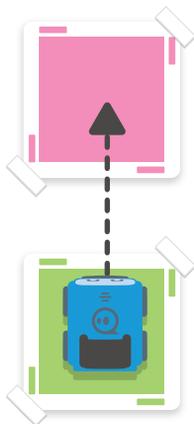
Allaccia le cinture e guarda indi andare!

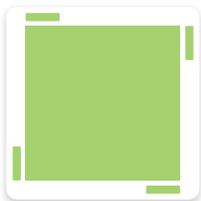


Il nastro bianco può essere utilizzato per tenere giù le schede colorate.



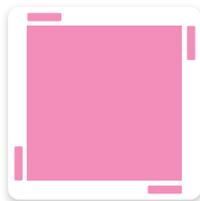
Assicurati che l'indi sia puntato nella direzione in cui deve andare.





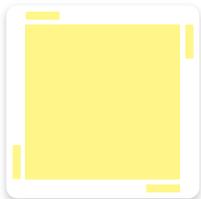
Verde 

Vai,
vai più veloce!



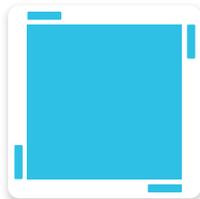
Rosa 

Svolta 90° a sinistra



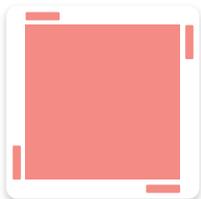
Giallo 

Rallenta



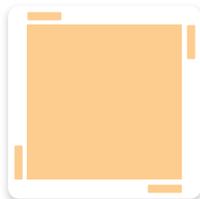
Blu 

Svolta 90° a destra



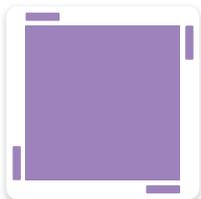
Rosso 

Fermati



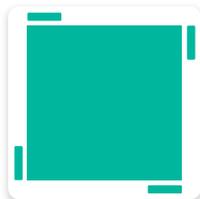
Arancione 

Svolta 45° a sinistra



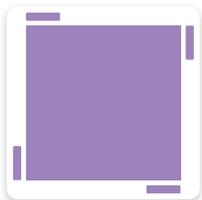
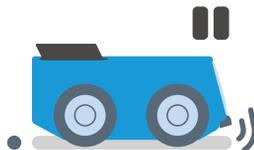
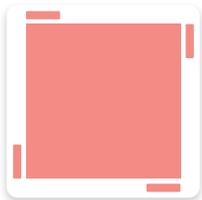
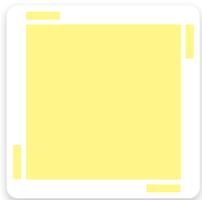
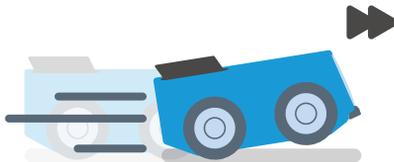
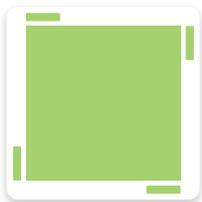
Viola 

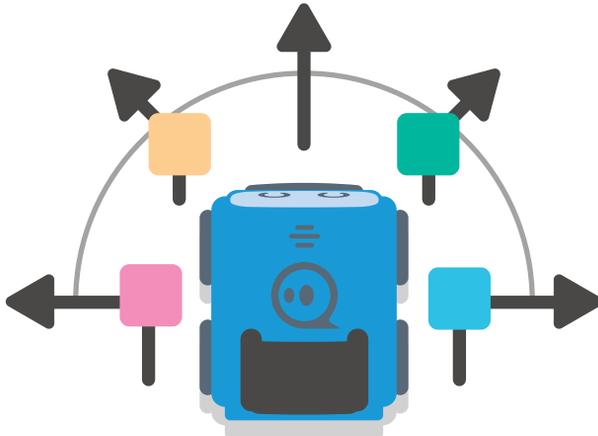
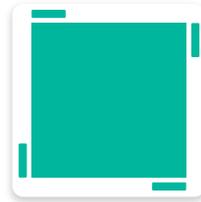
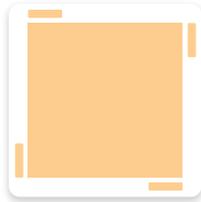
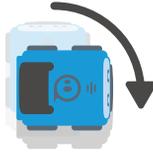
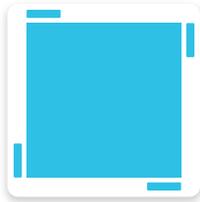
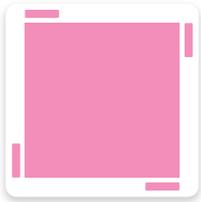
Festeggia

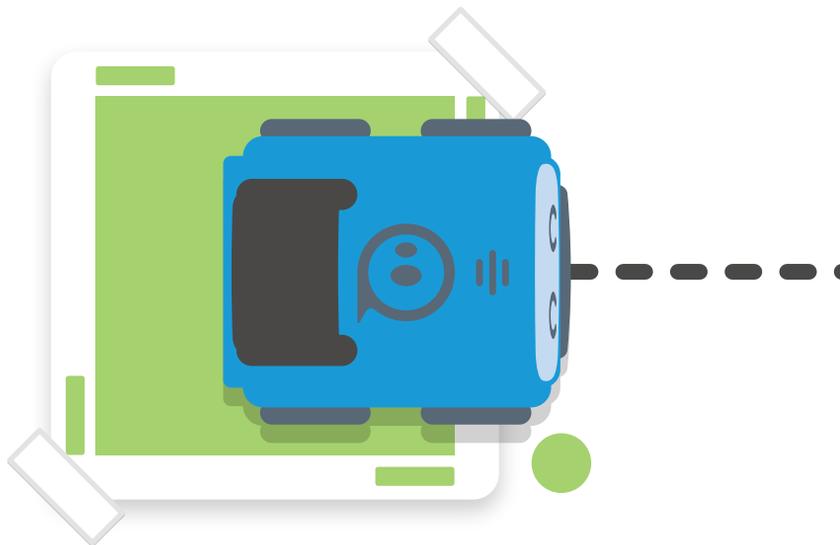


**Verde
acqua** 

Svolta 45° a destra

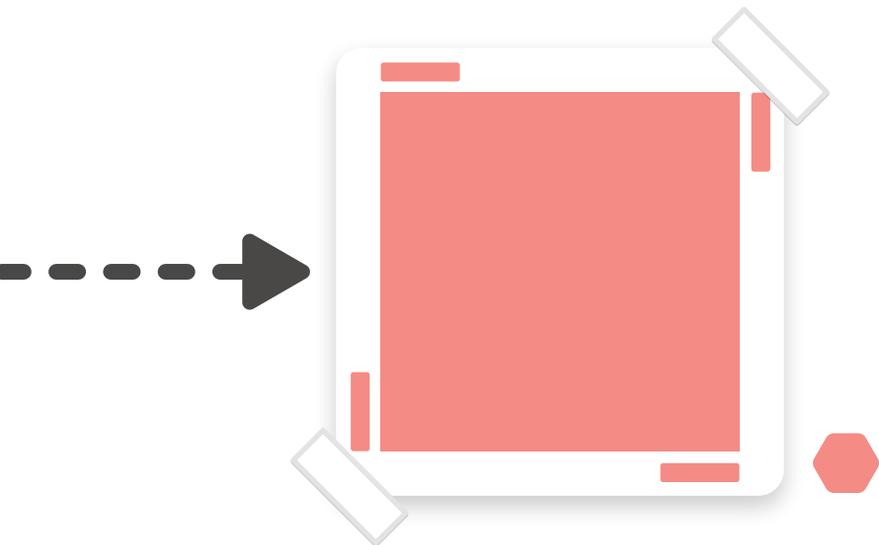






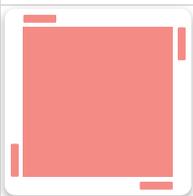
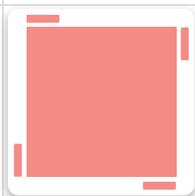
Prima assicurati che le schede colorate siano posizionate vicine per capire meglio come indi si muove e funziona.

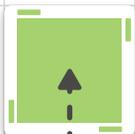
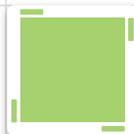
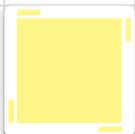
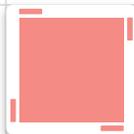
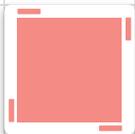


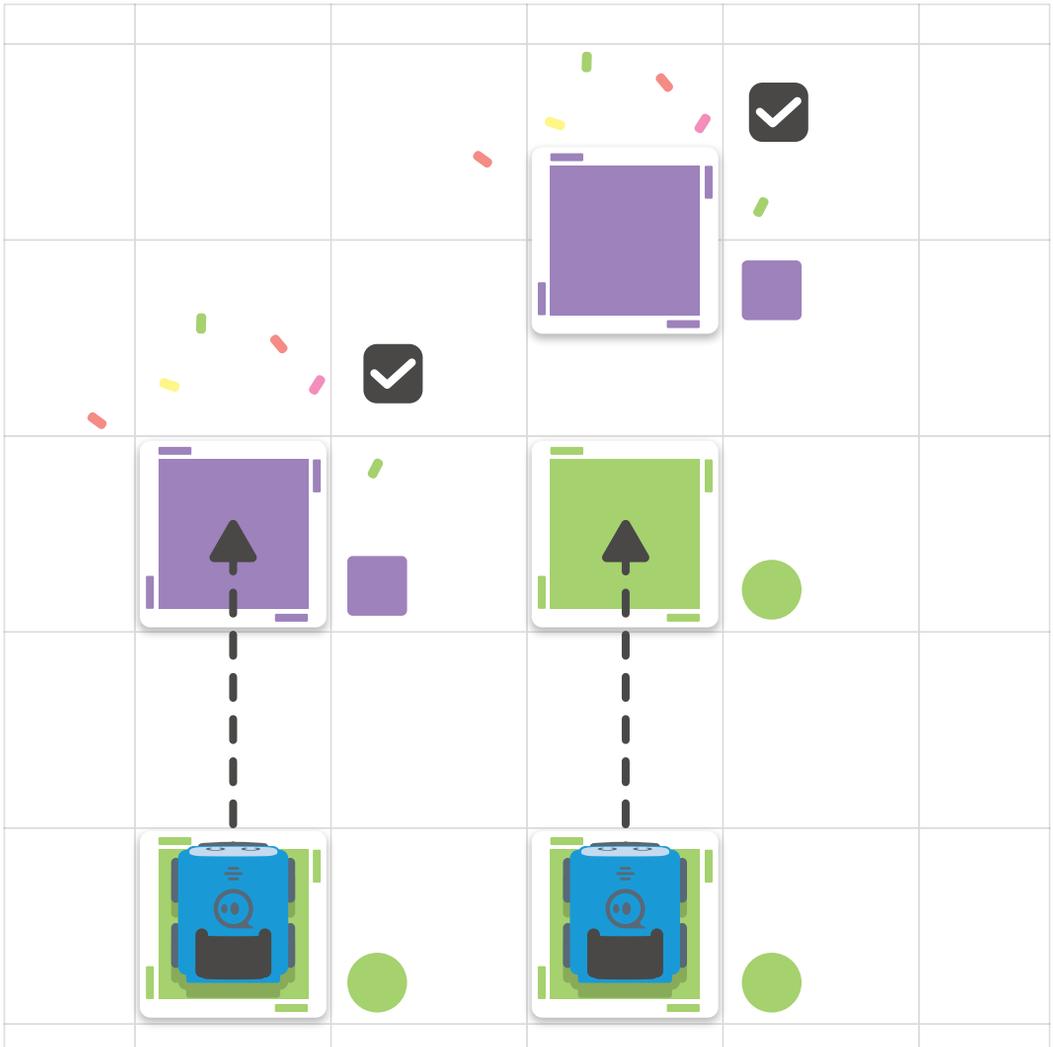


indi smetterà di rotolare
dopo 1 metro se non rileva
un altro colore.

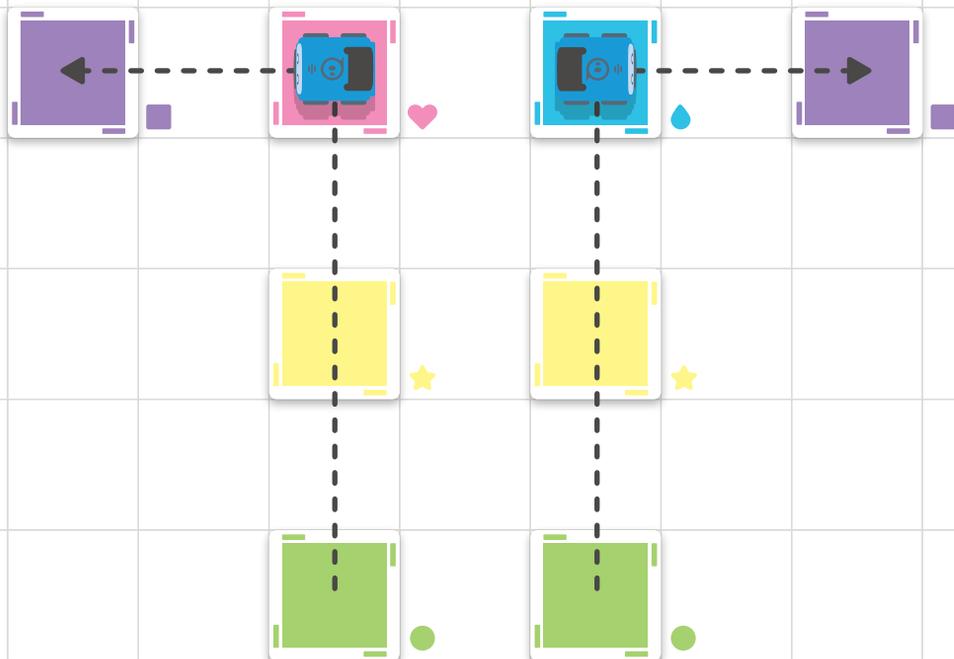


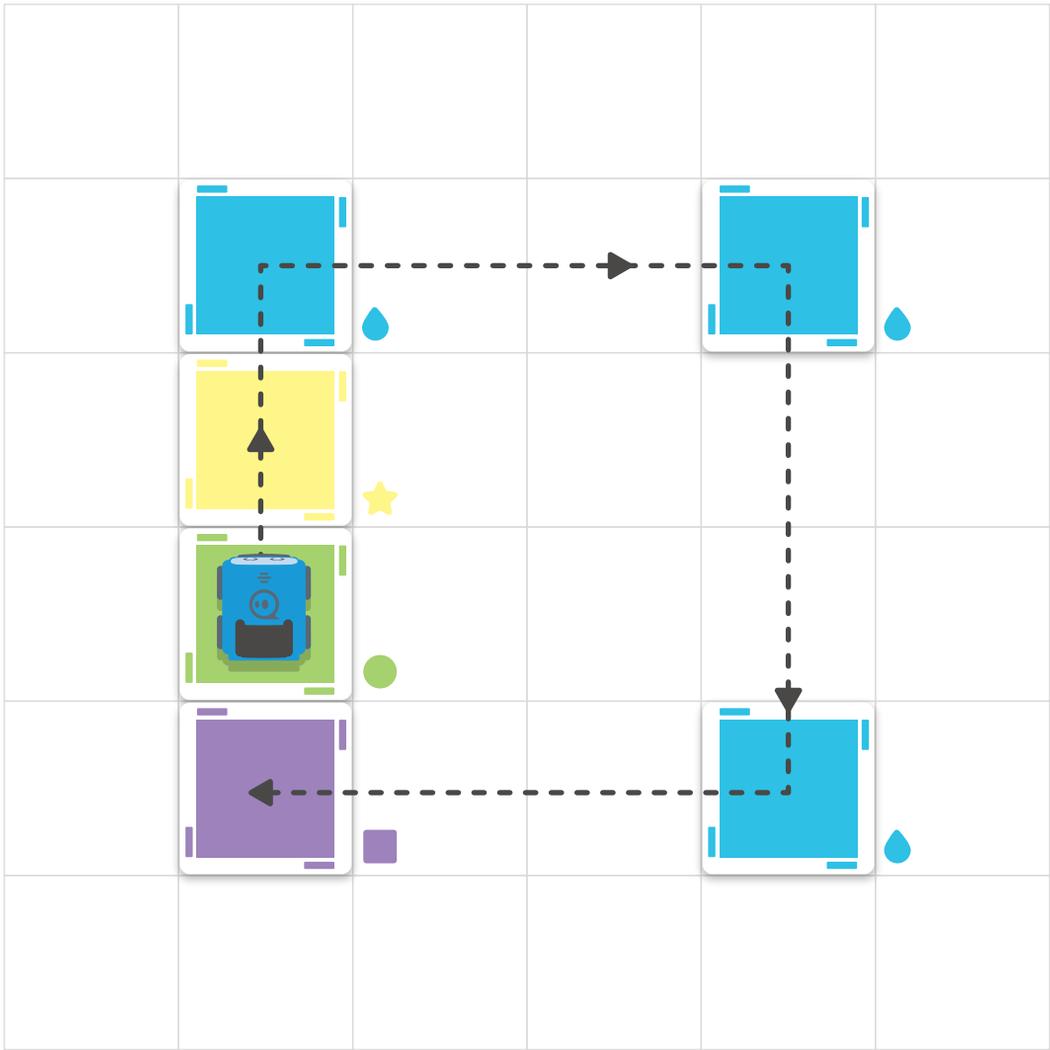


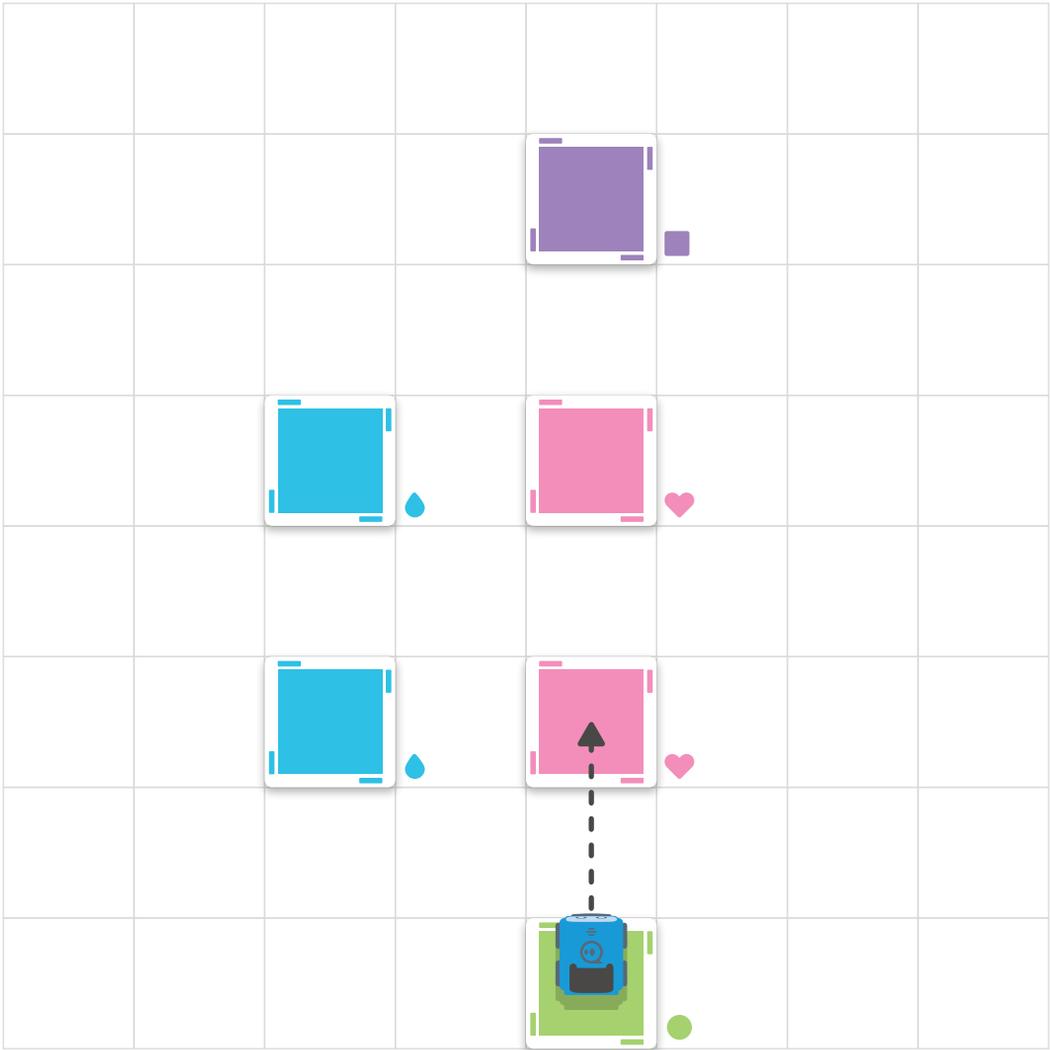


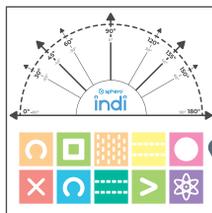
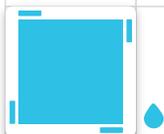
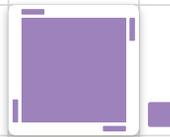
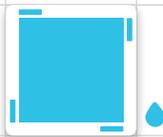


Un indi più lento
fa curve migliori.



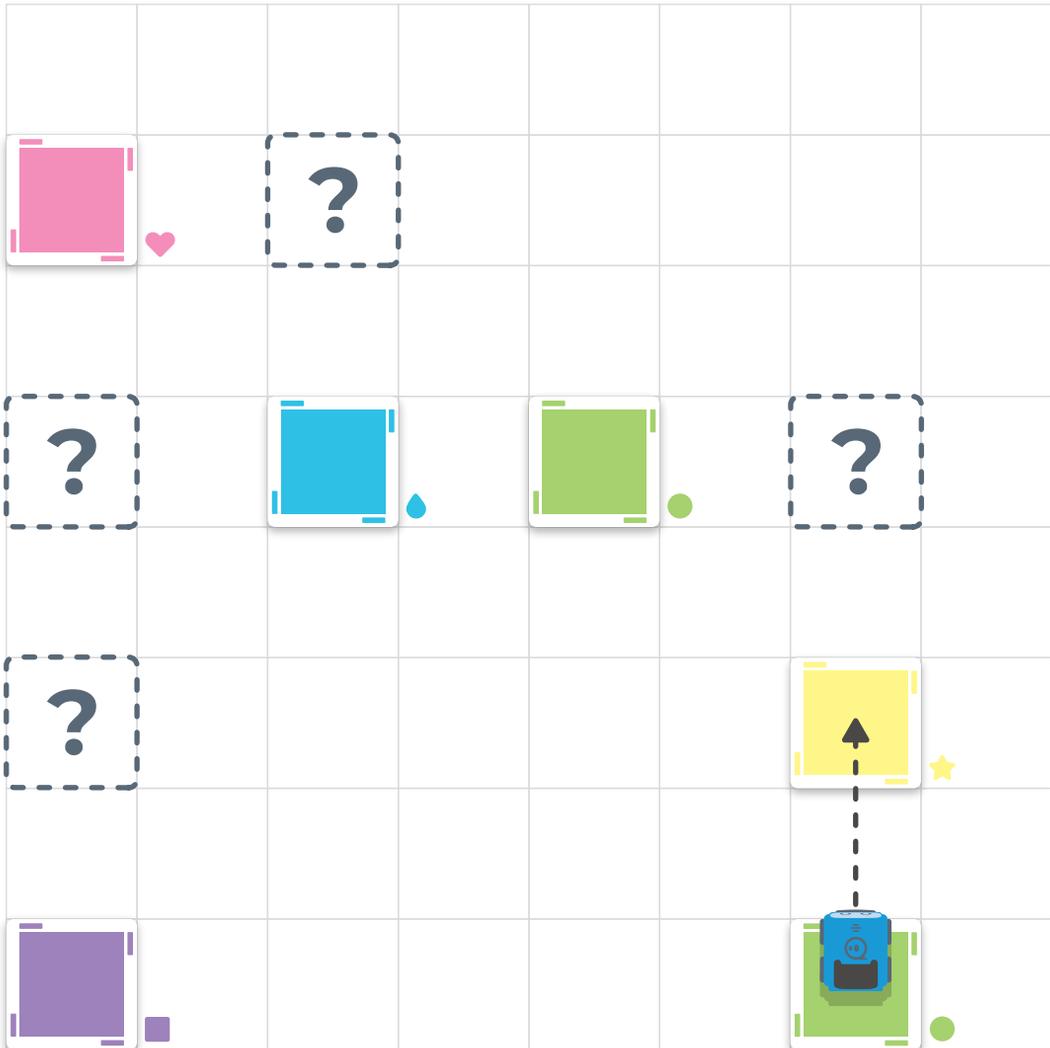


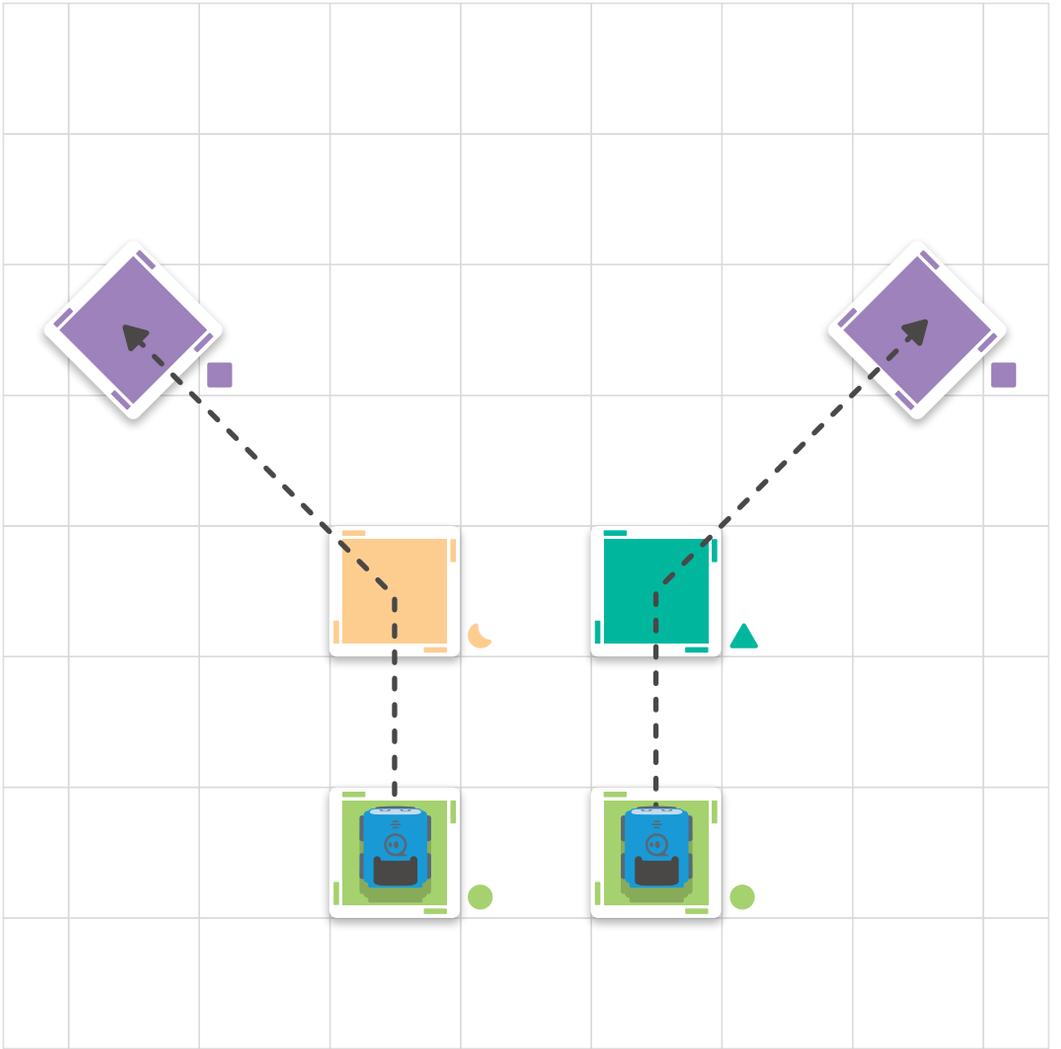


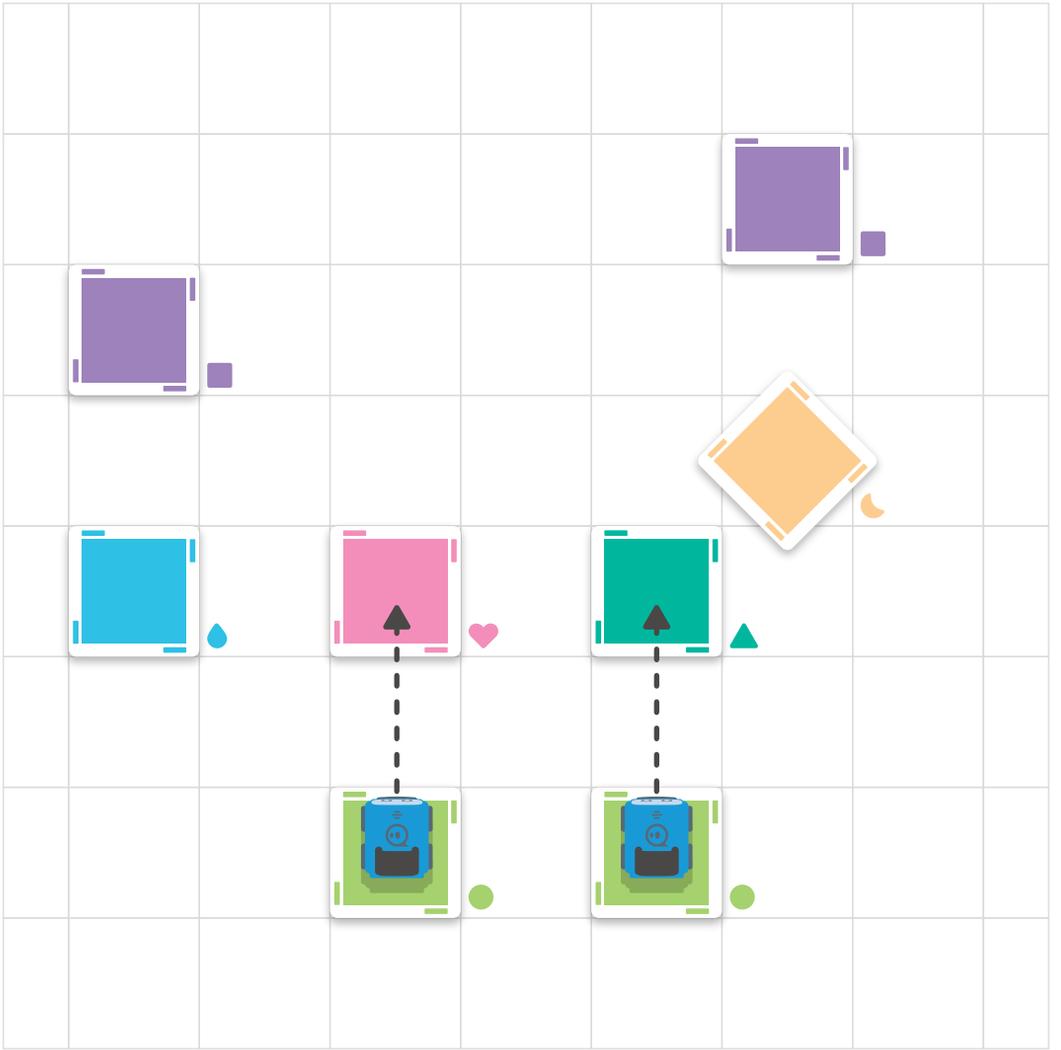


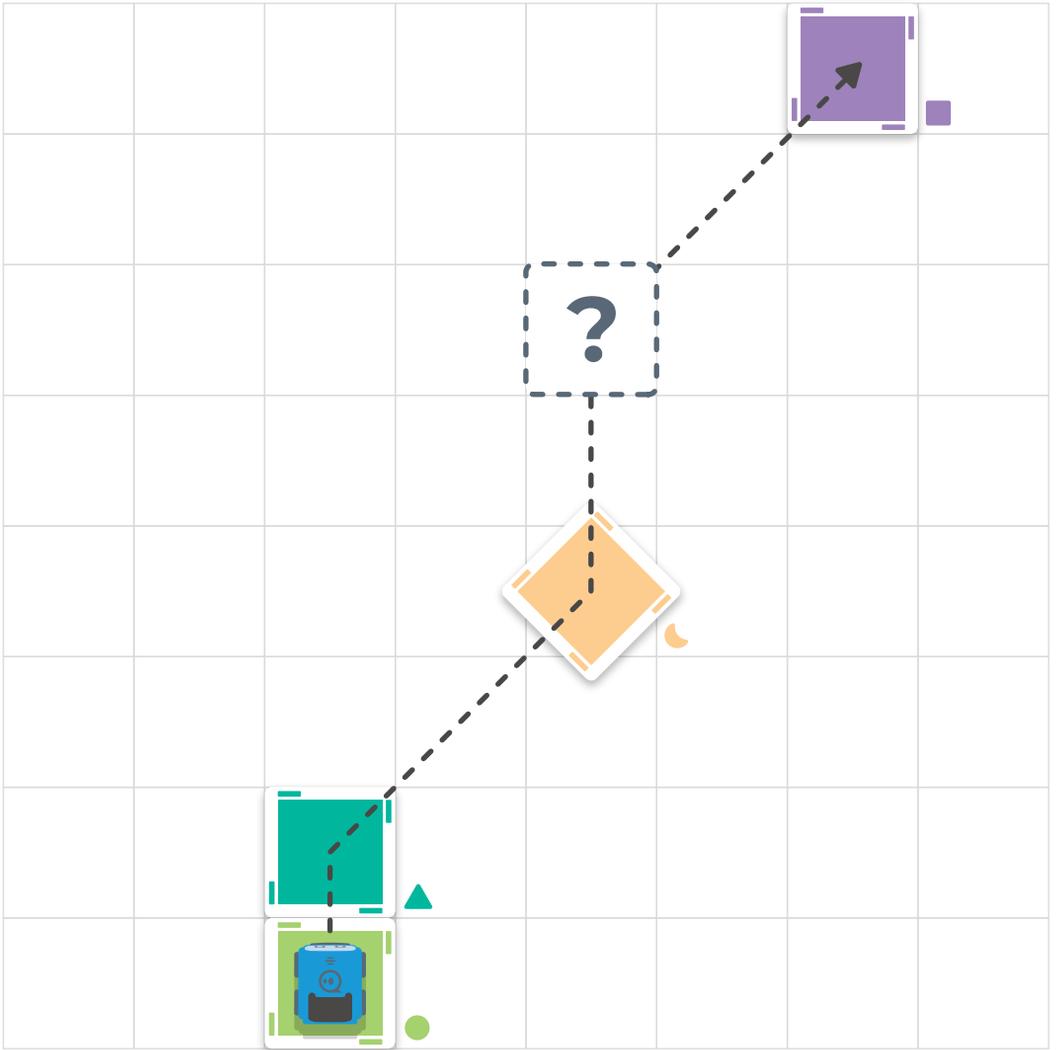
Non sai dove
posizionare la tua scheda
colorata? Usa il goniometro
alla fine di questo libro.











indi si spegne se rimane
inattivo per più
di cinque minuti.

