1 APP. 1 ROBOT. 1 TABLET.

A room full of student coders.

Programming is one of today's most in-demand skills, but getting started can be daunting.

Some people think that K-12 computer science requires a large budget, a classroom full of tablets and robots, and an experienced tech teacher. Let's dispel those myths – and say hello to CodeSnaps from Curriculum Pathways®.

CodeSnaps is perfect for any learning environment – it's a collaborative coding activity that requires only one robot and one tablet. Students prepare programs using tangible, printed blocks that control the connected robot when scanned by the free app.

curriculumpathways.com/codesnaps

Learning to code – it's a snap!

Who is CodeSnaps for?

Anyone who wants to learn to code. Whether it's an individual or a classroom full of students, kids (and adults) can get started programming with this app.

How does it work?

Using printed blocks and the CodeSnaps app, you can create programs to control the Sphero by "snapping" together the pieces of code and then "snapping" a photo in the app.

What is a Sphero?

Sphero is an app-enabled robotic ball you control with a tablet. Basically, it's a simple, shock-resistant, waterproof robot you can use to learn, play and explore.

Does it cost anything?

No. CodeSnaps is one of more than 1,700 free tools, resources and apps from Curriculum Pathways. You provide the tablet and the robot. We provide the app, code blocks, lessons and student engagement for free!

Curriculum Pathways™

Engage. Enrich. Educate. Provided by SAS.