Companion to the course:
Coding and Computational Thinking with VIRTUAL SPIKE PRIME (3.0)

Companion Index Version 6

(These videos are also available using a YouTube Playlist)

4-04) Big Idea: SPPA
4.05) Lesson: Move Until Near
4.06) Activity: Pseudocode
4.07) Mini-Challenge: Investigate the Collapsed Building
4.08) Lesson: Wait For Green
4.09) Lesson: Move Until Red
4.10) Mini-Challenge: Forward Until Stop Line
4.11) Lesson: Move Until Pressed
4.12) Mini-Challenge: Vacuum
4.13) Challenge: Exploring a Disaster Site

5) Loops with Virtual SPIKE Prime (3.0)

5.1) Introduction: MoonRanger
5.2) Lesson: Forever Loops
5.3) Mini-Challenge: Search for Ice Part 1
5.4) Lesson: Repeat Loops
5.5) Mini-Lesson: My Blocks with Parameters 55A & 55B
5.6) Mini-Challenge: Search for Ice Part 2
5.7) Lesson: Repeat Until
5.8) Mini-Challenge: Search for Ice Part 3
5.9) Challenge: Ice Sample Collection

6) Discrete Decisions with Virtual SPIKE Prime (3.0)

6.01) Introduction: Unmanned Cargo Vehicle
6.02) Lesson: Turn If Not Clear
6.03) Mini-Challenge: Washed Out Roadway
6.04) Lesson: Move If Clear
6.05) Mini-Lesson: Operators
6.06) Mini-Challenge: Detour Detection
6.07) Lesson: Looped Decisions
6.08) Mini-Challenge: Clearing the Road
6.09) Lesson: Nested Decisions
6.10) Program Flow with Decisions
6.11) Challenge: Investigating the Landslide

7) Capstone: Subterranean Challenge with Virtual SPIKE Prime (3.0)

7.1) Introduction: Subterranean Challenge
7.2) Challenge Overview
7.3) Phase 1A: Drop Wifi Module
7.4) Phase 1B: Drive Around
7.5) Phase 1C: Initiate Drone Mode
7.6) Phase 1D: Mapping
7.7) Phase 2: Subterranean Challenge

8) Continuous Decisions with Virtual SPIKE Prime (3.0)

8.1) Introduction: CoBots
8.2) Lesson: Obstacle Detection
8.3) Mini-Challenge: Cobot Assist
8.4) Lesson: Line Tracking
8.5) Mini-Challenge: Line Track Lap
8.6) Challenge: Obstacle Line Tracking