



Evo Classroom Setup

A guide for educators with Ozobot Evo Classroom Kits, covering:

- **Evo Setup:** How to prepare your Evos for classroom use
 - Charging
 - Updates (Edu Updater Utility App)
 - Naming (Evo App)
- **Tablet Setup:** How to load and run OzoBlockly programs on Evo via Bluetooth
 - Tablet Setup
 - Before Your Session
 - In the Classroom

Note: Before continuing with Classroom Setup, be sure to train yourself in Ozobot's 2 Ways to Code with Educator Bot Camp (included in your Classroom Kit and available for download at ozo.bot/botcamp).

EVO SETUP (Do this once; approx. 2 hrs)

You'll need:

- Evos
- USB Charging cables
- Multi-port charger
- 1 device (smartphone or tablet, iOS or Android)
- Small dot stickers (like [these](#))
- Wi-Fi connection

CHARGING (1 hr)

Charge all Evos until their lights turn solid green (full charge).

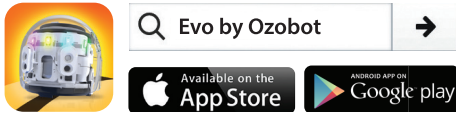
Once charged, unplug all Evos from the charging cables. (Tip: You can start preparing for Updates while you're waiting.)

UPDATES WITH THE EDU UPDATER UTILITY APP (30 min)

There are two apps you'll use to manage your Evos. Use the **Edu Updater Utility App** to easily install updates and enable Classroom Mode on batches of bots. In Step 3, you'll use the **Evo App** to name individual Evos.

Updates ensure optimal bot performance and give your classroom access to new features. Classroom Mode mutes many of Evos sounds and fidget behaviors, which can distract for lessons.

1. Download the Edu Updater Utility App on your tablet or smartphone.



2. On your device, make sure Bluetooth is turned on.
3. Open the Edu Updater Utility App and check the box for Classroom Mode.
 - a. Turn on up to 6 Evos (by clicking their power button once).
 - b. In the App, Select Scan.
 - c. The 6 Evos will update automatically. Lights turn green when an update is complete.
 - d. Turn off updated Evos (one click).
4. Repeat the steps above in batches of up to 6 Evos, until all Evos are updated and in Classroom Mode.

Troubleshooting tips: If an Evo isn't updating:

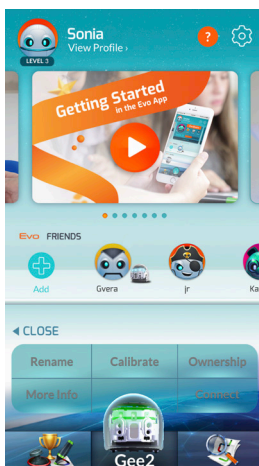
- Turn the Evo off and then back on.
- Restart the Edu Updater Utility App.
- Watch ozo.bot/evo-update-video for more info.

NAMING EVOS WITH THE EVO APP (35-50 min)

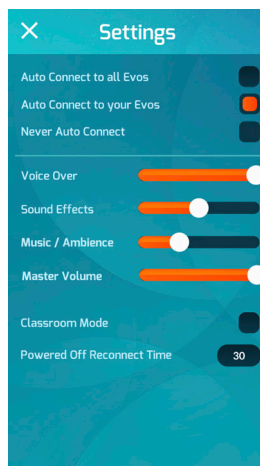
Claiming and naming individual Evos makes classroom management of your Kit much easier.

First, get the App:

1. Download and open the Evo App and follow instructions to create an account.
2. After you create an account, the App will open a pop-up to "Connect to Evo". Close the pop-up for now. You will connect to your Evos, one by one, a bit later.
3. From the home screen, select the gear icon in the upper right corner and select "Classroom Mode".



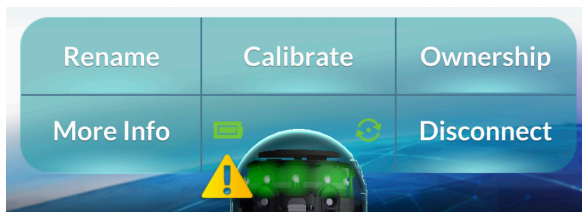
Home Screen



Settings

Next, name and claim your Evos. By default, all bots are named “evo” and will show up this way in both Apps. To make classroom management easier, we recommend naming your bots “Evo1”, “Evo2”, and so on.

1. On your smart device, make sure Bluetooth is on.
2. Open the Evo App, make sure you are still logged in, and go to the home screen.
3. Working with one Evo at a time, follow these steps:
 - a. **Power** one Evo on (with one click of the Power Button).
 - b. **Connect** to Evo. The Evo you powered on will appear in the “Evo Nearby” section. Tap on the Evo, then select “Connect”. When Evo connects, the icon on its top right stops spinning and turns green. Note: You may see a yellow triangle next to your Evo. This indicates that some files on the Evo need to be updated, for example some sound files. This is not done through the firmware update in the Edu Utility Updater App and we will update these files in step f.



- c. Select “Settings”, then tap “**Ownership**”. Note: If you don’t see “Settings”, tap on the Evo again and you will see the Ownership button.
- d. **Name** your Evo “Evo1”. Note: this claims the Evo, enabling you to see statistics about it in the App and change its name. No one else* will be able to claim or name this Evo!
- e. **Label** the Evo with the corresponding sticker.
- f. If you see the yellow alert triangle, you will have to **update assets** on your bot. Tap on “More Info” and select “Run Evo Checkup”. The App will guide you through the updating process.
- g. **Power** that Evo off and repeat the steps above with the next bot.

Note: A single Evo can be claimed by one child account and one adult account. If you plan to create Evo App child accounts for your students, we recommend making an extra child account going through the above steps to claim the Evos under that account as well. This will prevent your students from changing Evo’s name!

TABLET SETUP

To access OzoBlockly, Ozobot’s visual programming language, in the Evo App you’ll need iOS or Android tablets. With the App, students can load and run OzoBlockly programs to Evo via Bluetooth.

OzoBlockly resources: Get yourself trained on all things OzoBlockly by completing [Educator Bot Camp](#). To teach your students, start with [OzoBlockly Basic Training](#) lessons and have the students use the [OzoBlockly Getting Started guide](#) in their early sessions.

CLASSROOM TABLET SETUP (Do this once):

You will need:

Tablets (iOS or Android)

W-Fi connection

Optional: class roster (to make student accounts)

1. Setup the Evo App. Download the Evo App on each classroom tablet (iOS or Android).

Go to Settings and:

- Select “Never Auto Connect”
- Select “Education Mode”
- Turn off “Music/Ambience”

2. Optional: Create Student Accounts. An account will allow students to save their programs to their account and access them anytime by logging in to OzoBlockly. Students who do not have accounts can still save programs locally to devices.

If you want students to have accounts, log out of your Evo App account and follow the instructions to create one child account per student. Make a note of each student’s username and password.

3. Track your Tablets. To make Evo-to-Tablet pairing quick and easy in the classroom, we recommend adding a sticker with a unique name/number to each device.

MAINTENANCE

Keep your Evos up to date. To check for updates, which we recommend doing at least once a semester, follow the steps in the initial Evo Setup above.

BEFORE EACH SESSION

You’ll need:

- Tablets (iOS or Android)
- Evos
- Printer
- Scissors

1. Prepare Evos and Tablets.

- Make sure you have set up enough tablets and Evos. We recommend one tablet and one Evo for every pair of students.
- Check that Bluetooth is enabled on every device.
- To prevent students from renaming Evos, make sure that all accounts are logged out of the Evo App. To log out, tap “View Profile”, then tap the Settings/Gear icon in the upper right, and finally tap on “Sign Out”.
- Fully charge all Evos and tablets.

2. **Print** enough copies of the [Evo and Tablet Log Sheets](#) so each pair of students has a card (8 cards per sheet). Cut along the dotted lines. You can fill out the cards now to keep track of which Evo is supposed to connect to which tablet, or you can let students do so when they get their Evo and the device. The card will remind them which Evo they have to connect to. Many educators also print copies of the [OzoBlockly Getting Started Student Guide](#) for troubleshooting.

IN THE CLASSROOM

You will need:

- All tablets (iPad or Android) that you are planning to use in your classroom
- All Evos
- Evo Tablet Log sheets

1. **Hand out to each group:** one tablet, one Evo and one Evo Buddy Log card. Let students fill in the card if you haven't done so before.
2. **Show how to connect.** If this is the first time your students are using the Evo App, show the entire class how to connect to and disconnect Evos from the Evo App.

3. **Connect to Evo.** Instruct every group to:

Open the Evo app and stay on the home screen.

Turn on the Evo.

Connect to the group's Evo when it shows up in the "Evo Nearby" section.

Check all bots in the "Evo Nearby" section. Disconnect from all Evos that are not the group's Evo.

Only connect to the group's Evo.

Once connected, you are ready to go to the OzoBlockly editor. Tap the Play button in the lower



left corner and choose "OzoBlockly Editor".

Tip: It is going to be easier for the students to find their Evo in the "Evo Nearby" section if not all groups are turning on their Evos and trying to connect at the same time. Instead, let only 3-6 groups connect at the same time. Already connected Evos will not be visible to any other tablet than the one it's connected to!

Note: It's inevitable that Evos will be powered off and back on during a programming session. An Evo will automatically reconnect to the same tablet when it is powered back on. Sometimes though, a bot may connect to a different device if it has been connected to it in the previous session. In that case, make every group go to the Evo App home screen and disconnect from any Evo that is not their own. This should help every group find their Evo!

TROUBLESHOOTING:

Remember, the [OzoBlockly Getting Started Student Guide](#) will help with most troubleshooting issues!

- I have trouble connecting.

Make sure that the tablet has BLE is turned on.

Make sure that the Evo App settings “Never Autoconnect” and “Classroom Mode” are turned on.

- I cannot see my Evo in the “Nearby Evo” section.

Turn Evo off and then back on.

Have every group disconnect from Evos that are not their own (see note above).

Turn on and connect only 3-6 Evos at a time.

Restart the Evo App.