

OZOBOT DECONSTRUCTION SERIES

Evo's Color Quest Game

Mark when students show understanding of each concept and accomplish a Mission

Name																			
ACCOMPLISHMENTS																			
OzoBlockly Mini Lesson																			
code editing																			
screen calibration																			
flash loading																			
running programs																			
Level 1 Movement																			
sequential code blocks																			
proximity settings																			
loops 'repeat forever'																			
Level 1 Mission																			
Tightrope Challenge																			
Level 2 Winning																			
conditional logic (if else)																			
'break out of loop'																			
Evo's color sensors																			
Level 2 Mission																			
Treacherous Forest																			
Level 3 Points																			
math operators																			
variables																			
Level 3 Mission																			
Robot Calculator																			
Level 4 Game Mechanics																			
functions																			
refactoring																			
Level 4 Mission																			
Refactor Color Quest																			
Level 5 Game Design																			
algorithm design																			
debugging																			
game design																			
Level 5 Mission																			
Game Design																			

OZOBOT DECONSTRUCTION SERIES

Evo's Breakout Game

Mark when students show understanding of each concept and accomplish a Mission

Name																		
ACCOMPLISHMENTS																		
OzoBlockly Skills																		
code editing																		
screen calibration																		
flash loading																		
running programs																		
Level 1 Movement																		
movement																		
Evo's color sensors																		
loops 'repeat forever'																		
conditional logic																		
Level 1 Mission																		
Bouncy Castle																		
Level 2 Timer																		
math operators																		
variables																		
'repeat until'																		
Boolean values																		
Level 2 Mission																		
Minesweeper																		
Level 3 Points																		
math operators																		
variables																		
functions																		
Level 3 Mission																		
Refactor Evo's Breakout																		
Level 4 Multiplayer																		
algorithm design																		
debugging																		
game design																		
Level 4 Mission																		
Make It Multiplayer																		
Level 5 Game Design																		
3D map creation																		
design thinking																		
game design																		
Level 5 Mission																		
Game Design																		

OZOBOT DECONSTRUCTION SERIES

Evo's Hockey Simulator

Mark when students show understanding of each concept and accomplish a Mission

Name																				
ACCOMPLISHMENTS																				
OzoBlockly Skills																				
code editing																				
screen calibration																				
flash loading																				
running programs																				
Level 1 Movement																				
movement																				
Evo's color sensors																				
loops 'repeat forever'																				
conditional logic																				
Level 1 Mission																				
Bouncy Castle																				
Level 2 Puck Handling																				
Evo's proximity sensors																				
conditional logic																				
Boolean operators																				
Level 2 Mission																				
Relay Race																				
Level 3 Maneuvering																				
Evo's color sensors																				
movement																				
Level 3 Mission																				
Dynamic Dance																				
Level 4 Multiplayer																				
variables																				
CRUD																				
math																				
loops 'repeat until'																				
Level 4 Mission																				
Create a Point System																				
Level 5 Game Design																				
3D map creation																				
design thinking																				
game design																				
Level 5 Mission																				
Program a Sport																				