

# *Creating Lessons for Ozobot Bit*

Linda McClure, M.Ed

 @lindamcclure

Blog: [EdtechUnzipped.com](http://EdtechUnzipped.com)



## *How do I come up with ideas...*

**What is your Objective? What do you want the kids to learn?**

I don't start with the Ozobots. I look at my curriculum and I pick something I am already going to teach.

Now the question is how to integrate the Ozobot into that curriculum?

### Overview


This lesson connects writing and programming. Students “act out” a fairytale using Ozobot as the main character. Part of the story will require programming the Ozobot to complete a task or engage in a behavior related to the story.

## *For Example...*


### Language Arts Curriculum...Fairytale Lesson

- Story elements,
- Character development
- Writing
- Independent code writing

OZOBLOCKLY LESSONS




Bowling with Ozobot  
by Ozobot



Ozobot's Fairytale, Lesson 1  
by Ozobot

Storyline Elements	Write	Your Notes
Beginning/Opening	Write the beginning of your story. (Use the story elements to help you.)	
Setting	Write the setting of your story. (Use the story elements to help you.)	
Character	Write the character of your story. (Use the story elements to help you.)	
Problem/Plot	Write the problem/plot of your story. (Use the story elements to help you.)	



Ozobot's Fairytale, Lesson 2  
by Ozobot

Storyline Elements	Write	Your Notes
Beginning/Opening	Write the beginning of your story. (Use the story elements to help you.)	
Setting	Write the setting of your story. (Use the story elements to help you.)	
Character	Write the character of your story. (Use the story elements to help you.)	
Problem/Plot	Write the problem/plot of your story. (Use the story elements to help you.)	

# Teaching Tips...

- Demonstrate planning steps
- Give students offline planning time
- Draw path on paper first.
- Write plan in paragraph form then turn it into code Language
- Use sentence strips of 'Code' for whole class teaching

Ozobot Bit Character Description

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Describe the behavior of the Ozobot Bit during your story

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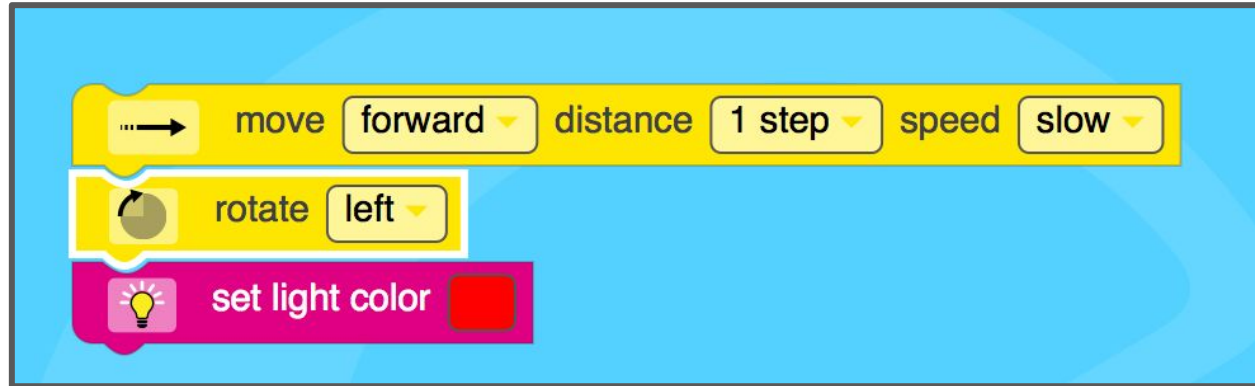
In the box below, **sketch out the movements and behaviors** you want your Ozobot Bit to perform. Include arrows to indicate the direction your Ozobot Bit is moving so you will be able to program it correctly.



# *When Designing a Lesson...*

Play to Ozobots strengths

- Movement
- Forward or back
- Turning
- Spinning
- Color changing
- Speed
- Line Following



# The Ozobot Twist...

## Space Timeline Game...

Take a lesson that you already have, then throw a little programming with Ozoblockly in...

create an answer key to your game board.

3. Find a picture related to the event.

### Space Event Card



Event Title \_\_\_\_\_

Repeat Event Title \_\_\_\_\_

Summary of Event \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Date of Event \_\_\_\_\_

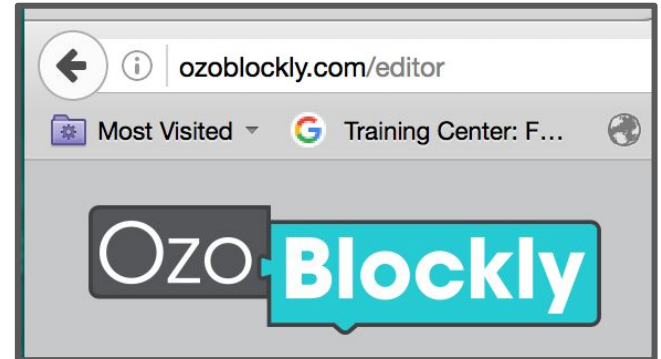
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## Overview

Students create a game for Ozobot Bit. Students design a game board with events in the history of exploration of space. The events will not be in order on the game board. Using student created game play rules, Ozobot Bit is programmed to **correctly** travel the timeline.

# *Before Teaching Integrated Lessons with Ozoblockly*

- Teach line following
- Teach the Ozoblockly shape tracer games
- Have the kids create simple programs of their in the Ozoblockly editor
- Practice calibrating and loading programs



# *You Don't Need to Know How to Code!*

- It's okay not to be the expert in the room
- Kids pick up code quickly, and may surpass your skills
- Use “expert” kids to help other kids (and you! :)

