

Welcome!

We'll get started soon.

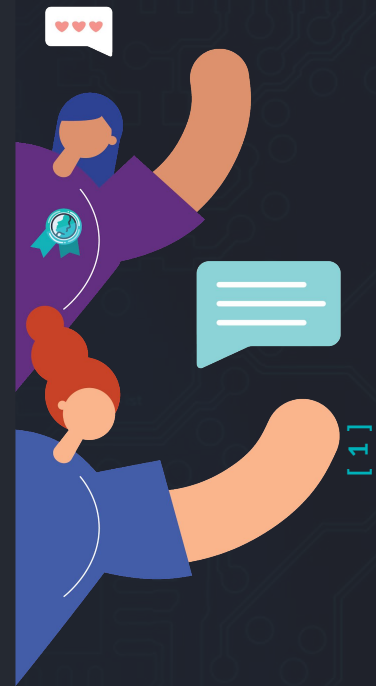
In the meantime, introduce yourself in the Chat

Tip: select "All Panelists and Attendees" in the Chat drop-down

Ozobot 101

Creating the future of education

ozobot®



Agenda

1

Housekeeping

2

Intro to Ozobot

3

2 Ways to Code Demo

4

Remote-Friendly
Lessons

5

Q & A

6

Wrap-Up

Housekeeping

Slides will be available after the webinar:

- [YouTube](#)
- [Webinar page](#)

- Everyone is on mute and your camera is off
- Join the conversation!
 - Q & A
 - Ask questions you'd like the panelists to answer
 - Upvote & comment on one another's questions with your own insights!
 - Chat
 - Select "All Panelists and Attendees"
 - Start a dialogue!
- Ozobot staff members monitoring

Giveaway!

Win an Educator Entry Kit



Enter at: ozo.bot/giveaway

- Limit 1 entry per attendee
- Winner announced at end of webinar

Poll Questions

3-5 min

- Why CS?



States are mandating CS education through adoption of CS standards



Teachers are not prepared to teach the content



Low-SES, highly diverse schools have less access to CS instruction than their high-SES, white-majority counterparts

- What Is Ozobot?

Ozobot makes CS education hands-on for students and easy for all educators. Ozobot is:

A robotic platform

1 Solution for All Students

Trusted in **30K+**
K-12 Schools



Hands-On Engagement

95% of users reporting increased
student engagement



Interdisciplinary Learning

74% teach core subjects
with Ozobot



- How It Works

1-Inch Robots

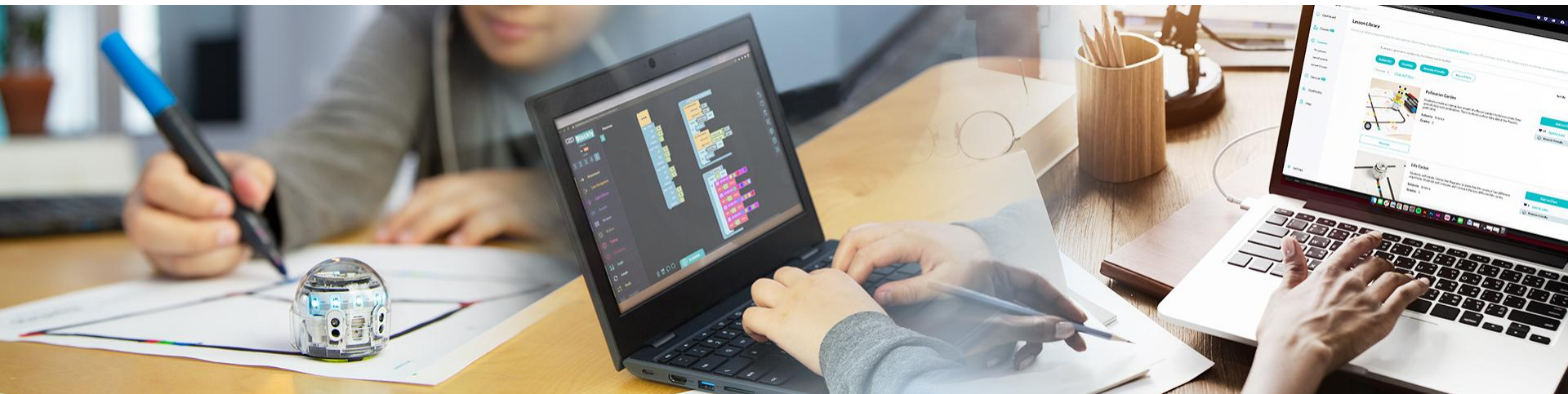
Desk-friendly and Bluetooth-enabled

2 Ways to Code

With and without screens

Content-Integrated Lessons

Integrate coding and STEAM with math, ELA, and more



2 Ways to Code



Screen-free with colors



On screens with blocks

For teacher training:

- Sign up at classroom.ozobot.com
- Select Bot Camp

2 Ways to Code = Flexibility

All grade levels

K-12

All subjects

74%

of users teach core
subjects with Ozobot

Standards: CCSS Math/ELA,
ISTE, CSTA, NGSS, & more

All learning styles

*Journal of Autism Spectrum
Disorders* study – effective for
engaging students with

ASD

+ In person, remote, hybrid instruction

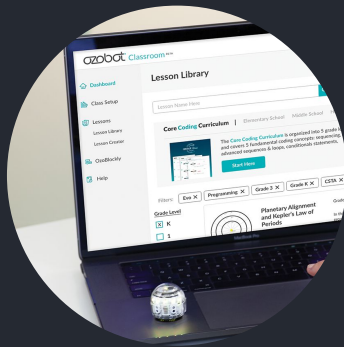
Eligible for ESSER
+ other federal & state initiatives!

Ozobot Hybrid Program

How it works:



1 - Each student gets an Ozobot



2 - Teachers access remote-friendly lessons, training, & PD



3 - Schools integrate coding & STEAM into all subjects, for all students

Request a quote at [ozobot.com](https://www.ozobot.com)

Learn Anywhere Lesson Overview

- 2nd-8th Grade lessons
- Recommended pacing: 1 lesson per week
- 30-45 Minute Activities
- Math, ELA, Science, and CSTA/ISTE standards aligned
 - Each lesson will be aligned with
 - 1 ISTE Standard
 - 1 CSTA Standard
 - 1 Content Standard

Learn Anywhere Lessons include:

- Synchronous Lesson Plan
- Instructional Video
- Student Activity Guide
- Student Activity Sheets
- Teacher Answer Key/Potential Solution

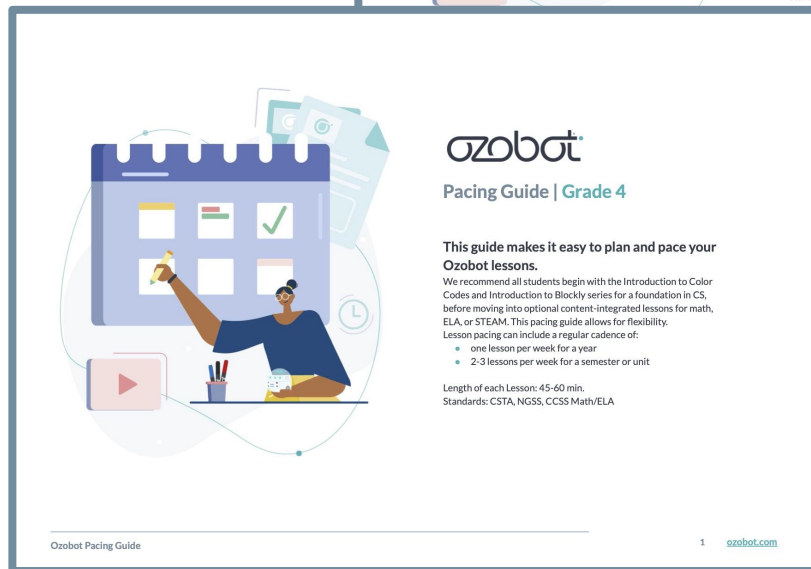
classroom.ozobot.com/lessons

[Lesson Library](#)

The screenshot displays the Ozobot Classroom web interface. At the top, the 'ozobot Classroom' logo is visible. A left-hand navigation menu includes links to Dashboard, Classes, Lessons, Devices, OzoBlockly, and Help. The main content area is divided into several sections:

- Sarah Laplace** (User Profile): Shows 'Achievements' with a 'Bot Camp PD' (1 hr) and a 'Continue' button.
- START HERE**: Features an illustration of an Ozobot and a tablet, with the text 'Bot Camp' and 'Training for educators in 2 Ways to Code'. A 'Start Training' button is at the bottom.
- PRODUCT**: Promotes 'Unlock Full Features!' with instructions to enter a license code or request a Communicator. A 'Get More' button is at the bottom.
- Lesson Library**: Includes an illustration of a laptop and the text 'Browse and save K-12 lessons'.
- Classroom Updates**: Shows a video thumbnail titled 'Hands-On, Learn Anywhere Lessons: Halloween Special' dated October 13, 2020.
- Lesson Creator**: Features an illustration of a notepad and the text 'Create more lessons. You could become a Certified Educator'.

A 'Settings' link is located at the bottom of the left navigation menu.



Pacing Guides

[Kindergarten](#)

[Grade 1](#)

[Grade 2](#)

[Grade 3](#)

[Grade 4](#)

[Grade 5](#)

[Grades 6-8](#)

Twenty to thirty lessons to get you started with Ozobots.

[Link to Pacing Guides](#)

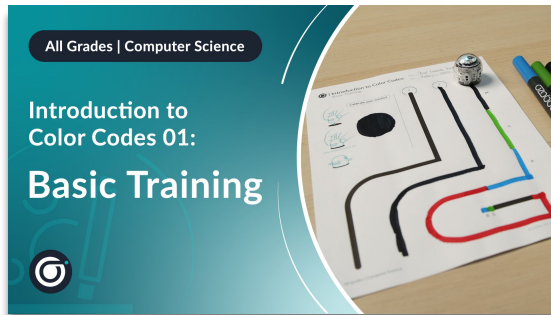
ozobot

The Basics



[Introduction to Ozobot: Get to Know Evo](#)

[Evo Diagram](#)

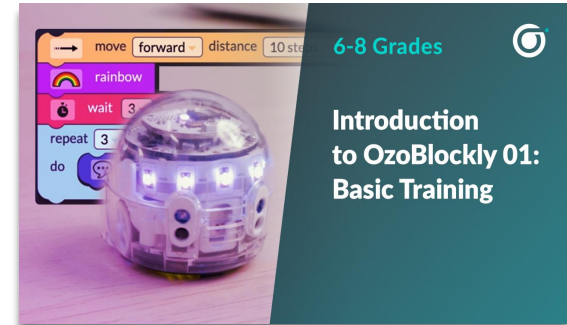


[Intro to Color Codes 01: Basic Training](#)

[Activity Sheets](#)

[Intro to Ozobot Blockly 01: Basic Training](#)

[Activity Sheets](#)



Video Lessons

Grades K-12

classroom.ozobot.com

Color Codes

1. Introduction to Color Codes 01: Basic Training
2. Introduction to Color Codes 02: Speed
3. Introduction to Color Codes 03: Special Moves and Win
4. Introduction to Color Codes 04: Direction
5. Introduction to Color Codes 05: Skills Check 1 (by grade)
6. Introduction to Color Codes 06: Timers
7. Introduction to Color Codes 07: Line Switch
8. Introduction to Color Codes 08: Counters
9. Introduction to Color Codes 09: Skills Check 2 (by grade)

Video Lessons

Grades 2-5

classroom.ozobot.com

OzoBlockly (Grades 2-5)

1. Introduction to Ozobot Blockly 01: Basic Training
2. Introduction to Ozobot Blockly 02: Sequences
3. Introduction to Ozobot Blockly 03: Loops
4. Introduction to Ozobot Blockly 04: Debugging
5. Introduction to Ozobot Blockly 05: Skills Check 1
6. Introduction to Ozobot Blockly 06: Conditionals
7. Introduction to Ozobot Blockly 07: Variables
8. Introduction to Ozobot Blockly 08: Skills Check 2

Video Lessons

Grades 6-8

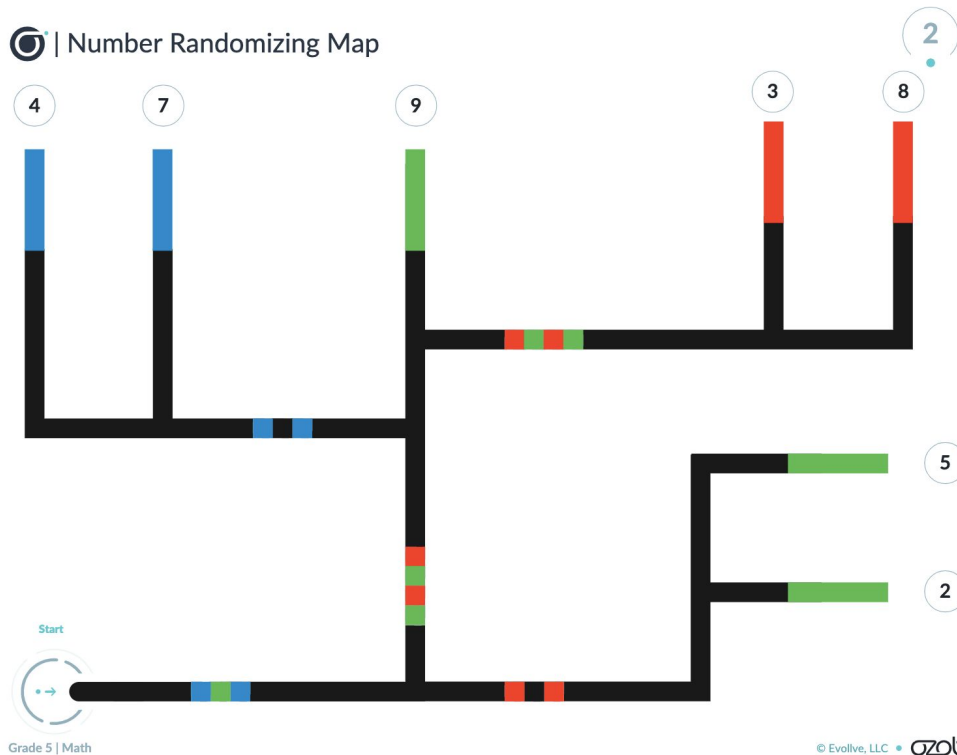
classroom.ozobot.com

OzoBlockly (Grades 6-8)

1. Introduction to Ozobot Blockly 01: Basic Training
2. Introduction to Ozobot Blockly 02: Sequences
3. Introduction to Ozobot Blockly 03: Loops
4. Introduction to Ozobot Blockly 04: Conditionals
5. Introduction to Ozobot Blockly 05: Skills Check 1
6. Introduction to Ozobot Blockly 06: Variables
7. Introduction to Ozobot Blockly 07: Line Following
8. Introduction to Ozobot Blockly 08: Debugging
9. Introduction to Ozobot Blockly 09: Skills Check 2

5th Grade Math

Number Randomizing Map



Grade 5 | Math

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Number Randomizer

Place Value & Number Forms Worksheet

Random
Number

1

Standard Form:
4 7 3 . 2 5 8

Word Form:
four hundred seventy-three and
two hundred fifty-eight thousandths

Expanded Form:
400 + 70 + 3 + 0.2 + 0.05 + 0.008

Random
Number

2

Standard Form:
5 9 2 . 7 8 7

Word Form:
five hundred ninety-two and
seven hundred eighty-seven thousandths

Expanded Form:
500 + 90 + 2 + 0.7 + 0.08 + 0.007

Random
Number

3

Standard Form:
8 4 8 . 2 9 8

Word Form:
eight hundred forty-eight and
two hundred ninety-eight thousandths

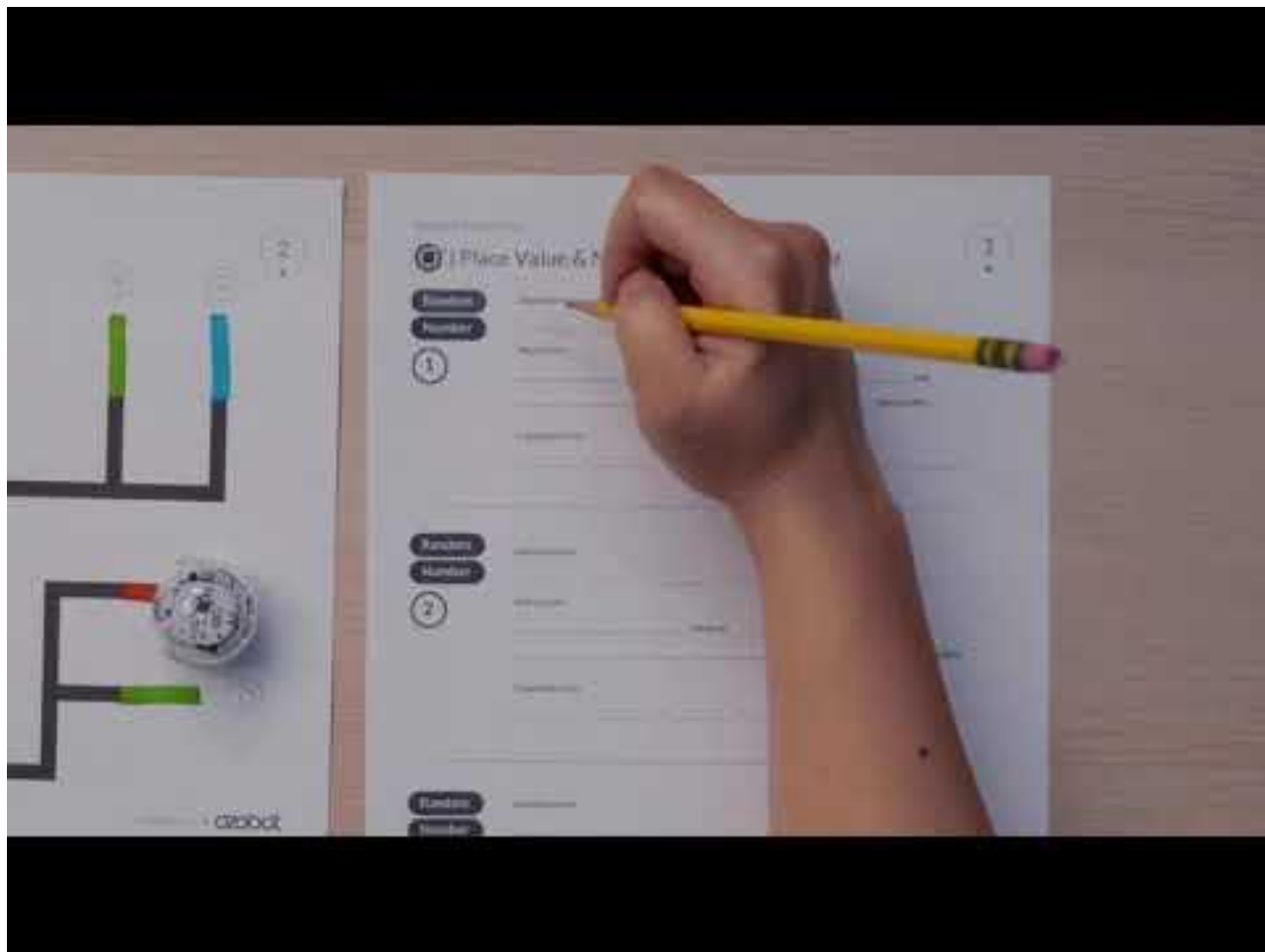
Expanded Form:
800 + 40 + 8 + 0.2 + 0.09 + 0.008

Grade 5 | Math

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azobot
20

SAMPLE SOLUTION

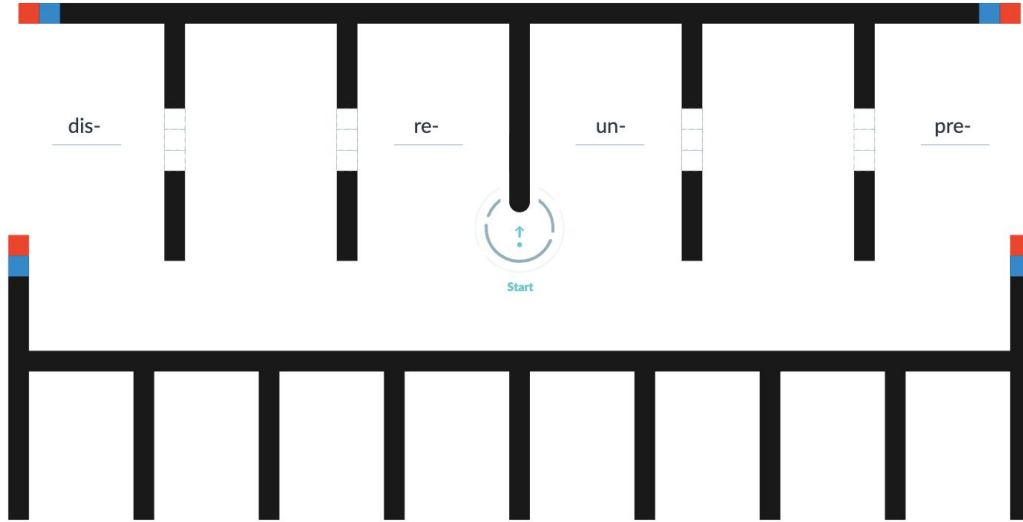


2nd Grade ELA

Random Prefix Prefix Chooser

Name: _____
Date: _____

1



like happy do move appear heat school able lucky

Random Prefix

Random Prefix Activity Sheet

Name: _____ 2

Use your Ozobot to choose a prefix and a root to make a word. Decide if the word is one that is normally used. If yes, circle Y and write the meaning in the far right column. If no, add another prefix to the root to make a word that is normally used, then write the meaning in the far right column. Only write a prefix + root combination one time. If your bot chooses the combo again, go back to start and choose again.

	Prefix	+	Root	What does it make?	Is it a real word?	If no, use the root with a different prefix	What does the word mean?
1	_____	+	_____	= _____	<input type="radio"/> Yes <input type="radio"/> No	_____	_____
2	_____	+	_____	= _____	<input type="radio"/> Yes <input type="radio"/> No	_____	_____
3	_____	+	_____	= _____	<input type="radio"/> Yes <input type="radio"/> No	_____	_____
4	_____	+	_____	= _____	<input type="radio"/> Yes <input type="radio"/> No	_____	_____
5	_____	+	_____	= _____	<input type="radio"/> Yes <input type="radio"/> No	_____	_____
6	_____	+	_____	= _____	<input type="radio"/> Yes <input type="radio"/> No	_____	_____
7	_____	+	_____	= _____	<input type="radio"/> Yes <input type="radio"/> No	_____	_____
8	_____	+	_____	= _____	<input type="radio"/> Yes <input type="radio"/> No	_____	_____
9	_____	+	_____	= _____	<input type="radio"/> Yes <input type="radio"/> No	_____	_____
10	_____	+	_____	= _____	<input type="radio"/> Yes <input type="radio"/> No	_____	_____

Grade 2 | ELA

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All Grades STEAM + SEL





Holiday & Seasonal Lessons

- Halloween
- Thanksgiving
- Kwanzaa
- Hanukkah
- Christmas
- Lunar New Year
- Black History Month
- ... And more!

classroom.ozobot.com/lessons

[Lesson Library](#)





Pacing Guide | Grade 2

This guide makes it easy to plan and pace your Ozobot lessons.

We recommend all students begin with the Introduction to Color Codes and Introduction to Blockly series for a foundation in CS, before moving into optional content-integrated lessons for math, ELA, or STEAM. This pacing guide allows for flexibility.

Lesson pacing can include a regular cadence of:

- one lesson per week for a year
- 2-3 lessons per week for a semester or unit

Length of each Lesson: 45-60 min.

Standards: CSTA, NGSS, CCSS Math/ELA

	Lesson Title & Link	Description	Primary Academic Standard
<input type="checkbox"/> 1	Introduction to Ozobot: Get to Know Evo	Students identify and name the hardware components of Ozobot Evo.	CSTA.1A-CS-02 Use appropriate terminology in identifying and describing the function of common physical components of computing systems (hardware).
<input type="checkbox"/> 2	Introduction to Color Codes 01: Basic Training	Students learn the basics of Ozobot's line-following capabilities.	CSTA.1B-CS-02 Model how computer hardware and software work together as a system to accomplish tasks.
<input type="checkbox"/> 3	Introduction to Color Codes 02: Speed	Students learn the various speed Color Codes to program their bot to move at different speeds.	CSTA.1A-AP-12 Develop plans that describe a program's sequence of events, goals, and expected outcomes.
<input type="checkbox"/> 4	Introduction to Color Codes 03: Special Moves & Win/Exit	Students learn how to program their bot to perform special moves with Color Codes.	CSTA.1A-AP-12 Develop plans that describe a program's sequence of events, goals, and expected outcomes.
<input type="checkbox"/> 5	Introduction to Color Codes 04: Direction	Students learn the directional Color Codes to program their bot to move in a specific direction.	CSTA.1B-CS-02 Model how computer hardware and software work together as a system to accomplish tasks.
<input type="checkbox"/> 6	Introduction to Color Codes 05: Skills Check 1 (Grades K-2)	Students apply the concepts and skills they learned in previous lessons to program their bot to complete a challenge.	CSTA.1B-CS-02 Model how computer hardware and software work together as a system to accomplish tasks.
<input type="checkbox"/> 7	Introduction to Color Codes 06: Timers	Students learn about the timer Color Codes to complete a challenge.	CSTA.1A-AP-12 Develop plans that describe a program's sequence of events, goals, and expected outcomes.
<input type="checkbox"/> 8	Introduction to Color Codes 07: Line Switch	Students learn about the line switch Color Codes to complete a challenge.	CSTA.1B-CS-02 Model how computer hardware and software work together as a system to accomplish tasks.



Pacing Guide | Grade 2

	Lesson Title & Link	Description	Primary Academic Standard
<input type="checkbox"/> 9	Introduction to Color Codes 09: Skills Check 2 *Note: Lesson 8 in this series is for grade 3 and up	Students apply the concepts and skills they learned in all lessons to program their bot to complete a challenge.	CSTA.1B-CS-02 Model how computer hardware and software work together as a system to accomplish tasks.
<input type="checkbox"/> 10	Landform Adventure Race	In this STEAM-integrated lesson, students use Color Codes to identify different types of landforms.	NGSS.2-ESS2-2 Earth's Systems – Develop a model to represent the shapes and kinds of land and bodies of water in an area.
<input type="checkbox"/> 11	Pollination Garden	In this STEAM-integrated lesson, students use Color Codes to program their bot to mimic a pollinator in a garden.	NGSS.2-LS2-2 Ecosystems: Interactions, Energy, and Dynamics – Develop a simple model that mimics the function of an animal in dispersing seeds or pollinating plants.
<input type="checkbox"/> 12	Picking Out Irregular Plural Nouns	In this ELA-integrated lesson, students use Color Codes to identify irregular plural nouns.	CCSS.ELA-LITERACY.L.2.1.B Form and use frequently occurring irregular plural nouns (e.g., feet, children, teeth, mice, fish).
<input type="checkbox"/> 13	Random Prefix	In this ELA-integrated lesson, students use Color Codes to create, identify, and use prefixes with root words.	CCSS.ELA-LITERACY.L.2.4.B Determine the meaning of the new word formed when a known prefix is added to a known word (e.g., happy/unhappy, tell/retell).
<input type="checkbox"/> 14	What's My Value	In this math-integrated lesson, students use Color Codes to determine the place value of a number.	CCSS.MATH.CONTENT.2.NBT.A.1 Understand that the three digits of a three-digit number represent amounts of hundreds, tens, and ones; e.g., 706 equals 7 hundreds, 0 tens, and 6 ones.
<input type="checkbox"/> 15	Money Mountains	In this math-integrated lesson, students use Color Codes to count coins.	CCSS.MATH.CONTENT.2.MD.C.8 Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies, using \$ and ¢ symbols appropriately.
<input type="checkbox"/> 16	Introduction to Ozobot Blockly 01: Basic Training	Students learn the basics of how to navigate Ozobot Blockly, program a simple code, and run it on their bot.	CSTA.1B-AP-10 Create programs that include sequences, events, loops, and conditionals.



	Lesson Title & Link	Description	Primary Academic Standard
<input type="checkbox"/> 17	Introduction to Ozobot Blockly 02: Sequences	Students learn to program a simple sequence in Ozobot Blockly.	CSTA.1B-AP-10 Create programs that include sequences, events, loops, and conditionals.
<input type="checkbox"/> 18	Introduction to Ozobot Blockly 03: Loops	Students learn to program with loops to create a dance sequence.	CSTA.1B-AP-10 Create programs that include sequences, events, loops, and conditionals.
<input type="checkbox"/> 19	Introduction to Ozobot Blockly 04: Debugging	Students learn to use debugging skills by building a program and fixing errors.	CSTA.1B-AP-15 Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.
<input type="checkbox"/> 20	Introduction to Ozobot Blockly 05: Skills Check 1	Students apply the concepts and skills they learned in previous lessons to program their bot to complete a challenge.	CSTA.1B-AP-15 Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.
<input type="checkbox"/> 21	Introduction to Ozobot Blockly 09: Line Navigation	Students learn about the line navigation blocks to program their bot to move from location to location.	CSTA.1B-CS-02 Model how computer hardware and software work together as a system to accomplish tasks.
<input type="checkbox"/> 22	A Vowel Story Coming Soon!	In this ELA-integrated lesson, students use Ozobot Blockly to program their bot to select words to determine long or short vowel sounds.	CCSS.ELA-LITERACY.RF.2.3.A Distinguish long and short vowels when reading regularly spelled, one-syllable words.
<input type="checkbox"/> 23	A Vowel Story: Make it Rhyme Coming Soon!	In this ELA-integrated lesson, students use Ozobot Blockly to program their bot to select words for a story frame and students determine if the vowel sounds are long or short.	CCSS.ELA-LITERACY.RF.2.3.B Know spelling-sound correspondences for additional common vowel teams.
<input type="checkbox"/> 24	Making Three-Digit Numbers Coming Soon!	In this math-integrated lesson, students use Ozobot Blockly to program their bot to create three-digit numbers.	CCSS.MATH.CONTENT.2.NBT.A.1 Understand that the three digits of a three-digit number represent amounts of hundreds, tens, and ones; e.g., 706 equals 7 hundreds, 0 tens, and 6 ones.

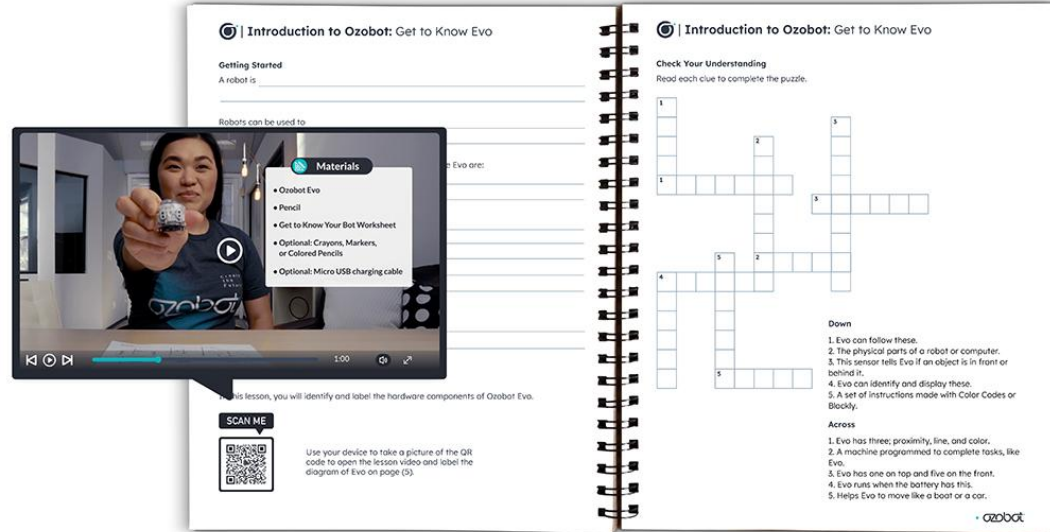
Pacing Guide | Grade 2

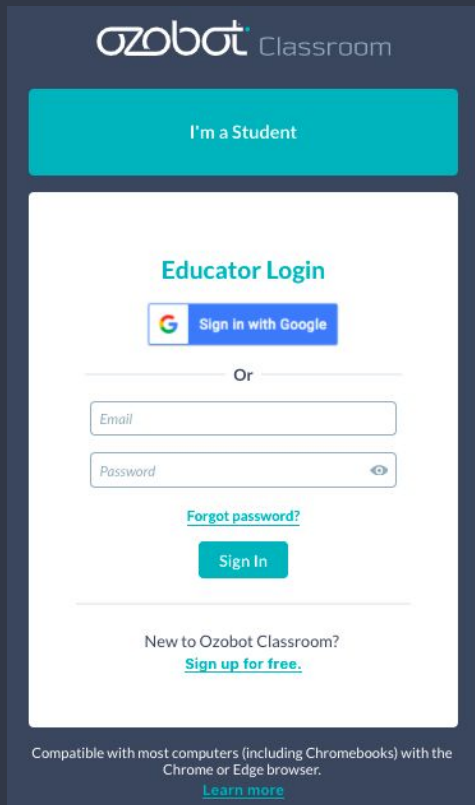
	Lesson Title & Link	Description	Primary Academic Standard
<input type="checkbox"/> 25	Writing Three-Digit Numbers Coming Soon!	In this math-integrated lesson, students use Ozobot Blockly to program their bot to provide digits so that students can write three-digit numbers.	CCSS.MATH.CONTENT.2.NBT.A.1 Understand that the three digits of a three-digit number represent amounts of hundreds, tens, and ones; e.g., 706 equals 7 hundreds, 0 tens, and 6 ones.
<input type="checkbox"/> 26	Ozobot Blockly ELA/STEAM Integration Coming Soon!	More content-integrated lessons are currently being developed. Visit the Ozobot Classroom Lesson Library to find the latest lessons.	Coming Soon!
<input type="checkbox"/> 27	Ozobot Blockly ELA/STEAM Integration Coming Soon!		Coming Soon!
<input type="checkbox"/> 28	Ozobot Blockly ELA/STEAM Integration Coming Soon!		Coming Soon!
<input type="checkbox"/> 29	Ozobot Blockly ELA/STEAM Integration Coming Soon!		Coming Soon!
<input type="checkbox"/> 30	Ozobot Blockly ELA/STEAM Integration Coming Soon!		Coming Soon!



STEAM	ELA	Math	Holiday
Pollination Garden	Picking Out Irregular Plural Nouns	What's My Value	Ozobot for President! (Beginner)
Landform Adventure Race	Vowel Addition	Odd or Even Shopping	Ozobot for President! (Advanced)
What's the Object	Random Prefix	Money Mountains	Ozobot Trick or Treat
Changes in Matter Match-Up	Random Suffix	Telling Time	Holiday Series: Thanksgiving/Gratitude Party
	Silly Sentences	Making Three-Digit Numbers	Holiday Series: Reinbot Landing Practice
	A Vowel Story	Writing Three-Digit Numbers	Holiday Series: Hanukkah
	A Vowel Story Make it Rhyme	Comparing Three-Digit Numbers	Holiday Series: Kwanzaa
	My Own Vowel Story		Holiday Series: Lunar New Year
			Black History: 2-5 Grade

Coming Soon! Ozobot Curriculum





The screenshot shows the Ozobot Classroom login interface. At the top, the 'ozobot Classroom' logo is displayed. Below it is a teal button labeled 'I'm a Student'. The main content area is titled 'Educator Login' and features a 'Sign in with Google' button with the Google logo. Below this is an 'Or' separator, followed by input fields for 'Email' and 'Password' (with a toggle eye icon). A 'Forgot password?' link is positioned below the password field. A teal 'Sign In' button is centered below the inputs. At the bottom of the form, it asks 'New to Ozobot Classroom?' and provides a 'Sign up for free.' link. A footer note states: 'Compatible with most computers (including Chromebooks) with the Chrome or Edge browser.' and includes a 'Learn more' link.

ozobot Classroom

I'm a Student

Educator Login

Sign in with Google

Or

Email

Password

[Forgot password?](#)

Sign In

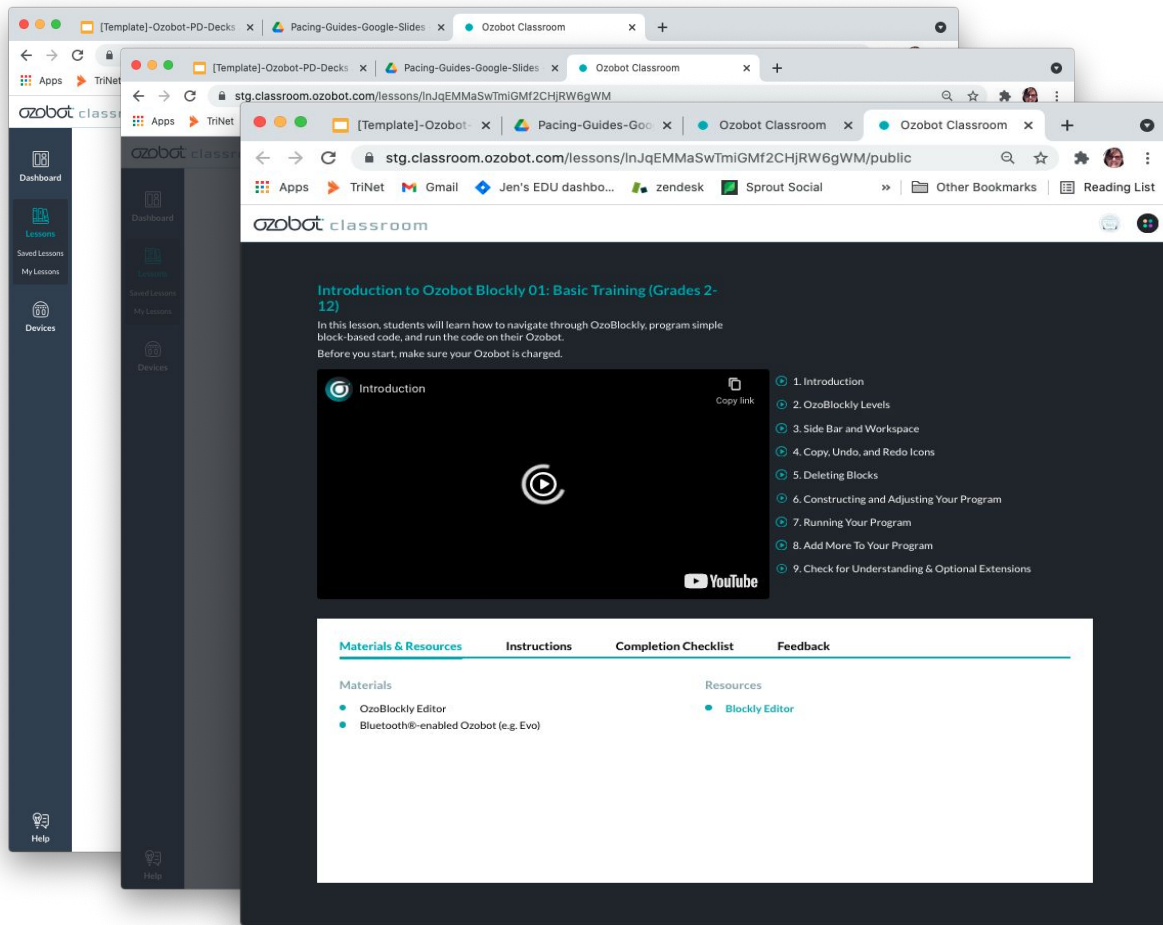
New to Ozobot Classroom?
[Sign up for free.](#)

Compatible with most computers (including Chromebooks) with the Chrome or Edge browser.
[Learn more](#)

Create your free Ozobot Classroom account

1. Go to classroom.ozobot.com
2. Click “Sign in with Google”

classroom.ozobot.com



Assigning a Lesson

1. Open the lesson.
2. Click “Share with Students”
3. Send students the link to the lesson using your LMS or email.

To view what your students see, click on “Open Lesson As Student”

Accessibility for All

All Lessons include:

- **Instructional Videos + Student Activity Guides**
 - Chaptered Videos for Self-Pacing
 - Auditory and Visual Guidance
 - Text Instructions
- **Address the tech gap**
 - Learn core subjects + STEAM skills
- **Any grade level, any skill level**
- **Color Code support for students with Color Vision Deficiency (CVD)**

The screenshot displays the Ozobot Classroom web application. At the top, the 'ozobot Classroom' logo is on the left, and an 'Ask a teacher' button is on the right. Below the logo, a user profile for 'Enzo Allen' (EA) is shown with a 'Log Out' link. A sidebar menu on the left includes 'At home lessons', 'To Do' (2 items), 'Completed' (1 item), 'At school lessons', and 'Resources' (Color Codes Chart, Videos). The main content area features a lesson titled 'Introduction to Color Codes (1/3) - Line Following' by Melissa Toohey. A progress bar shows 4 steps completed. The 'Instructions' section includes a video player and a list of 7 steps: 1. Line Following Sensors, 2. Calibration (highlighted), 3. Drawing Lines, 4. Draw a circle, 5. Drawing Corners and..., 6. Seeing Color, and 7. Great Work!. The '2. Calibration' section provides detailed instructions: 'Find Page 1. Calibrate your bot: Use your Calibration Dot template, or draw a black dot slightly bigger than your bot. Place Ozobot on the dot, and press down on the power button for 5 seconds (or until the top LED flashes white), then release. Ozobot moves outside of the circle and blinks green when calibrated.' Navigation buttons for 'Back', 'Stuck? Ask for a hint!', and 'Next' are at the bottom.

Q & A

Giveaway!

Win an Educator Entry Kit

Email cassandra@ozobot.com with your name and shipping address



Be introduced to Ozobot Evo, a 1 inch robot programmable 2 Ways:

- Hands-on with Colors
- On-Screen with Blocks

Wrap-Up

- **Need bots? Request a demo or quote at ozobot.com**
 - Try Ozobot free with **OzoBlockly Challenges** – ozobot.com/create/challenges
 - Get a free copy of the **Ozobot Funding & Grants Tool** – ozo.bot/funding
 - CARES Act info & letter template
 - Samples of successful grants
- **Got bots? Get started with **Ozobot Classroom**:**
 - Sign up at classroom.ozobot.com
 - Complete Bot Camp
 - Explore Lessons

Thank You



ozobot