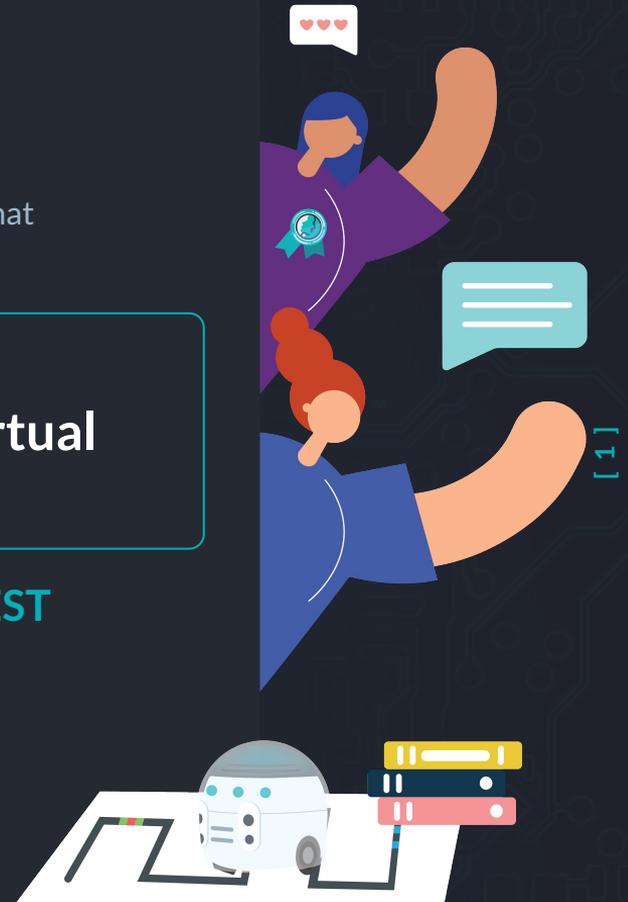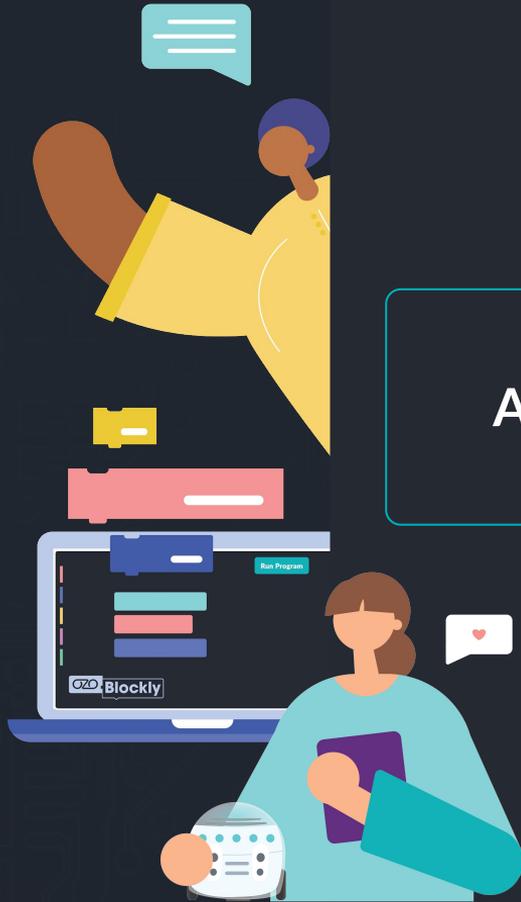# Welcome!
We'll get started soon.

In the meantime, introduce yourself in the Chat

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

Ozobot Coding Club:
Allowing Hands On during Virtual Learning

March 29, 2021 | 4PM PST/7PM EST

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Agenda

1

Housekeeping

2

What is OzoTeam?

3

OzoTeam Sessions

4

Lessons Learned and Successes

5

Q & A

6

Ozobot Giveaway

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Housekeeping

Slides will be available after the webinar:

- **Email**
- **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**
    - Start a dialogue!
    - Select "All Panelists and Attendees"
- **Ozobot staff members monitoring**

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Giveaway!
Win an Educator Entry Kit

Enter at: <u>ozo.bot/giveaway</u>

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

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Your Hosts

Melissa Toohey

EdTech & Adoption Specialist

Former Founding Coding, Engineering, and Design
Thinking Teacher at KIPP Ignite,
Computer Science Coach, & K-1 Teacher
UCLA Educational Leadership Program, Ed.D

Christine Thai-Pappa

3rd Grade Teacher

Prince William County Schools
Bristow, VA
Ozobot Certified Educator
NBCT

Liz Anderson

3rd Grade Teacher

Prince William County Schools
Bristow, VA
Ozobot Certified Educator

Poll Questions

3-5 min

Why we did a virtual coding club?

- **Group of Ozobot Certified Educators**
- **Had access to awesome ozobots that we wanted to share**
- **During a time of so much digital, we wanted something hands on too**
- **Additional opportunity for students to interact without academic expectations**
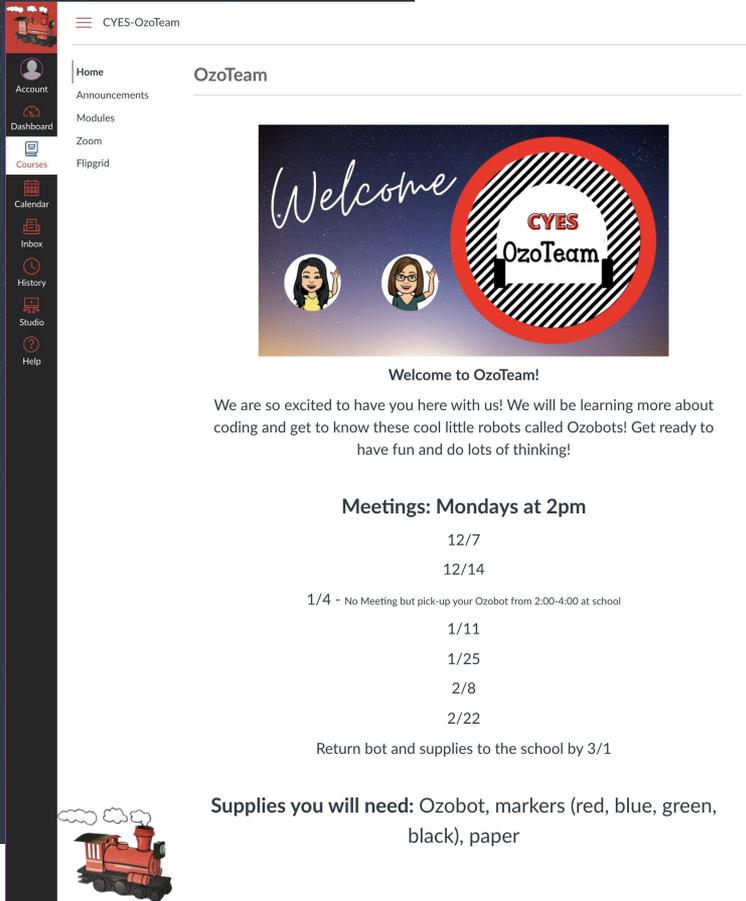- **Had great support from our administrators and colleagues**
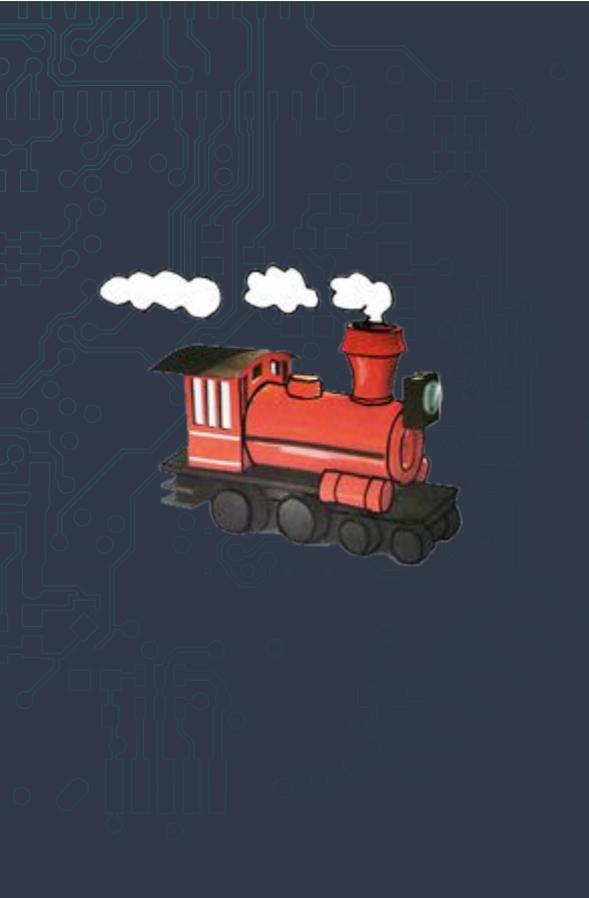
What is the Ozobot Club?

- **We called it OzoTeam!**
- **Signup was via Microsoft Forms**
- **Weekly Zoom meetings- setup through Canvas**
- **ClassDojo for communication**
- **6 Monday sessions**
  - attendance
  - lesson intro
  - review expectations for next week
  - closing
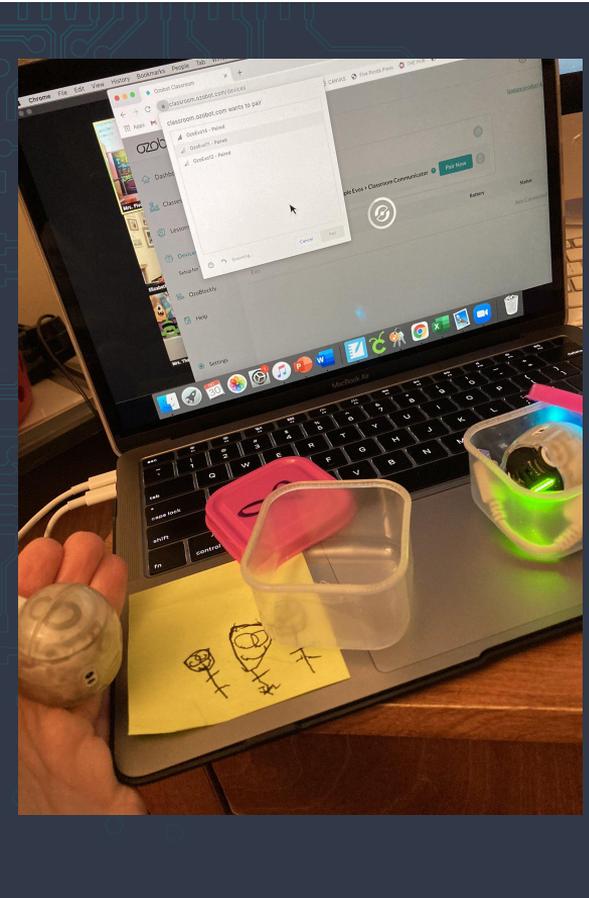
What is the Ozobot Club?

Welcome to OzoTeam!

We are so excited to have you here with us! We will be learning more about coding and get to know these cool little robots called Ozobots! Get ready to have fun and do lots of thinking!

Meetings: Mondays at 2pm

12/7

12/14

1/4 - No Meeting but pick-up your Ozobot from 2:00-4:00 at school

1/11

1/25

2/8

2/22

Return bot and supplies to the school by 3/1

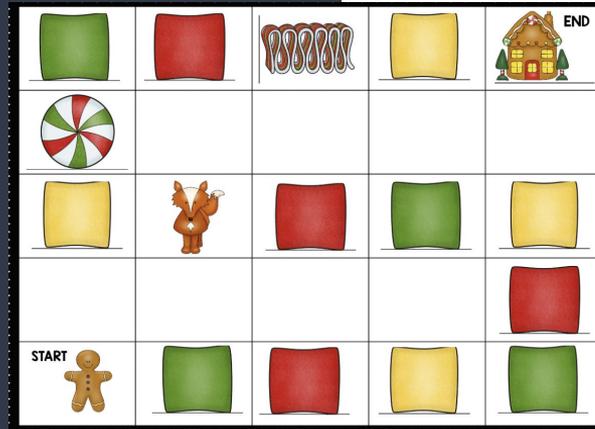**Supplies you will need:** Ozobot, markers (red, blue, green, black), paper

Sessions 1 and 2:
Pre Bots

- **What is coding?**
- **Why is it important?**
- **Jobs with coding!**
- **Amazon robot video**
- **Unplugged activity**
- **OzoTown - block coding & algorithm**
- **Code.org**

CRACK THE CODE!

Draw and write the block code that will lead your Gingerbread Man or Gingerbread Woman to his or her Gingerbread House.

Code	Meaning
➡	Move Right
⬅	Move Left
⬆	Move Up
⬇	Move Down
☺	Eat a Treat
☹	Jump over an Enemy

CERTIFICATE OF ACCEPTANCE

CONGRATULATIONS AND WELCOME TO THE OZO TEAM!

2pm Meeting Dates: 12/7, 12/14, 1/11, 1/25, 2/1, 2/8
Ozobot Pickup Date: 1/4 2:00-4:00pm (no meeting)

Mrs. Thai-Pappa
THAIPAC@PWCS.EDU

Mrs. Anderson
DELGATEM@PWCS.EDU

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Pickup Bots!

- Bot Kit
  - container
  - bot & cover
  - charger
  - marker
  - papers
- Release

OzoTeam – Ozobot Release Form
January 4, 2021

Name of Student	
Teacher	
Student Number	
Ozobot Number	
Ozobot Charging Cord	

The above-named student has been issued an OZOBOT device described above for the purpose of his/her participation in OzoTeam.

During the time of the loan period, it shall be the student's responsibility, or of parents (if the student is below legal age) to understand and comply with the terms and conditions below:

Initial	Terms
	It shall be the responsibility of the student to ensure the physical care of the OZOBOT and will not leave it getting wet, leaving it outdoors, or any means that may cause physical damage. In case of damage due to accident or negligence, or in case of theft, it shall be the responsibility of Student or his/her parent(s)/guardian to pay the loss of the OZOBOT ($100 value).
	It shall be the student's responsibility to return the OZOBOT upon withdrawal from school.
	Any defects or repairs must be coursed through with the school authorities.

Agreement Modification:
No alteration to this agreement is permitted unless otherwise set in writing by the parties. Any failure in compliance with this Agreement shall result in forfeiture of the student's right to take the device home.

Student Signature: _____

Parent Name: _____

Parent Signature: _____
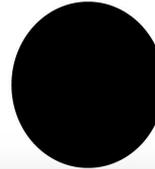
Session 3: Introduction to Ozobot

- Bot Camp
- Printed supplies in color
- Went through all the steps
- Didn't complete all online
- Students completed independently

SharePoint › Bot-Camp-Student-2019-Printa...

1 Place Evo on black circle.

2 Press and hold Evo's power button for 5 sec. Then, release the power button.

Elizabeth M. Anderson

Introducing OzoBlockly

CYES OzoTeam

SLIDESMANIA.COM

Movement

Move

`→ move forward ▼ distance 1 step ▼ speed slow ▼`

Use the **Move** block to drive Ozobot forward or backward. This block lets you configure the movement direction (forward or backward), the traveling distance (in steps) and the speed using drop-down selectors. One step equals about one centimeter. The speed choices are - slow (25 mm/sec), medium (45 mm/sec), fast (65 mm/sec), very fast (85 mm/sec).

Rotate

`rotate slight left ▼`

The **Rotate** block turns Ozobot in place in either clockwise or counter-clockwise directions. Use the dropdown selector to choose from the following turn options: slight left or slight right (about 45 degrees), left or right (about 90 degrees), and u-turn left or u-turn

Spin Move

`spin left ▼`

Use the **Spin Move** to turn Ozobot around 360 degrees in a clockwise or counter-clockwise direction (right and left respectively). While performing the maneuver, Ozobot starts by accelerating to its top speed and then decelerating to a full stop.

Zig-Zag Move

`zigzag slow ▼`

The **Zig-Zag** makes Ozobot move forward in an angular left-right-left pattern. Choose the desired speed using the dropdown selector. You can combine several zig-zags together to extend the traveling distance. Ozobot sensors are disabled while Ozobot performs this movement.

Skate Move

`skate slow ▼ forward ▼`

The **Skate Move** block makes Ozobot perform an exciting maneuver that resembles a skating motion. Ozobot can travel in both forward and backward directions while going in a preprogrammed wavy pattern. Use the dropdown selectors to choose the movement direction and the speed. Ozobot sensors are disabled while Ozobot performs this movement.

Move in Small Circle

`small circle slow ▼ forward ▼ left ▼ 1 second ▼`

This block makes Ozobot follow a circular path of a small radius. Speed, movement direction (backward/forward), rotation direction (left/right) and the travel time (in seconds) can be selected using dropdown selectors.

Move in Big Circle

`big circle slow ▼ forward ▼ left ▼ 1 second ▼`

This block is similar to the Move in Small Circle block except Ozobot will follow a circular path of a larger radius. Speed, movement direction (backward/forward), rotation direction (left/right) and the travel time (in seconds) can be selected using dropdown selectors.

Victory Lap Example

Ozobots
Bit Evo
Levels
2

Victory Lap
repeat forever
do
  set top light color ▢
  big circle slow ▼ forward ▼ right ▼ 3 seconds ▼
  rotate left ▼
  repeat 2 times
  do
    move forward ▼ distance 1 step ▼ speed medium ▼
    move backward ▼ distance 1 step ▼ speed medium ▼
  disco
  rotate right ▼
  set top light color ▢
  big circle medium ▼ forward ▼ right ▼ 4 seconds ▼
  disco
  spin left ▼

Session 4: Introduction to Ozoblockly

- Movement
- Light Effects
- Timing
- Loops
- Sounds

Kept the kids on Level 2

Learning how to use Ozoblockly

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Boxy B

MODE
Ozoblockly mode 2 or higher

RULES
- Use mode 2 or higher.
- Get the Ozobot to make a Boxy lower-case b
- Have Ozobot shine the lightest blue at each corner
- After the Ozobot has completed the lower case b, make Ozobot spin with a disco light

Show off your Program!

Go to Canvas and click on the modules for the assignment.

Or go to Flipgrid and share your program with us!
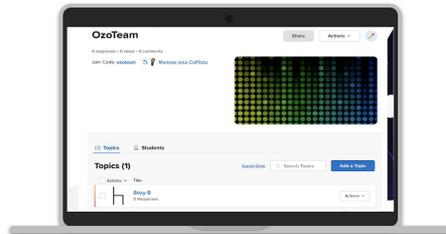
Session 4: Introduction to Ozoblockly

- Movement
- Light Effects
- Timing
- Loops
- Sounds

Kept the kids on Level 2

Assignment to do on their own

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Session 5: Explaining their Final Project

- Explained the criteria for their code
- Demonstrated how to draw their map
- Talked through how to code the example map
- Went into Ozoblockly to review coding
- Flipgrid to record their program

Navigating the Classroom with Ozoblockly

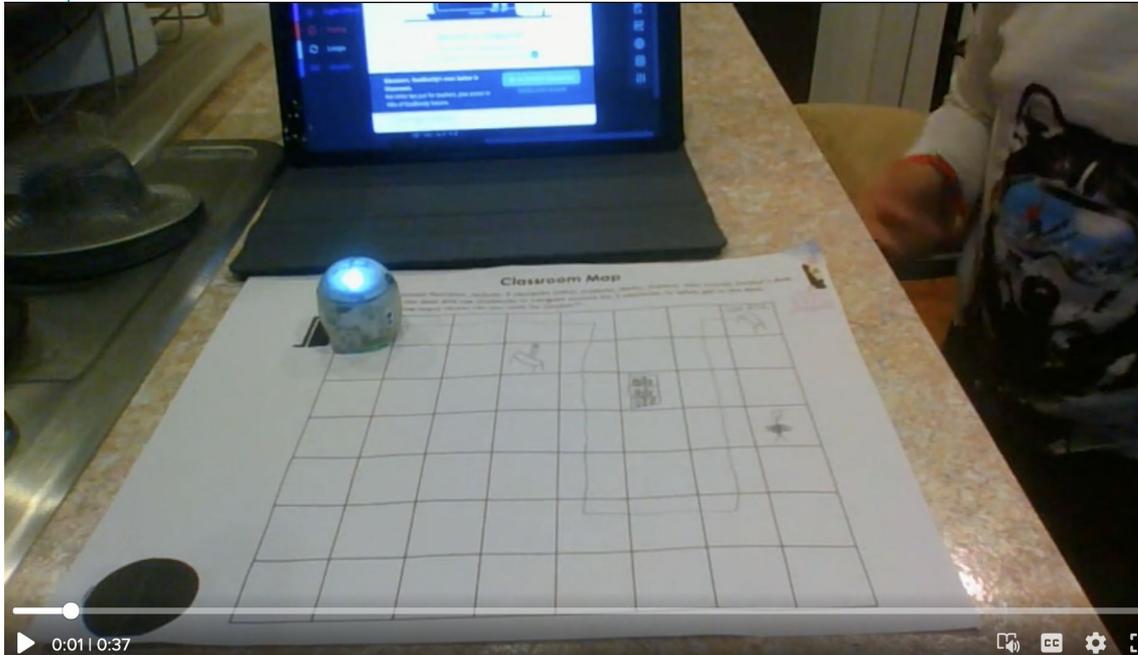## Classroom Map

1. Draw your classroom floorplan. Include: 3 obstacles (other students, desks, shelves). Also include Ozobot's desk.
2. Start Ozobot at the door and use Ozoblocky to navigate around the 3 obstacles, to safely get to the desk.
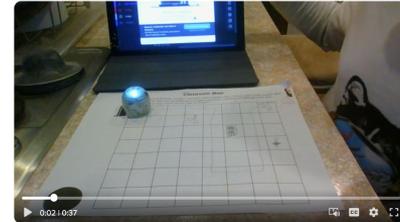*Extra challenge – how many routes can you code for Ozobot?*

Calibrate Here

Every box = 2 steps in Ozoblockly

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Session 6: Sharing Out

The kids used Flipgrid to record their robots running the programs. They explained their classroom map and then we watched their run.

- Pride in work
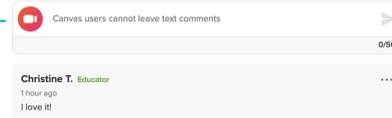- Allowed club members to celebrate their success
- Follow up questions from peers

Kaiden D
Feb 22, 2021
1 Comment   2 Likes   16 views

Comments (1)

Canvas users cannot leave text comments
0/500

Christine T. Educator
1 hour ago
I love it!

Successes and Lessons Learned

- **Successes**
  - Students got the chance to work with Ozobots during all this virtual craziness
  - Students asked for more club meetings
  - Students not in the club asked about another session of the club
  - Some students bought their own Ozobots!

- **Lessons Learned**
  - Remind students to always charge their Ozobot
  - Attendance was irregular at times (Monday was an asynchronous day)
  - Needed more than one session on Ozoblockly
  - Flashing code on Ozoblocky was not as consistent as a bluetooth connection

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Q & A
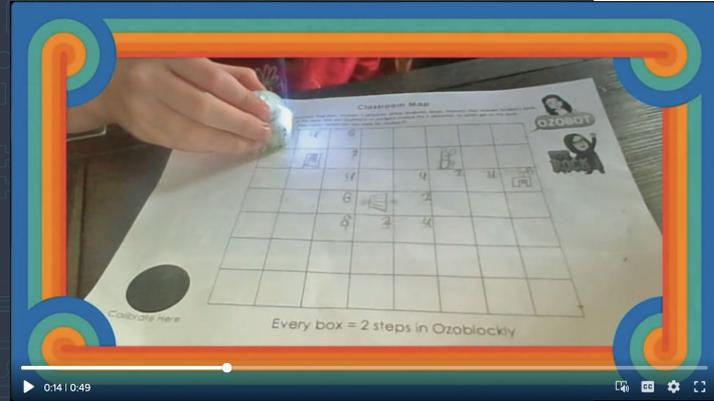
15 min

Giveway!
Win an Educator Entry Kit

Email at:
cassandra@ozobot.com

Be introduced to Ozobot Evo, a 1 inch robot programmable 2 Ways:
- Hands-on with Colors
- On-Screen with Blocks

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Wrap-Up

- **Access today's remote-friendly lessons in Ozobot Classroom:**
  - Navigating the Classroom with Ozoblockly

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Thank You

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