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
Agenda

1. Housekeeping
2. What is OzoTeam?
3. OzoTeam Sessions
4. Lessons Learned and Successes
5. Q & A
6. Ozobot Giveaway
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
Giveaway!
Win an Educator Entry Kit

Enter at: ozo.bot/giveaway

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

<table>
<thead>
<tr>
<th>Code</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>→</td>
<td>Move Right</td>
</tr>
<tr>
<td>←</td>
<td>Move Left</td>
</tr>
<tr>
<td>↑</td>
<td>Move Up</td>
</tr>
<tr>
<td>↓</td>
<td>Move Down</td>
</tr>
<tr>
<td>😊</td>
<td>Eat a Treat</td>
</tr>
<tr>
<td>☹</td>
<td>Jump over an Enemy</td>
</tr>
</tbody>
</table>
Pickup Bots!

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

OzoTeam – Ozobot Release Form
January 4, 2021

The above-named student has been issued an OZOBO T 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:

<table>
<thead>
<tr>
<th>Initial</th>
<th>Terms</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>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).</td>
</tr>
<tr>
<td></td>
<td>It shall be the student's responsibility to return the OZOBOT upon withdrawal from school.</td>
</tr>
<tr>
<td></td>
<td>Any defects or repairs must be covered through with the school authorities.</td>
</tr>
</tbody>
</table>

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

1. Place Evo on black circle.
2. Press and hold Evo’s power button for 5 sec. Then, release the power button.
Session 4: Introduction to Ozoblockly

- Movement
- Light Effects
- Timing
- Loops
- Sounds

Kept the kids on Level 2

Learning how to use Ozoblockly
Session 4: Introduction to Ozoblockly

- Movement
- Light Effects
- Timing
- Loops
- Sounds

Boxy B

MODE
Ozoblockly mode 2 or higher

RULES
- Use mode 2 or higher.
- Get the Ozobot to make a Boxy lowercase 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!

Kept the kids on Level 2

Assignment to do on their own
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 Ozoblockly to navigate around the 3 obstacles, to safely get to the desk.
*Extra challenge – how many routes can you code for Ozobot?*

Every box = 2 steps in Ozoblockly
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
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
  ○ Flasing code on Ozoblockly was not as consistent as a bluetooth connection
Q & A

15 min
Giveaway!
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
Wrap-Up

- Access today’s remote-friendly lessons in Ozobot Classroom:
  - Navigating the Classroom with Ozoblockly
Thank You