

Welcome!

We'll get started soon.

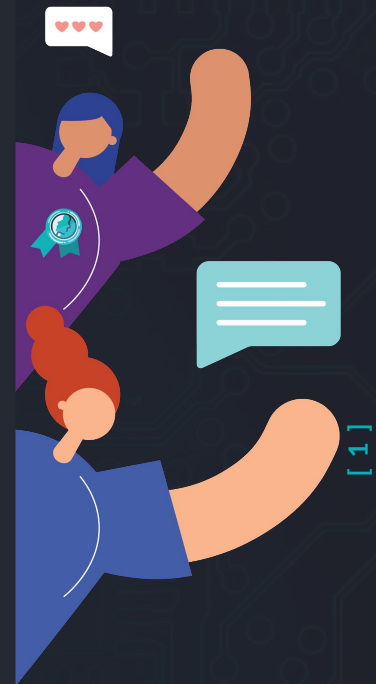
In the meantime, introduce yourself in Chat

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

How to Become an Ozobot Certified Educator & Get Free Bots!

Mar 31, 2021 | 4 pm PT

ozobot®





Melissa Toohey

EdTech & Adoption Specialist,
Ozobot



Adrienne White

Director of Marketing,
Ozobot



Natalie Sanchez

Curriculum Developer,
Ozobot



Jen Maher

Customer Experience,
Ozobot



Kat Staton

Technology Teacher,
Ashby Lee Elementary School, SCPS



Amanda Buschmann, MLS

Librarian & NISE-Certified STEM
Educator

Agenda

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What is the CE
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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

What is the CE Program?

The Ozobot Certified Educator (CE) program is an ambassador program that recognizes outstanding educators around the world who use our technology to teach all subjects.



Who can apply:

- Public and private K-12 Teachers
- School & District Administrators
- Curriculum Specialists
- Librarians
- PD Trainers

Every CE Gets an Evo Classroom Kit!

1 Kit per 2-year run



In the Kit:

- 12 Ozobot Evo robots
- 12 sets of Color Code markers
- Charging base
- Ozobot poster

Other Perks:

- Swag: t-shirts, stickers & email signature badge
- Get featured: on the [OzoBlog](#) in webinars, & more

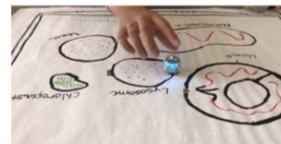
How To Apply:

1. Create a free **Ozobot Classroom** account >
2. Submit 3 or more Ozobot Lessons
3. Keep an eye on your inbox!
If your lessons are approved, you'll get an Ozobot t-shirt AND be invited to send a video cover letter outlining your interest in the Ozobot CE program.

LESSON PLAN | FOR EDUCATORS

Ozobot Cell Model

Author: [Shannon Ventresca](#)



Grades:

6—9

Subject(s):

Science, Computer Science

Pre-Reader/ESL-Friendly?

No

Compatible Bot(s):

Evo

Coding Method:

Color Codes

Quick Summary:

Students will create a model of the cell using markers. They will code the robot to move from cell part to cell part, and record a narration.

Duration: 120 min

Objectives & Outcomes

- 1 Student will develop and use a model to describe the function of the cell as a whole and the ways the parts contribute to the function.

Preparation

Teacher Materials & Digital Resources

- [ozobot cell.pdf](#)
- [samples ozobot.pdf](#)

- [ozobot_cell_rubrics.pdf](#)

Student Materials

How to Create an Exemplar Ozobot Lesson

General Tips:

- Get inspired by the Ozobot community (@ozobot and #ozobot)
- No bots? No problem! Start with an [Educator Entry Kit](#)
- Use Ozobot Classroom's [Lesson Creator](#)

To ensure lessons are easy for educators to implement, we include the following components in our Lesson Creator template:

- **At Least 1 Lesson Objective** – measurable goals for gauging student outcomes
- **2 Academic Standards** – 1 CSTA or ISTE, 1 CCSS/NGSS or other content standard preferred
- **List of Materials** – e.g. [Color Code Reference Sheet](#), OzoBlockly sample code, student work samples
- **Direct Instruction Steps (Teacher-Facing Instructions)** – ‘I Do’ and ‘We Do’ portions of an “I do, We do, You do” model
- **Student Practice (Student-Facing Instructions)** – ‘You Do’ portion of the lesson
- **Lesson Supplements & Attachments**

Bonus: include Video!!!

CE Requirements

Requirements kick in once you're in the program.

Those unable to fulfill the requirements may be asked to return their Classroom Kit so an educator on the waitlist can join the program.

The graphic is a promotional banner for a webinar. It features a teal and dark blue color scheme with circuit-like patterns in the background. On the left, a teal box contains the date and time: 'Wednesday 01/27 4pm PST • 7pm EST'. To the right of this box is the title 'Tools for Increasing Participation & Passion for Learning in 2021' in white. Further right, the text 'FREE WEBINAR' is displayed in white. Below this, three speakers are listed, each with a circular headshot: Nikki Jones (Instructional Technology Coach), Jennifer Mahin (Tech Integration Specialist), and Jessica Talley (K-2 Technology Teacher and Coordinator). A small logo is visible in the top right corner of the teal box.

Wednesday 01/27
4pm PST • 7pm EST

Tools for Increasing Participation & Passion for Learning in 2021

FREE WEBINAR

Nikki Jones
Instructional Technology Coach

Jennifer Mahin
Tech Integration Specialist

Jessica Talley
K-2 Technology Teacher and Coordinator

Each year, CEs are asked to:

- **submit 3 new lessons to the Lesson Library**
- **present at one conference or:**
 - host a Webinar
 - host a Twitter Chat
 - participate in a User Interview

Examples of CE-Submitted Lessons

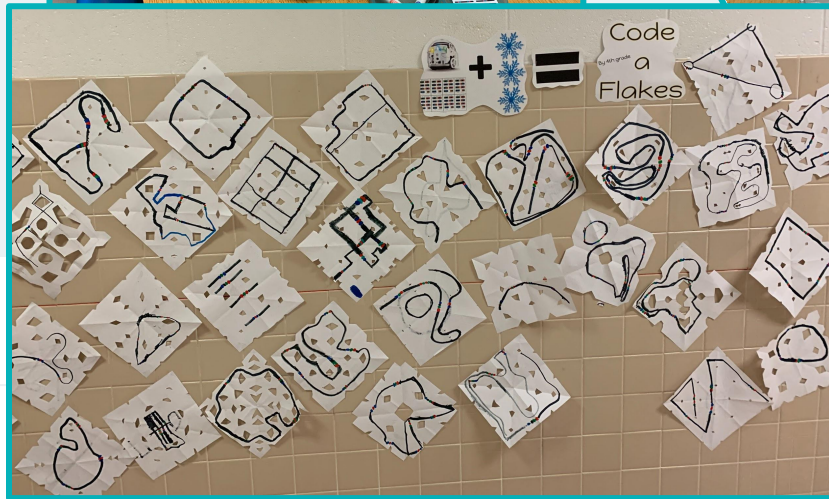
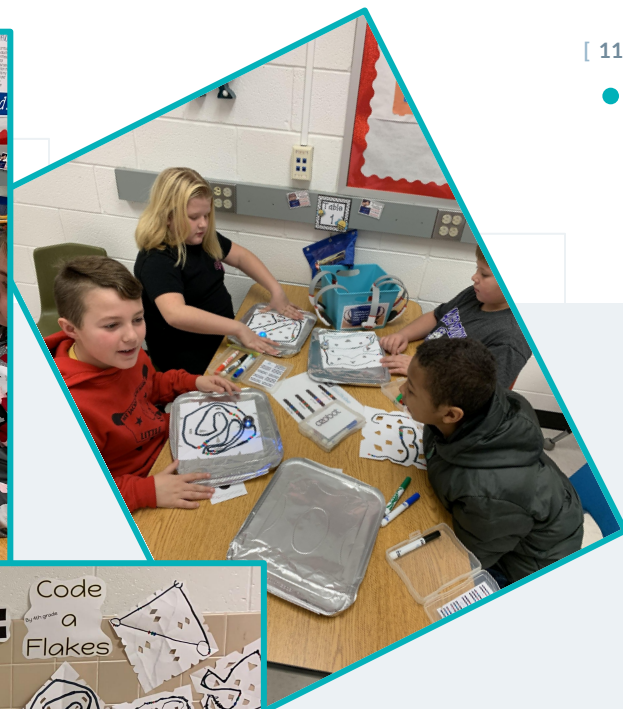
Code-a-Flake

Grade Level: K-4
Color Codes

Description: Students will design and cut out their own snowflake then add Ozobot codes.

Academic Standards:
I ISTE.1.c, ISTE.4.b, STE.6.b

[Link to lesson >](#)



The Princess & the Warrior & the Ozobot

Grade Level: 3rd-5th
Color Codes or OzoBlockly

Description: After reading the Pura Belpre award-winning folktale THE PRINCESS AND THE WARRIOR, students will use LEGO (or alternative building materials) to build a blockade to trap and/or obstruct the "messenger" Ozobot from reaching the "princess" Ozobot.

Academic Standards:
CCSS.ELA-LITERACY.RL.3.2

[Link to lesson >](#)

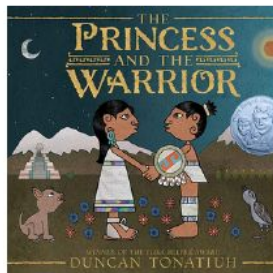
LESSON PLAN | FOR EDUCATORS

1

[12]

The Princess & the Warrior & the Ozobot

Author: [Amanda Buschmann](#)



Grades:

3—5

Subject(s):

ELA

Pre-Reader/ESL-Friendly?

No

Compatible Bot(s):

Evo

Coding Method:

Color Codes

Quick Summary:

After reading the Pura Belpre award-winning folktale THE PRINCESS AND THE WARRIOR, students will use LEGO (or alternative building materials) to build a blockade to trap and/or obstruct the "messenger" Ozobot from reaching the "princess" Ozobot.

Duration: 60 min

Objectives & Outcomes

- 1 Student will identify characteristics of a folktale
- 2 Student will identify characteristics of Aztec culture
- 3 Student will read/watch THE PRINCESS AND THE WARRIOR by Duncan Tonatiuh via GetEpic (animated)
- 4 Student will design and build a suitable "castle" or abode using LEGO for the princess (who will be an Ozobot)
- 5 Student will design and build a suitable blockade using LEGO for the messenger (who will be an Ozobot)
- 6 Student will test and improve their designs

Preparation

Teacher Materials & Digital Resources

- [Examples of Aztec Patterns.pdf](#)
- [IMG_2727.JPG](#)

Student Materials

The Princess & the Warrior & the Ozobot

Grade Level: 3rd-5th
Color Codes or OzoBlockly

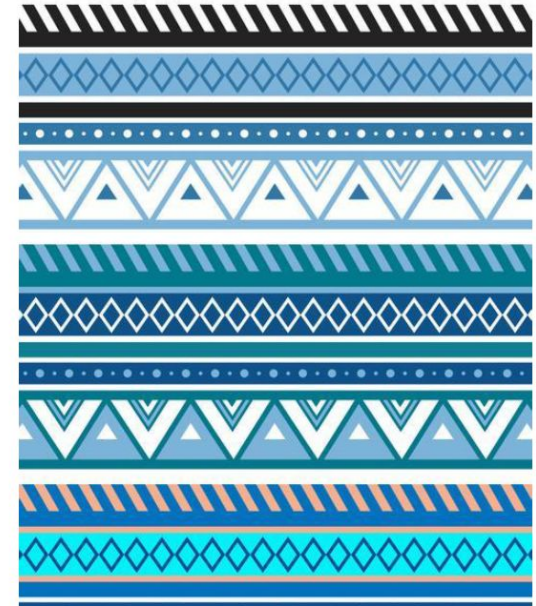
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Academic Standards:
CCSS.ELA-LITERACY.RL.3.2

[Link to lesson >](#)




Examples of Aztec Patterns:



Q & A

Join the Conversation

[#OzoChat](#)



#OzoChat


Join us for a live chat on:

Teaching with Ozobot Part 1: Tips, Lessons, & More from Ozobot Certified Educators


T W I T T E R C H A T

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Thursday, April 1st
6pm PST | 9pm EST



Jennifer Mahin
Tech Integration Specialist



Nikki Jones
Instructional Technology Coach



#OzoChat


Join us for a live chat on:

Teaching with Ozobot Part 2: Tips, Lessons, & More from Ozobot Certified Educators


T W I T T E R C H A T

•

Thursday, April 15th
6pm PST | 9pm EST



Jennifer Mahin
Tech Integration Specialist



Nikki Jones
Instructional Technology Coach

Thank You



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