

# Welcome!

## We'll get started soon.

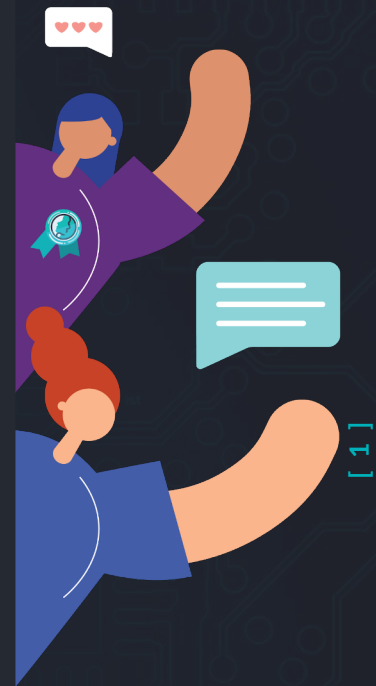
In the meantime, introduce yourself in the Chat

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

## Ozobot 101

Creating the future of education  
4 pm PST / 7PM EST

ozobot®





## Today's Presenters



**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



**Diego Covarrubias**

**Account Executive (CA, CT, LA, OK, WV)**

Ozobot Expert, STEAM Specialist, technology enthusiast.



## Today's Presenters



**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



**Heather Myers**

Account Executive (PA, OH, AZ, OR, ID, NE, NM, MN, MO, ND, SD)

Mama of 3, bookworm, & wordsmith. Ozobot team member for 4.5 years.



# Agenda

1

---

Housekeeping

2

---

Intro to Ozobot

3

---

2 Ways to Code Demo

4

---

Remote-Friendly  
Lessons

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



# Giveaway!

## Win an Educator Entry Kit

---



Enter at: [ozo.bot/giveaway](https://ozo.bot/giveaway)

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



# Poll Questions

3-5 min



# Why robotics?

## Computer Science

**9 out of 10**  
parents want their kids  
to learn CS

Source: [Gallup](#)

## Hands-On STEAM Learning

Increase  
engagement  
  
Boost  
retention up to  
**75%**

Source: [Education Corner](#)

## Future-Ready Skills

**65%**  
of elementary  
students will have  
jobs that don't exist  
yet

Source: [World Economic Forum](#)

## Social-Emotional Wellbeing

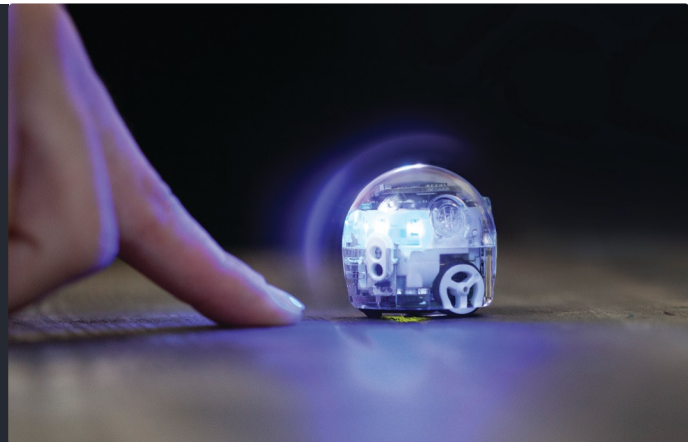
"When I place a robot  
in front of a learner,  
what I see on their  
face is  
**joy!**

– Ozobot Certified Educator



- What is Ozobot?

A robotic platform that makes it simple to teach coding and STEAM and integrate them into all subjects



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

**95%** of users report increased engagement

2014  
Ozobot



2015  
Bit



2017  
Evo



2019  
Ozobot Classroom



//CODE//  
2020 DIIA CODE FINALIST



# How It Works



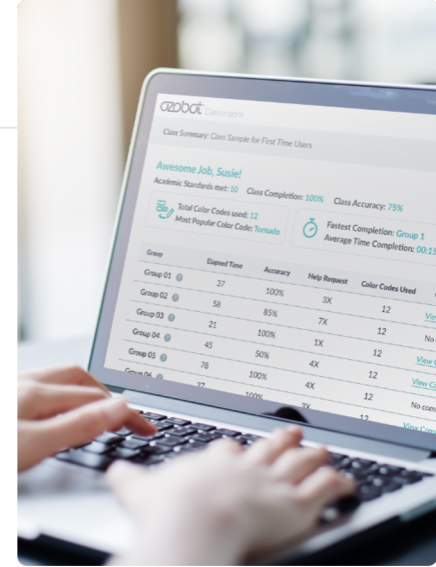
## 1-Inch Robots

Bluetooth-enabled with  
programmable parts



## 2 Ways to Code

Screen-free with colors,  
on screens with blocks



## 500+ K-12 Lessons

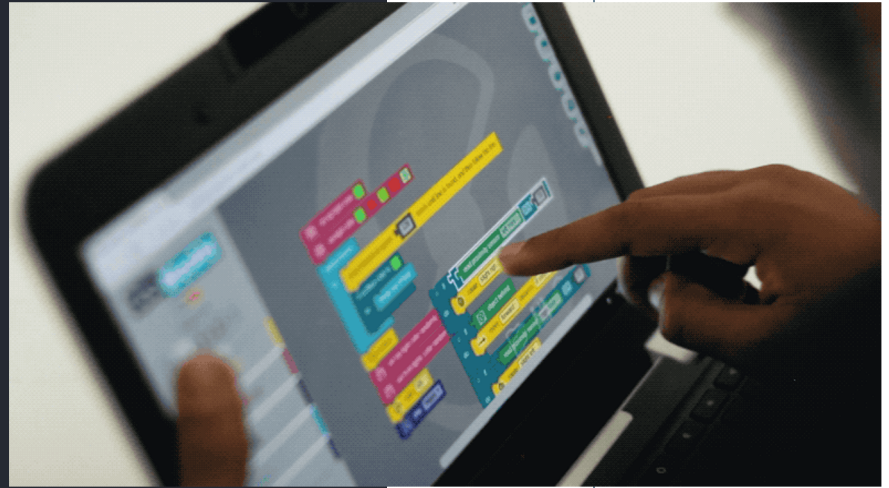
For content integration and  
tracking student progress



## 2 Ways to Code



Screen-free with colors



On screens with blocks

For teacher training:

- Sign up at [classroom.ozobot.com](https://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



# 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

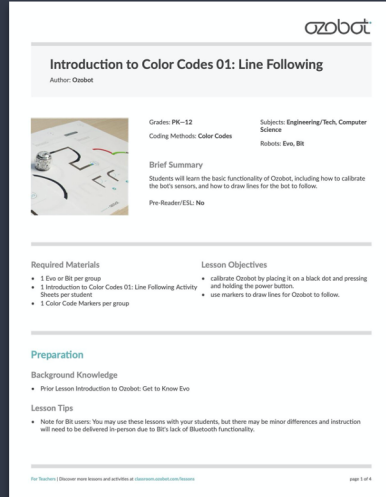
[classroom.ozobot.com/lessons](https://classroom.ozobot.com/lessons)

[Lesson Library](#)

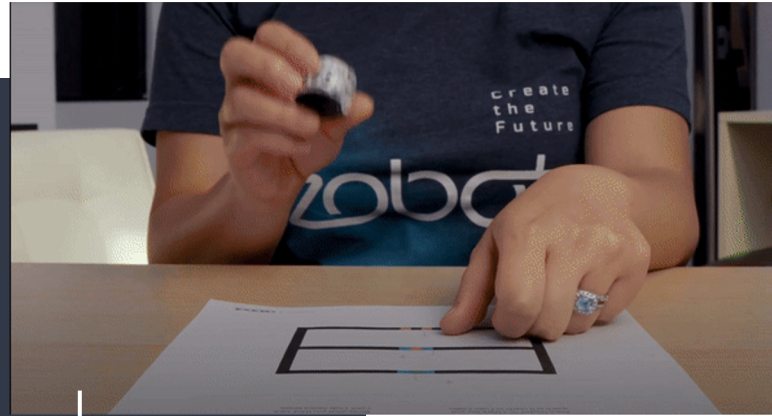
The screenshot shows the Ozobot Classroom interface. At the top, the logo reads "ozobot Classroom". Below the logo is a navigation sidebar with icons and labels: Dashboard, Classes (with a "NEW" badge), Lessons, Devices (with a "NEW" badge), OzoBlockly, and Help. At the bottom of the sidebar is a "Settings" icon. The main content area is divided into several sections. The top section, titled "Sarah Laplace", shows "Achievements" with a "Bot Camp PD" item (1 hr) and a "Continue" button. Below this is a "Lesson Library" section with an icon of a laptop and a pencil, and the text "Browse and save K-12 lessons". To the right of the "Sarah Laplace" section are two cards. The first card, titled "START HERE", features an illustration of a laptop and a pen, and is titled "Bot Camp" with the subtitle "Training for educators in 2 Ways to Code" and a "Start Training" button. The second card, titled "PRODUCT", features an illustration of a robot and a laptop, and is titled "Unlock Full Features!" with the subtitle "Enter your license code or request a Communicator to unlock boosted Bluetooth and more!" and a "Get More" button. Below the "Lesson Library" section is a "Classroom Updates" section with two images: one titled "Hands-On, Learn Anywhere Lessons: Halloween Special" dated October 13, 2020, and another titled "Using Our Imagine Platform". To the right of the "Classroom Updates" section is a "Lesson Creator" section with an icon of a robot and a pencil, and the text "Create more lessons. You could become a Certified Educator".



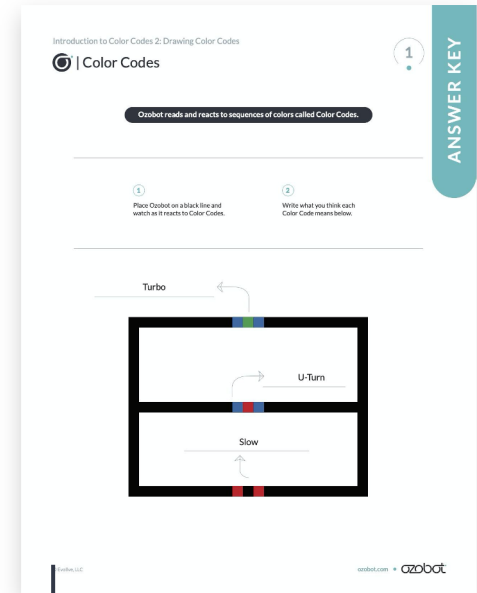
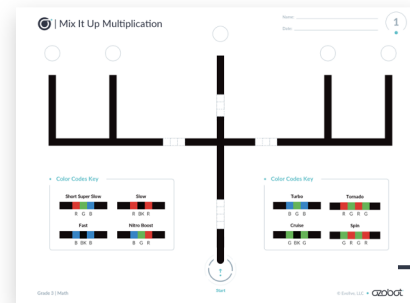
# What's in a Learn Anywhere Lesson?



Standards-Aligned Lesson Plans for Synchronous and Asynchronous Sessions



Instructional Videos for Self-Guided Learning



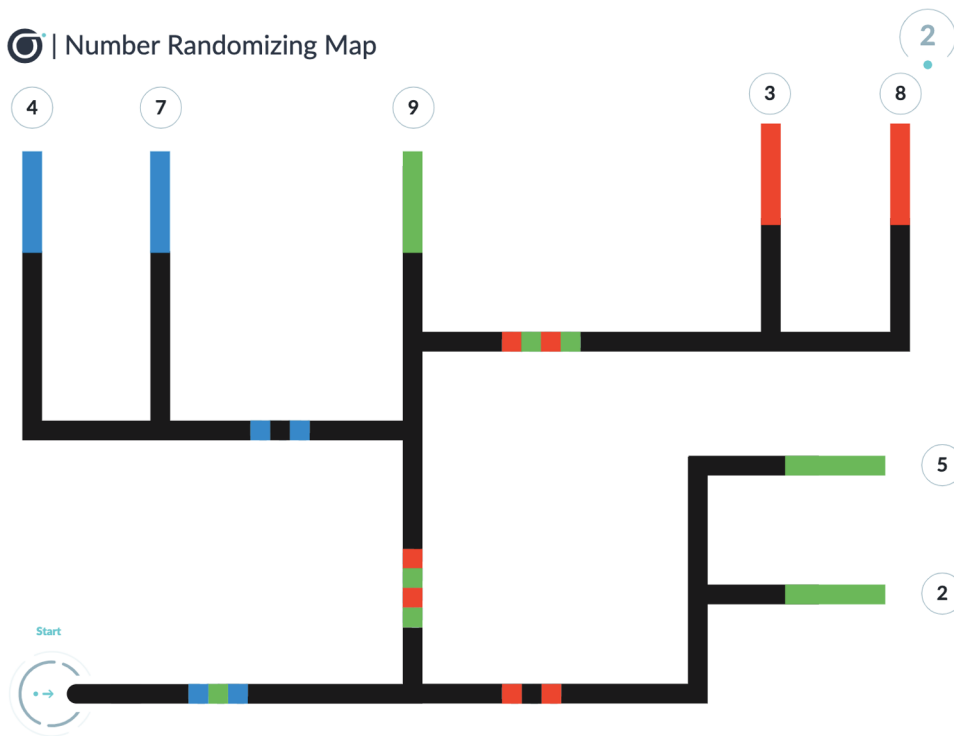
Answer Keys/Sample Solutions

Activity Sheets for Students



# 5th Grade Math

## Number Randomizing Map



Grade 5 | Math

© Evolve, LLC • azobot

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

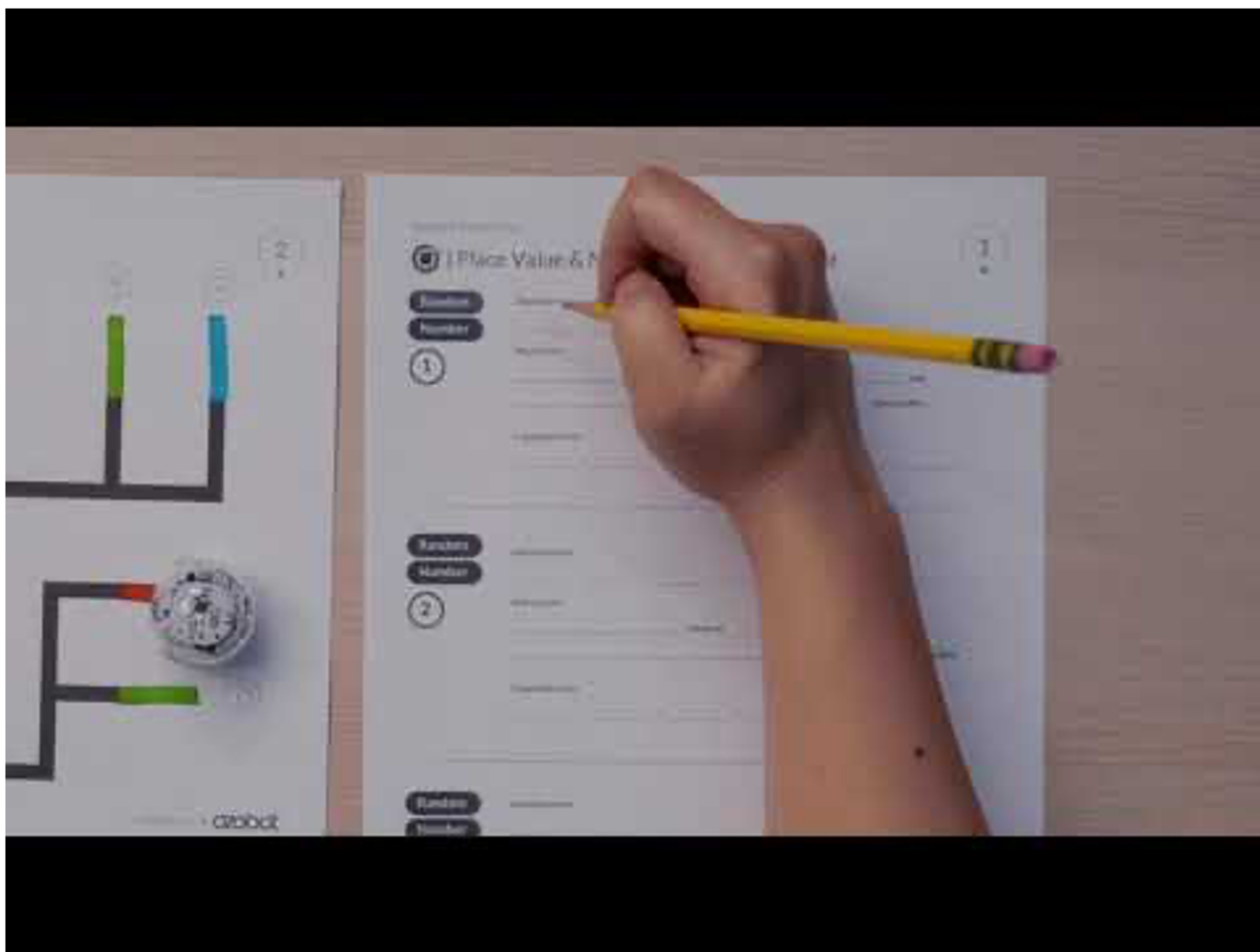
Expanded Form:

800 + 40 + 8 + 0.2 + 0.09 + 0.008

Grade 5 | Math

© Evolve, LLC • azobot







# 2nd Grade ELA

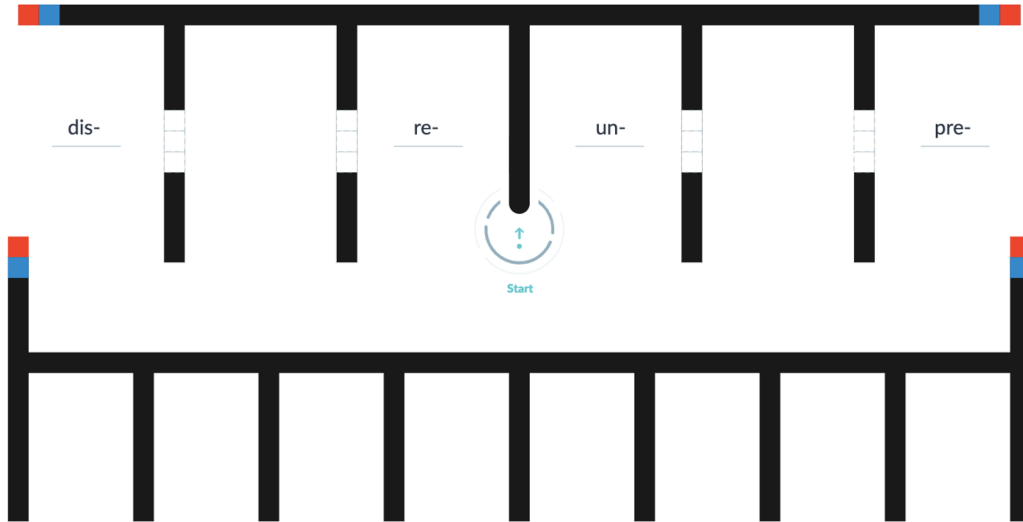
Random Prefix



Name: \_\_\_\_\_

Date: \_\_\_\_\_

1



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.

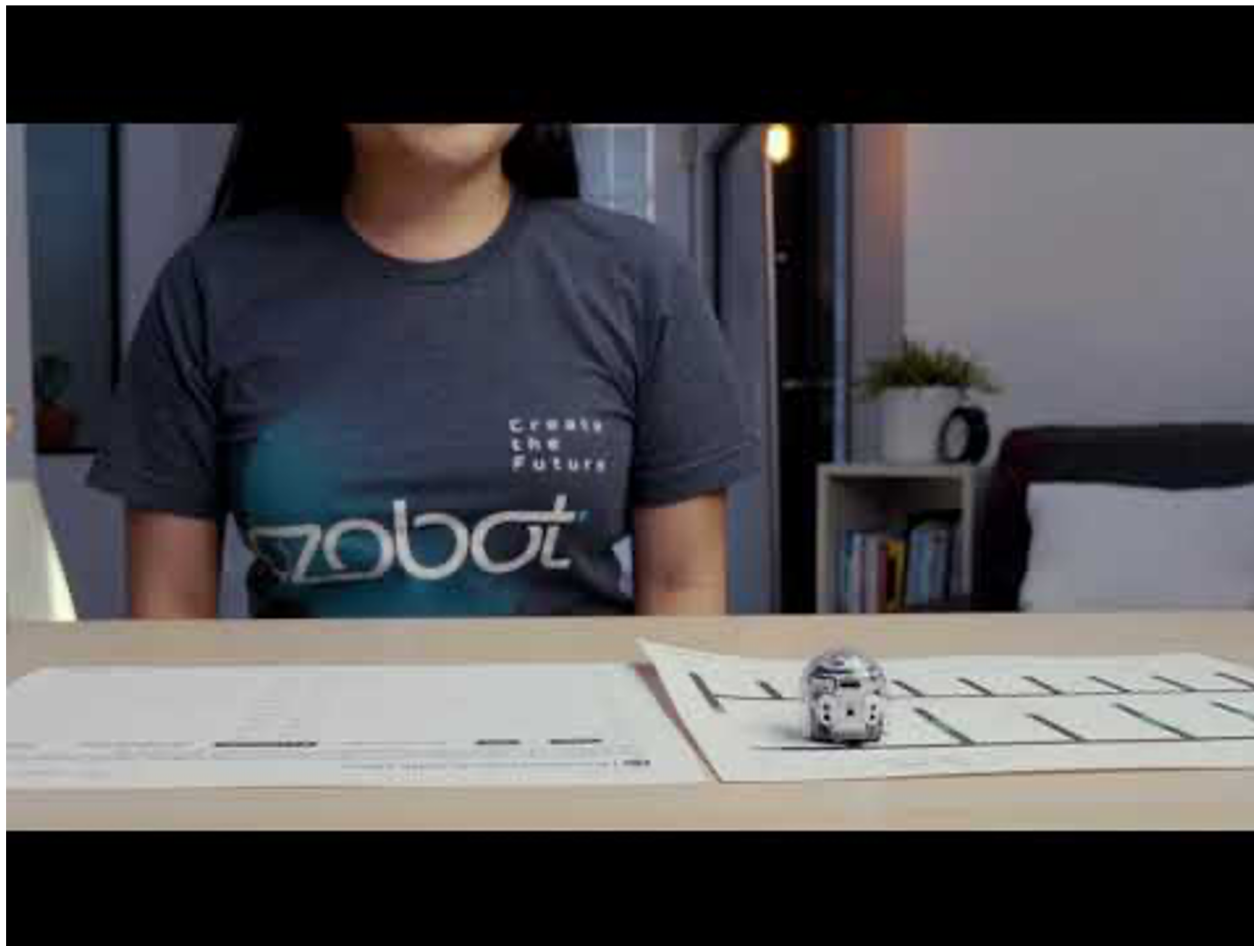
	Prefix	+	Root	=	What does it make?	Is it a real word?	If no, use the root with a different prefix	What does the word mean?
1		+		=		<input type="radio"/> Yes <input type="radio"/> No		
2		+		=		<input type="radio"/> Yes <input type="radio"/> No		
3		+		=		<input type="radio"/> Yes <input type="radio"/>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

© Evolve, LLC • ozobot

like happy do move appear heat school able lucky







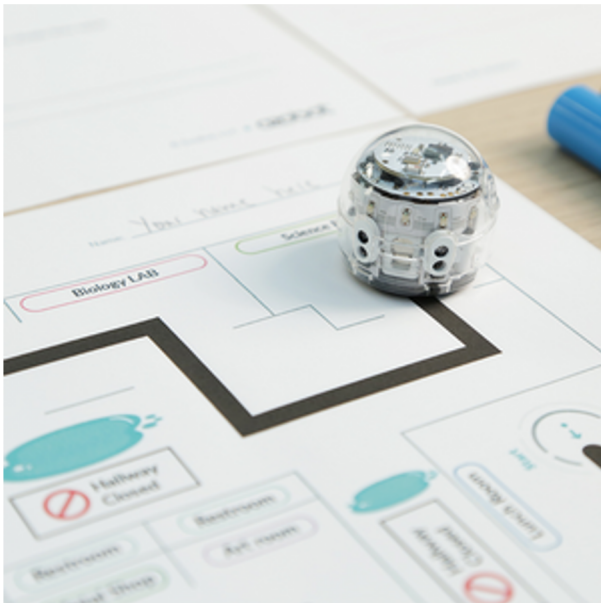
# All Grades STEAM + SEL











### Sample Lesson Series:

Introduction to OzoBlockly 01: Basic Training

Introduction to OzoBlockly 02: Sequences

Introduction to OzoBlockly 03: Loops

Introduction to OzoBlockly 04: Conditionals

Introduction to OzoBlockly 05: Skills Check 1

Introduction to OzoBlockly 06: Variables

Introduction to OzoBlockly 07: Line Following

Introduction to OzoBlockly 08: Debugging

Introduction to OzoBlockly 09: Skills Check 2

## Middle School Learn Anywhere Lessons

- Lesson Series
- Open-Ended Challenges
- Content-Integrated Lessons



# Holiday & Seasonal Lessons

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

[classroom.ozobot.com/lessons](https://classroom.ozobot.com/lessons)

[Lesson Library](#)





# 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. On the left, a sidebar identifies the user as Enzo Allen (EA) with a 'Log Out' link. It also shows navigation options for 'At home lessons' (2 To Do, 1 Completed) and 'At school lessons'. The main content area is titled 'Introduction to Color Codes (1/3) - Line Following' and indicates a duration of 25-30 minutes. A progress bar shows 4 steps completed. The 'Instructions' section lists seven 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.



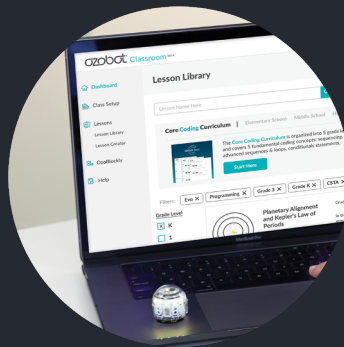
CARES Act Eligible  
+ other federal & state initiatives!

# 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)



# Q & A



# Wrap-Up

---

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



# Giveaway!

## Win an Educator Entry Kit

Email [cassandra@ozobot.com](mailto:cassandra@ozobot.com)



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

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



Thank You



ozobot<sup>®</sup>