

Welcome!

We'll get started soon.

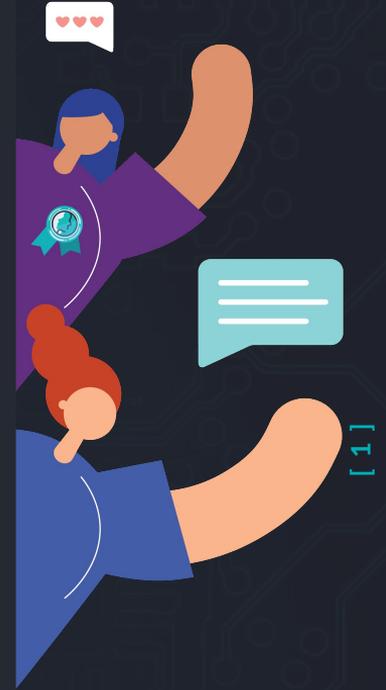
In the meantime, introduce yourself in the Chat

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

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

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

Poll Questions

3-5 min

[5]

- 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

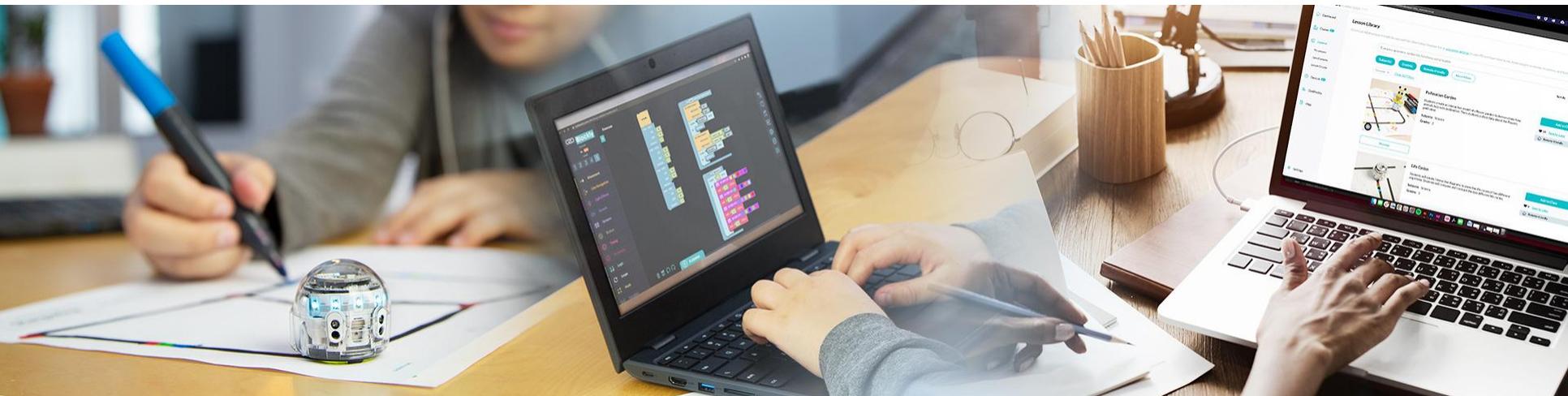
Desk-friendly and Bluetooth-enabled

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

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 logo reads "ozobot Classroom". A left-hand navigation menu includes: Dashboard, Classes (with a "NEW" badge), Lessons, Devices (with a "NEW" badge), OzoBlockly, Help, and Settings. The main content area features a user profile for "Sarah Laplace" with an "Achievements" section listing "Bot Camp PD" (1 hr) and a "Continue" button. Below the profile are several cards: "START HERE" for "Bot Camp" (Training for educators in 2 Ways to Code) with a "Start Training" button; "PRODUCT" for "Unlock Full Features!" (Enter your license code or request a Communicator to unlock boosted Bluetooth and more!) with a "Get More" button; "Lesson Library" (Browse and save K-12 lessons) with a computer icon; "Classroom Updates" (Hands-On, Learn Anywhere Lessons: Halloween Special, October 13, 2020) with a photo of a robot on a worksheet; and "Lesson Creator" (Create more lessons. You could become a Certified Educator) with a robot icon.

What's in a Learn Anywhere Lesson?

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Introduction to Color Codes 01: Line Following

Author: Ozobot

Grades: PK-12
Coding Method: Color Codes
Subjects: Engineering/Tech, Computer Science
Robots: Evo, Bit

Brief Summary
Students will learn the basic functionality of Ozobot, including how to calibrate the bot's sensors, and how to draw lines for the bot to follow.
Pre-Reader/ESL: No

Required Materials

- 1 Evo or Bit per group
- 1 Introduction to Color Codes 01: Line Following Activity Sheet per student
- 1 Color Code Markers per group

Lesson Objectives

- calibrate Ozobot by placing it on a black dot and pressing and holding the power button.
- use markers to draw lines for Ozobot to follow.

Preparation

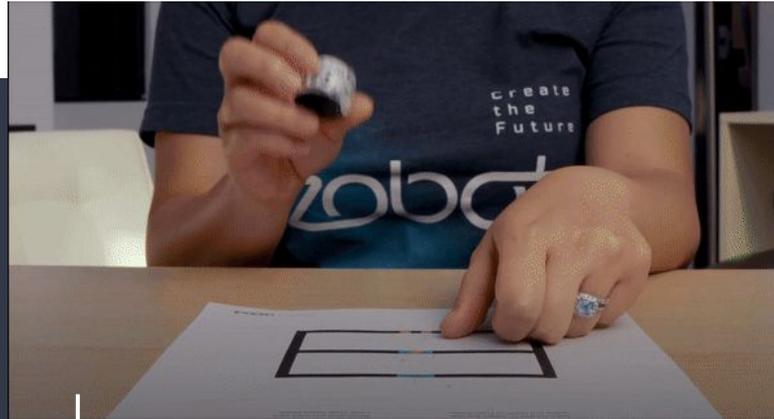
Background Knowledge

- Prior Lesson Introduction to Ozobot: Get to Know Evo

Lesson Tips

- Note for BE users: You may use these lessons with your students, but there may be minor differences and instruction will need to be delivered in person due to BE's lack of Bluetooth functionality.

For Teachers | Discover more lessons and activities at www.ozobot.com/learn
page 1 of 4



Instructional Videos for Self-Guided Learning

Standards-Aligned Lesson Plans for Synchronous and Asynchronous Sessions

Mix It Up Multiplication

Color Codes Key

Start	Speed	Stop
Black	Red	Black
Black	Red	Black

Color Codes Key

Turbo	Turn
Black	Black
Black	Black

ozobot

Introduction to Color Codes 2: Drawing Color Codes

Color Codes

1

Ozobot reads and reacts to sequences of colors called Color Codes.

1 Place Ozobot on a black line and watch as it reacts to Color Codes.

2 Write what you think each Color Code means below.

Turbo

U-Turn

Slow

ozobot.com ozobot

Answer Keys/Sample Solutions

Activity Sheets for Students



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Pacing Guide | Middle School

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

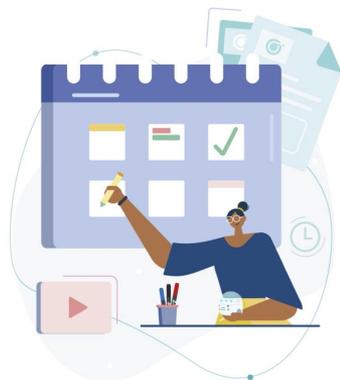
We recommend all students begin with the Introduction to Color Codes and Introduction to Blockly series for a foundation in CS, before moving into optional content-integrated lessons for math, ELA, or STEAM. This pacing guide allows for flexibility.

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

1 [ozobot.com](https://www.ozobot.com)



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Pacing Guide | Grade 4

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.

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Length of each Lesson: 45-60 min.
Standards: CSTA, NGSS, CCSS Math/ELA

Ozobot Pacing Guide

1 [ozobot.com](https://www.ozobot.com)

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](#)

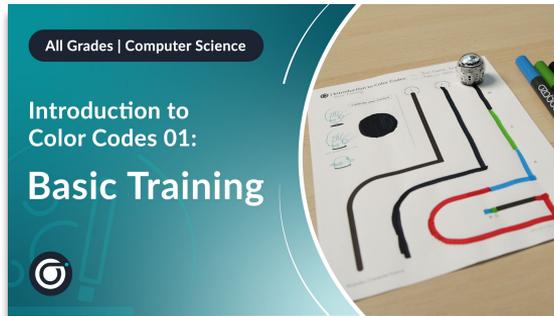
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The Basics



[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

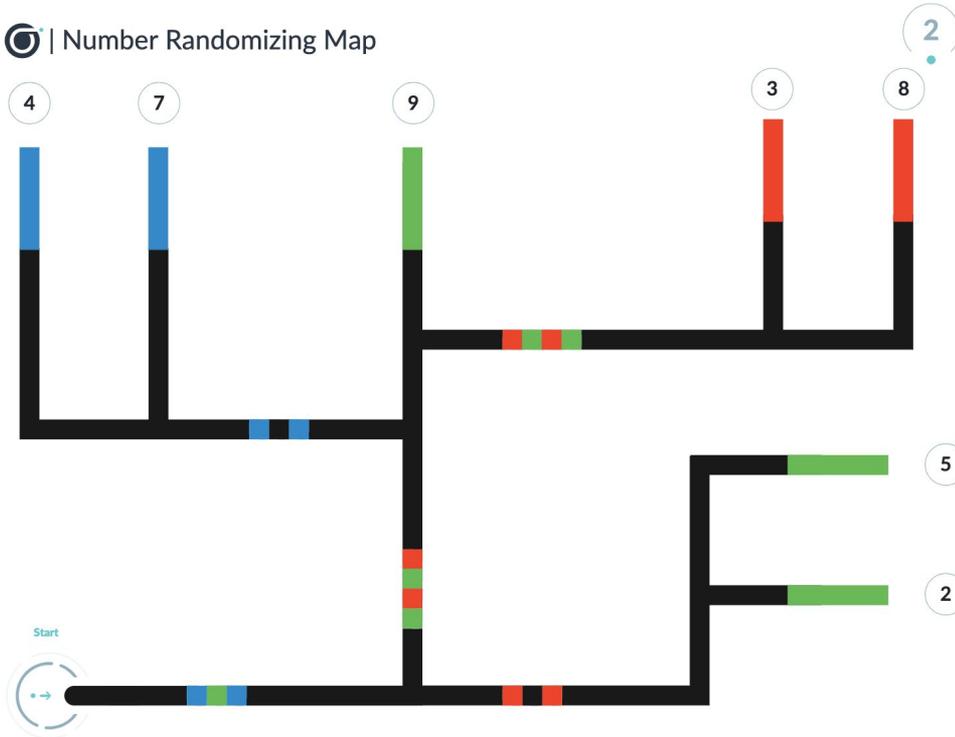
classroom.ozobot.com

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



SAMPLE SOLUTION

Number Randomizer

1 | Place Value & Number Forms Worksheet

Random Number

Standard Form: 4 7 3 . 2 5 8

1

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

Standard Form: 5 9 2 . 7 8 7

2

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

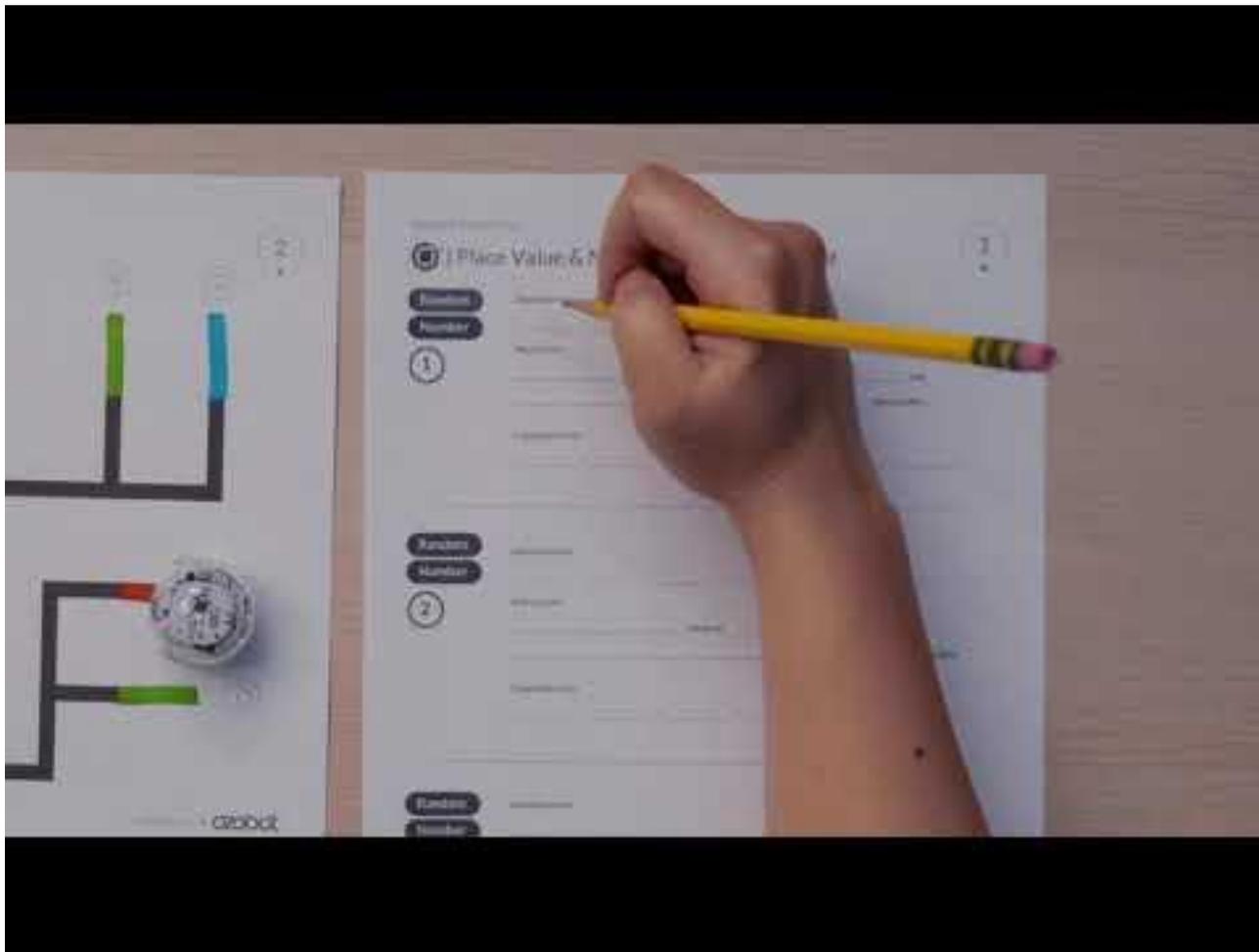
Standard Form: 8 4 8 . 2 9 8

3

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

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

SAMPLE SOLUTION



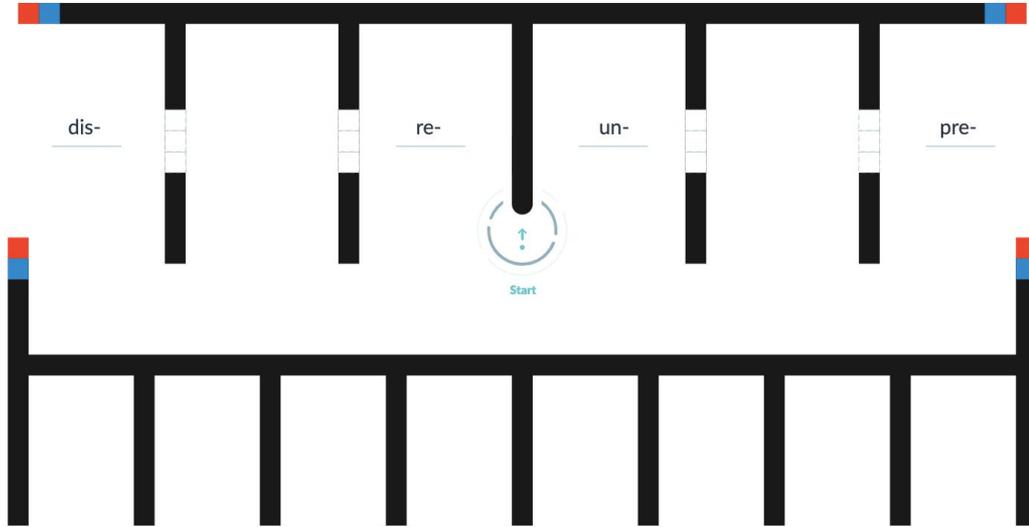
2nd Grade ELA

Random Prefix Prefix Chooser

Name: _____

Date: _____

1



like happy do move appear heat school able lucky

Random Prefix

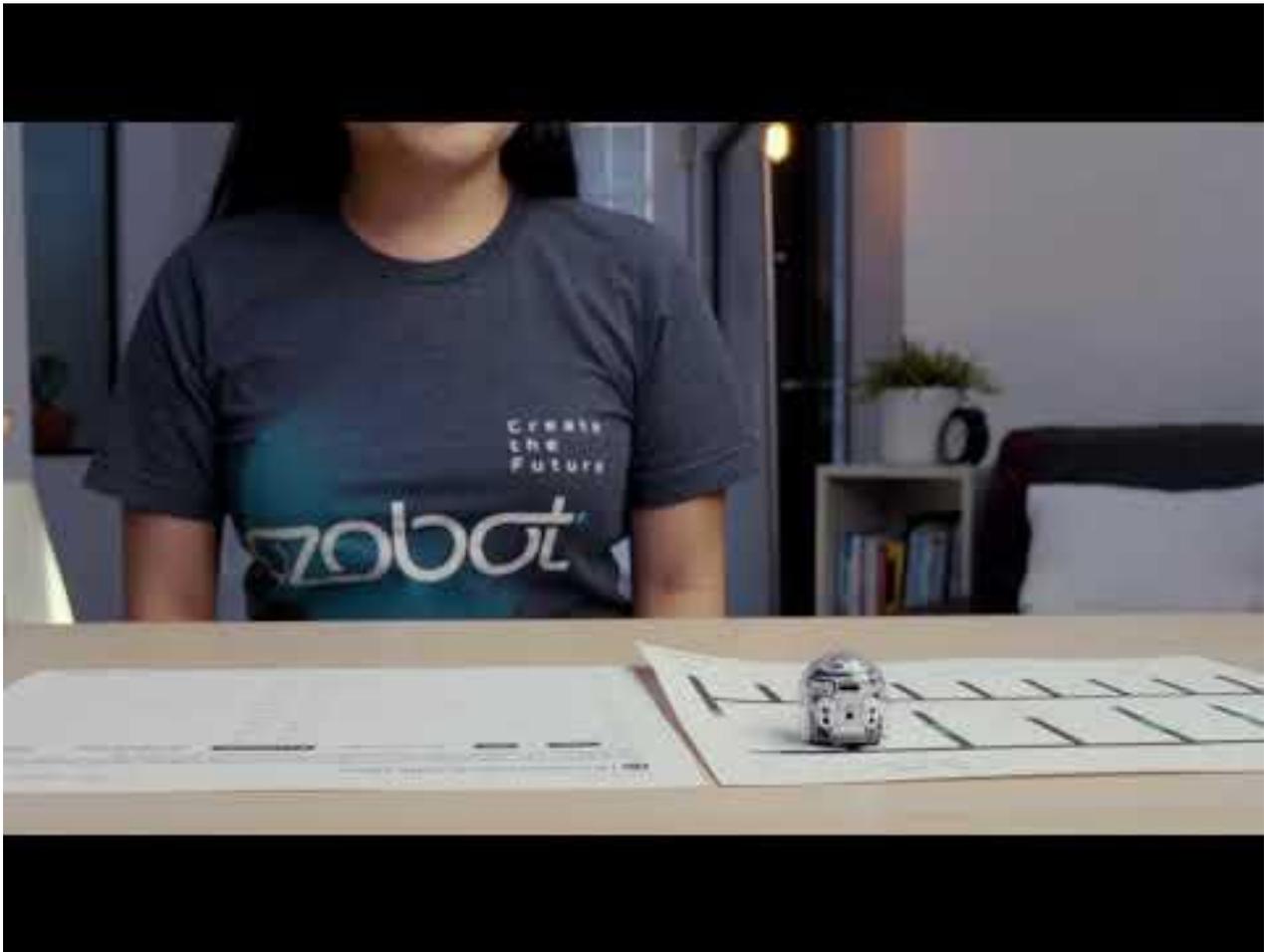
Random Prefix Activity Sheet

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	_____	_____



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

[Lesson Library](#)



The screenshot shows the Ozobot Classroom website interface. At the top, the logo 'ozobot Classroom' 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'. A 'Forgot password?' link is positioned below the password field. A teal 'Sign In' button is located at the bottom of the login section. Below the login form, there is a section for new users: 'New to Ozobot Classroom?' followed by a 'Sign up for free.' link. At the very bottom, a note states: 'Compatible with most computers (including Chromebooks) with the Chrome or Edge browser.' and 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

The screenshot shows the Ozobot Classroom interface. The main content area displays the lesson title "Introduction to Ozobot Blockly 01: Basic Training (Grades 2-12)" and a brief description: "In this lesson, students will learn how to navigate through OzoBlockly, program simple block-based code, and run the code on their Ozobot. Before you start, make sure your Ozobot is charged." Below the text is a video player with a play button and a "Copy link" button. To the right of the video is a table of contents with 9 items, each with a play icon: 1. Introduction, 2. OzoBlockly Levels, 3. Side Bar and Workspace, 4. Copy, Undo, and Redo Icons, 5. Deleting Blocks, 6. Constructing and Adjusting Your Program, 7. Running Your Program, 8. Add More To Your Program, and 9. Check for Understanding & Optional Extensions. Below the video and table of contents is a section with four tabs: "Materials & Resources", "Instructions", "Completion Checklist", and "Feedback". Under "Materials & Resources", there are two columns: "Materials" with items "OzoBlockly Editor" and "Bluetooth®-enabled Ozobot (e.g. Evo)", and "Resources" with the item "Blockly Editor".

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 interface. At the top, it shows the user profile for Enzo Allen (EA) with a 'Log Out' link. The lesson title is 'Introduction to Color Codes (1/3) - Line Following', and the class is 'Class Name, Section 1' by Melissa Toohey. The lesson duration is 25-30 minutes, and it is scheduled for Jun 25th, 2 days out. The lesson is currently at step 4 of 7. The main content area shows a video player for 'Calibration your Ozobot' and a list of instructions: 1. Line Following Sensors, 2. Calibration (selected), 3. Drawing Lines, 4. Draw a circle, 5. Drawing Corners and..., 6. Seeing Color, and 7. Great Work!. The 'Calibration' instruction includes a video player and a list of steps: 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 visible 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

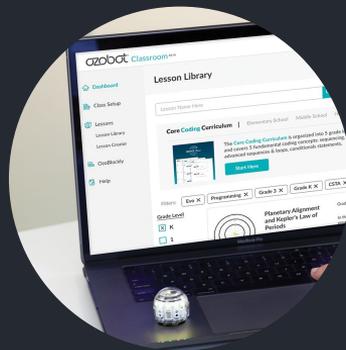
Eligible for ESSER
+ other federal & state initiatives!

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)

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



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