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
Agenda

1. Housekeeping
2. Intro to Ozobot
3. 2 Ways to Code Demo
4. Remote-Friendly Lessons
5. Q & A
6. Wrap-Up
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
Why CS?

- **States** are mandating CS education through adoption of CS standards
- **Teachers** are not prepared to teach the content
- **Low-SES, highly diverse schools** have less access to CS instruction than their high-SES, white-majority counterparts
What Is Ozobot?

Ozobot makes CS education hands-on for students and easy for all educators. Ozobot is:

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

Source: Teacher Survey
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

All learning styles
*Journal of Autism Spectrum Disorders* study – effective for engaging students with ASD

Standards: CCSS Math/ELA, ISTE, CSTA, NGSS, & more

+ In person, remote, hybrid instruction
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
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
What’s in a Learn Anywhere Lesson?

Instructional Videos for Self-Guided Learning

Standards-Aligned Lesson Plans for Synchronous and Asynchronous Sessions

Answer Keys/Sample Solutions

Activity Sheets for Students
Twenty to thirty lessons to get you started with Ozobots.

Pacing Guides

Kindergarten
Grade 1
Grade 2
Grade 3
Grade 4
Grade 5
Grades 6-8

Link to Pacing Guides
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
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)
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
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
### Number Randomizer

<table>
<thead>
<tr>
<th>Place Value &amp; Number Forms Worksheet</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Random Number</strong></td>
</tr>
<tr>
<td><strong>Standard Form:</strong></td>
</tr>
<tr>
<td>4 7 3 2 5 8</td>
</tr>
<tr>
<td><strong>Word Form:</strong></td>
</tr>
<tr>
<td>four hundred seventy-three and two hundred fifty-eight thousandths</td>
</tr>
<tr>
<td><strong>Expanded Form:</strong></td>
</tr>
<tr>
<td>473 258 0.2 0.05 0.008</td>
</tr>
</tbody>
</table>

| **Random Number**                     |
| **Standard Form:**                    |
| 5 9 2 7 8 7                           |
| **Word Form:**                        |
| five hundred ninety-two and seven hundred eighty-seven thousandths |
| **Expanded Form:**                    |
| 592 787 0.7 0.08 0.007                |

| **Random Number**                     |
| **Standard Form:**                    |
| 8 4 2 9 8                             |
| **Word Form:**                        |
| eight hundred forty-eight and two hundred ninety-eight thousandths |
| **Expanded Form:**                    |
| 842 98 0.2 0.09 0.008                 |
2nd Grade ELA

Prefix Chooser

Start

dis-
re-
un-
pre-

Prefix Activity Sheet

Random Prefix

Number

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?

Like
Happy
do
move
appear
heat
school
able
lucky

© Evolve, LLC
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
Pacing Guide | Grade 2

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
<table>
<thead>
<tr>
<th>Lesson</th>
<th>Lesson Title &amp; Link</th>
<th>Description</th>
<th>Primary Academic Standard</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Introduction to Ozobot: Get to Know Evo</td>
<td>Students identify and name the hardware components of Ozobot Evo.</td>
<td>CSTA.1A-CS-02 Use appropriate terminology in identifying and describing the function of common physical components of computing systems (hardware).</td>
</tr>
<tr>
<td>2</td>
<td>Introduction to Color Codes 01: Basic Training</td>
<td>Students learn the basics of Ozobot's line-following capabilities.</td>
<td>CSTA.1B-CS-02 Model how computer hardware and software work together as a system to accomplish tasks.</td>
</tr>
<tr>
<td>3</td>
<td>Introduction to Color Codes 02: Speed</td>
<td>Students learn the various speed Color Codes to program their bot to move at different speeds.</td>
<td>CSTA.1A-AP-12 Develop plans that describe a program's sequence of events, goals, and expected outcomes.</td>
</tr>
<tr>
<td>4</td>
<td>Introduction to Color Codes 03: Special Moves &amp; Win/Exit</td>
<td>Students learn how to program their bot to perform special moves with Color Codes.</td>
<td>CSTA.1A-AP-12 Develop plans that describe a program's sequence of events, goals, and expected outcomes.</td>
</tr>
<tr>
<td>5</td>
<td>Introduction to Color Codes 04: Direction</td>
<td>Students learn the directional Color Codes to program their bot to move in a specific direction.</td>
<td>CSTA.1B-CS-02 Model how computer hardware and software work together as a system to accomplish tasks.</td>
</tr>
<tr>
<td>6</td>
<td>Introduction to Color Codes 05: Skills Check 1 (Grades K-2)</td>
<td>Students apply the concepts and skills they learned in previous lessons to program their bot to complete a challenge.</td>
<td>CSTA.1B-CS-02 Model how computer hardware and software work together as a system to accomplish tasks.</td>
</tr>
<tr>
<td>7</td>
<td>Introduction to Color Codes 06: Timers</td>
<td>Students learn about the timer Color Codes to complete a challenge.</td>
<td>CSTA.1A-AP-12 Develop plans that describe a program's sequence of events, goals, and expected outcomes.</td>
</tr>
<tr>
<td>8</td>
<td>Introduction to Color Codes 07: Line Switch</td>
<td>Students learn about the line switch Color Codes to complete a challenge.</td>
<td>CSTA.1B-CS-02 Model how computer hardware and software work together as a system to accomplish tasks.</td>
</tr>
<tr>
<td>Lesson Title &amp; Link</td>
<td>Description</td>
<td>Primary Academic Standard</td>
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<tr>
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<td></td>
</tr>
<tr>
<td>9 Introduction to Color Codes 09: Skills Check 2</td>
<td>Students apply the concepts and skills they learned in all lessons to program their bot to complete a challenge.</td>
<td>CSTA.1B-CS-02 Model how computer hardware and software work together as a system to accomplish tasks.</td>
<td></td>
</tr>
<tr>
<td>10 Landform Adventure Race</td>
<td>In this STEAM-integrated lesson, students use Color Codes to identify different types of landforms.</td>
<td>NGSS.2-ESS2-2 Earth’s Systems – Develop a model to represent the shapes and kinds of land and bodies of water in an area.</td>
<td></td>
</tr>
<tr>
<td>11 Pollination Garden</td>
<td>In this STEAM-integrated lesson, students use Color Codes to program their bot to mimic a pollinator in a garden.</td>
<td>NGSS.2-LS2-2 Ecosystems: Interactions, Energy, and Dynamics – Develop a simple model that mimics the function of an animal in dispersing seeds or pollinating plants.</td>
<td></td>
</tr>
<tr>
<td>12 Picking Out Irregular Plural Nouns</td>
<td>In this ELA-integrated lesson, students use Color Codes to identify irregular plural nouns.</td>
<td>CCSS.ELA-LITERACY.L.2.1.B Form and use frequently occurring irregular plural nouns (e.g., feet, children, teeth, mice, fish).</td>
<td></td>
</tr>
<tr>
<td>13 Random Prefix</td>
<td>In this ELA-integrated lesson, students use Color Codes to create, identify, and use prefixes with root words.</td>
<td>CCSS.ELA-LITERACY.L.2.4.B Determine the meaning of the new word formed when a known prefix is added to a known word (e.g., happy/unhappy, tell/retell).</td>
<td></td>
</tr>
<tr>
<td>14 What’s My Value</td>
<td>In this math-integrated lesson, students use Color Codes to determine the place value of a number.</td>
<td>CCSS.MATH.CONTENT.2.NBT.A.1 Understand that the three digits of a three-digit number represent amounts of hundreds, tens, and ones; e.g., 706 equals 7 hundreds, 0 tens, and 6 ones.</td>
<td></td>
</tr>
<tr>
<td>15 Money Mountains</td>
<td>In this math-integrated lesson, students use Color Codes to count coins.</td>
<td>CCSS.MATH.CONTENT.2.MD.C.8 Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies, using $ and ¢ symbols appropriately.</td>
<td></td>
</tr>
<tr>
<td>16 Introduction to Ozobot Blockly 01: Basic Training</td>
<td>Students learn the basics of how to navigate Ozobot Blockly, program a simple code, and run it on their bot.</td>
<td>CSTA.1B-AP-10 Create programs that include sequences, events, loops, and conditionals.</td>
<td></td>
</tr>
<tr>
<td>Lesson Title &amp; Link</td>
<td>Description</td>
<td>Primary Academic Standard</td>
<td></td>
</tr>
<tr>
<td>--------------------</td>
<td>-------------</td>
<td>---------------------------</td>
<td></td>
</tr>
<tr>
<td>17 Introduction to Ozobot Blockly 02: Sequences</td>
<td>Students learn to program a simple sequence in Ozobot Blockly.</td>
<td>CSTA.1B-AP-10 Create programs that include sequences, events, loops, and conditionals.</td>
<td></td>
</tr>
<tr>
<td>18 Introduction to Ozobot Blockly 03: Loops</td>
<td>Students learn to program with loops to create a dance sequence.</td>
<td>CSTA.1B-AP-10 Create programs that include sequences, events, loops, and conditionals.</td>
<td></td>
</tr>
<tr>
<td>19 Introduction to Ozobot Blockly 04: Debugging</td>
<td>Students learn to use debugging skills by building a program and fixing errors.</td>
<td>CSTA.1B-AP-15 Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.</td>
<td></td>
</tr>
<tr>
<td>20 Introduction to Ozobot Blockly 05: Skills Check 1</td>
<td>Students apply the concepts and skills they learned in previous lessons to program their bot to complete a challenge.</td>
<td>CSTA.1B-AP-15 Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.</td>
<td></td>
</tr>
<tr>
<td>21 Introduction to Ozobot Blockly 09: Line Navigation</td>
<td>Students learn about the line navigation blocks to program their bot to move from location to location.</td>
<td>CSTA.1B-CS-02 Model how computer hardware and software work together as a system to accomplish tasks.</td>
<td></td>
</tr>
<tr>
<td>22 A Vowel Story</td>
<td>In this ELA-integrated lesson, students use Ozobot Blockly to program their bot to select words to determine long or short vowel sounds.</td>
<td>CCSS.ELA-LITERACY.RF.2.3.A Distinguish long and short vowels when reading regularly spelled, one-syllable words.</td>
<td></td>
</tr>
<tr>
<td>23 A Vowel Story: Make it Rhyme</td>
<td>In this ELA-integrated lesson, students use Ozobot Blockly to program their bot to select words for a story frame and students determine if the vowel sounds are long or short.</td>
<td>CCSS.ELA-LITERACY.RF.2.3.B Know spelling-sound correspondences for additional common vowel teams.</td>
<td></td>
</tr>
<tr>
<td>24 Making Three-Digit Numbers</td>
<td>In this math-integrated lesson, students use Ozobot Blockly to program their bot to create three-digit numbers.</td>
<td>CCSS.MATH.CONTENT.2.NBT.A.1 Understand that the three digits of a three-digit number represent amounts of hundreds, tens, and ones; e.g., 706 equals 7 hundreds, 0 tens, and 6 ones.</td>
<td></td>
</tr>
<tr>
<td>Lesson Title &amp; Link</td>
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<td></td>
</tr>
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<td>---------------------</td>
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<td></td>
</tr>
<tr>
<td>25 Writing Three-Digit Numbers</td>
<td>In this math-integrated lesson, students use Ozobot Blockly to program their bot to provide digits so that students can write three-digit numbers.</td>
<td>CCSS.MATH.CONTENT.2.NBT.A.1 Understand that the three digits of a three-digit number represent amounts of hundreds, tens, and ones; e.g., 706 equals 7 hundreds, 0 tens, and 6 ones.</td>
<td></td>
</tr>
<tr>
<td>26 Ozobot Blockly ELA/STEAM Integration</td>
<td>Coming Soon!</td>
<td></td>
<td></td>
</tr>
<tr>
<td>27 Ozobot Blockly ELA/STEAM Integration</td>
<td>Coming Soon!</td>
<td></td>
<td></td>
</tr>
<tr>
<td>28 Ozobot Blockly ELA/STEAM Integration</td>
<td>More content-integrated lessons are currently being developed. Visit the Ozobot Classroom Lesson Library to find the latest lessons.</td>
<td>Coming Soon!</td>
<td></td>
</tr>
<tr>
<td>29 Ozobot Blockly ELA/STEAM Integration</td>
<td>Coming Soon!</td>
<td></td>
<td></td>
</tr>
<tr>
<td>30 Ozobot Blockly ELA/STEAM Integration</td>
<td>Coming Soon!</td>
<td></td>
<td></td>
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</tbody>
</table>
## Content Integration Options | Grade 2

<table>
<thead>
<tr>
<th>STEAM</th>
<th>ELA</th>
<th>Math</th>
<th>Holiday</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pollination Garden</td>
<td>Picking Out Irregular Plural Nouns</td>
<td>What's My Value</td>
<td>Ozobot for President! (Beginner)</td>
</tr>
<tr>
<td>Landform Adventure Race</td>
<td>Vowel Addition</td>
<td>Odd or Even Shopping</td>
<td>Ozobot for President! (Advanced)</td>
</tr>
<tr>
<td>What's the Object</td>
<td>Random Prefix</td>
<td>Money Mountains</td>
<td>Ozobot Trick or Treat</td>
</tr>
<tr>
<td>Changes in Matter Match-Up</td>
<td>Random Suffix</td>
<td>Telling Time</td>
<td>Holiday Series: Thanksgiving/Gratitude Party</td>
</tr>
<tr>
<td></td>
<td>Silly Sentences</td>
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<td></td>
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<tr>
<td></td>
<td>A Vowel Story</td>
<td></td>
<td>Holiday Series: Hanukkah</td>
</tr>
<tr>
<td></td>
<td>A Vowel Story Make it Rhyme</td>
<td></td>
<td>Holiday Series: Kwanzaa</td>
</tr>
<tr>
<td></td>
<td>My Own Vowel Story</td>
<td></td>
<td>Holiday Series: Lunar New Year</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Black History: 2-5 Grade</td>
</tr>
</tbody>
</table>
Create your free Ozobot Classroom account

1. Go to classroom.ozobot.com
2. Click “Sign in with Google”
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)**
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
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