Creating Lessons for Ozobot Bit

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How do I come up with ideas…

What is your Objective? What do you want the kids to learn?

I don't start with the Ozobots. I look at my curriculum and I pick something I am already going to teach. Now the question is how to integrate the Ozobot into that curriculum?

For Example…

Language Arts Curriculum…Fairytale Lesson

- Story elements,
- Character development
- Writing
- Independent code writing

OZOBLOCKLY LESSONS

ACTIVITY

Bowling with Ozobot
by Ozobot

FAIRYTALE ELEMENTS LESSON I TEMPLATE

LESSON

Ozobot's Fairytale, Le
by Ozobot

FAIRYTALE LESSON II

LESSON

Ozobot's Fairytale, Le
by Ozobot

Teaching Tips...

- Demonstrate planning steps
- Give students offline planning time
- Draw path on paper first.
- Write plan in paragraph form then turn it into code Language
- Use sentence strips of 'Code' for whole class teaching

Ozobot Bit Character Description
_____
_____

Describe the behavior of the Ozobot Bit during your story
_____
_____
_____
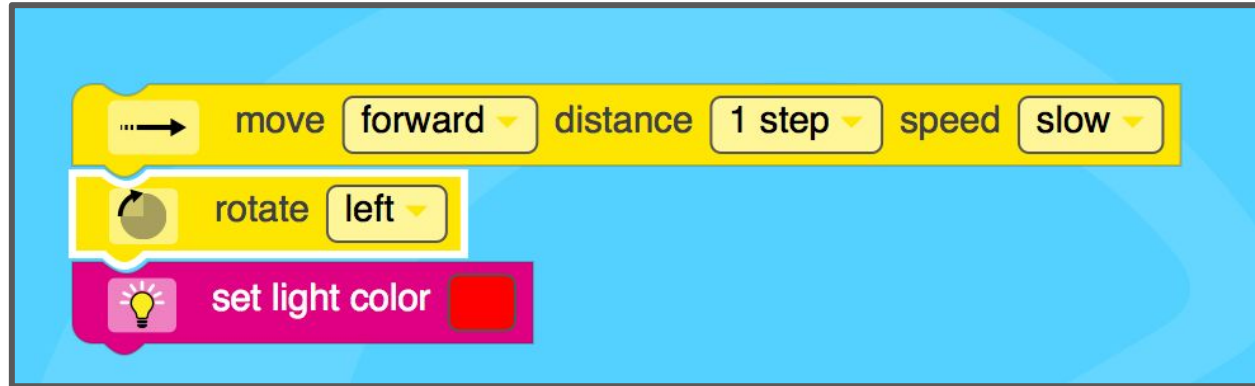
In the box below, **sketch out the movements and behaviors** you want your Ozobot
include arrows to indicate the direction your Ozobot Bit is moving so you will be able
Bit correctly.

When Designing a Lesson...

Play to Ozobots strengths

- Movement
- Forward or back
- Turning
- Spinning
- Color changing
- Speed
- Line Following

The Ozobot Twist...

Space Timeline Game…

Take a lesson that you already have, then throw a little programming with Ozoblockly in...

create an answer key to your game board.
3. Find a picture related to the event.

Space Event Card

Event Title _____
Summary of Event
_____
_____
_____
_____
_____
_____
_____

Repeat Event Title
_____
_____

Date of Event

Citation

Overview

Students create a game for Ozobot Bit. Students design a game board with events in the history of exploration of space. The events will not be in order on the game board. Using student created game play rules, Ozobot Bit is programmed to **correctly** travel the timeline.

Before Teaching Integrated Lessons with Ozoblockly

- Teach line following
- Teach the Ozoblockly shape tracer games
- Have the kids create simple programs of their in the Ozoblockly editor
- Practice calibrating and loading programs
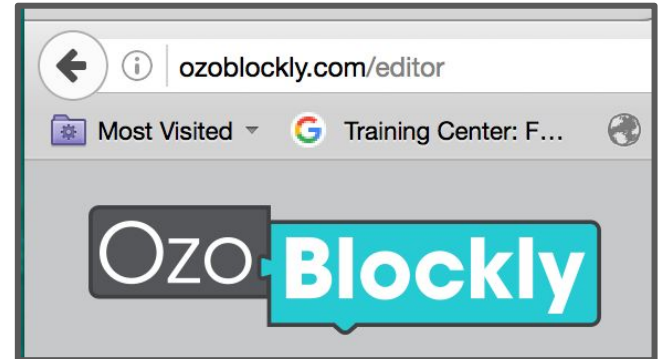
You Don't Need to Know How to Code!

- It's okay not to be the expert in the room
- Kids pick up code quickly, and may surpass your skills
- Use "expert" kids to help other kids (and you! :)