

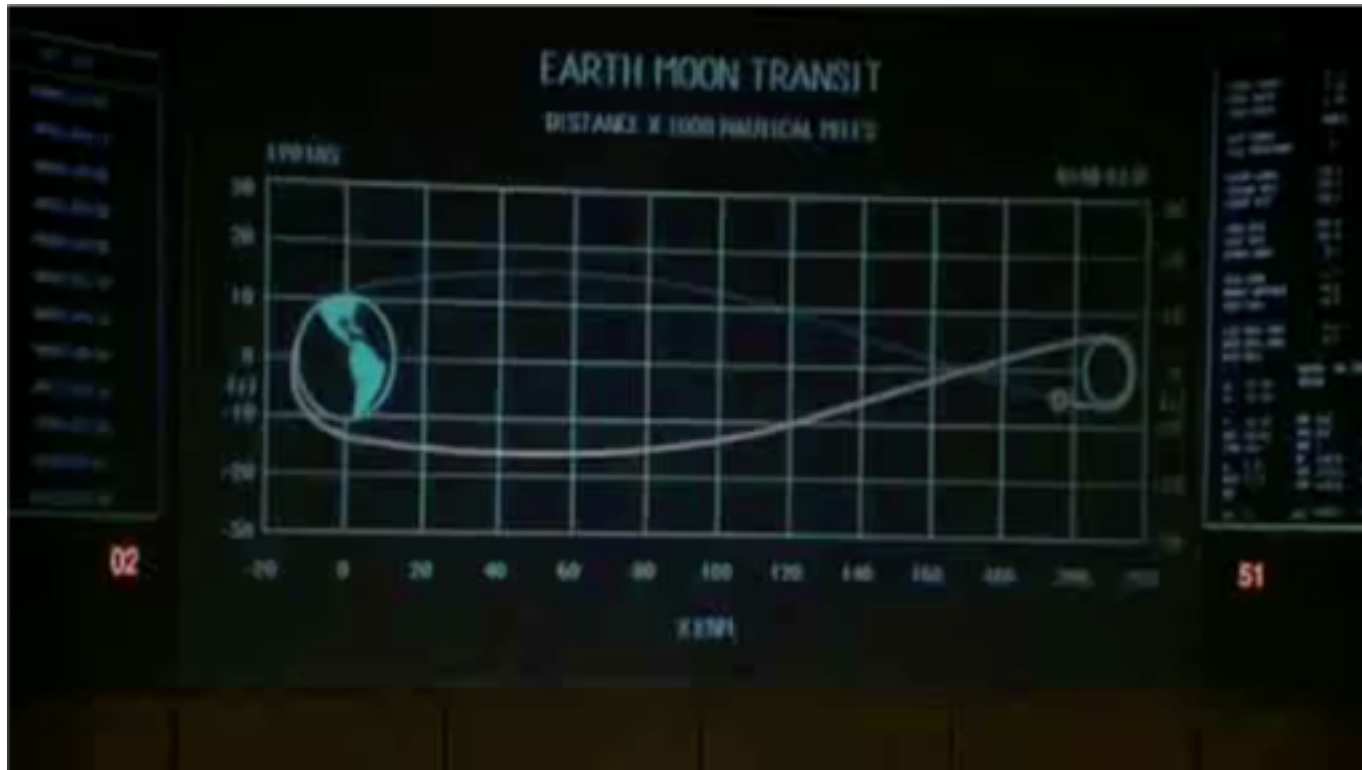
Computational Tinkering

Kit C1 - Ozobot

Febbraio 2019

Pensiero Computazionale

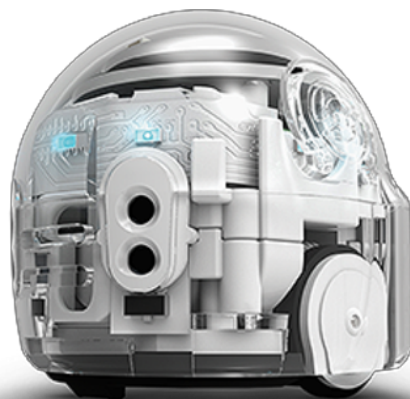
L'insieme dei **processi mentali** che vengono posti in essere
nella formulazione di un **problema**
e della sua relativa **soluzione**



Apollo 13 – Creatività in azione

<https://youtu.be/uBe-BZMY2nw>

Vi presento Ozobot



bit evo

<https://ozobot.com/>



SPEED



SNAIL DOSE

SLOW

CRUISE

FAST

TURBO

NITRO BOOST

WIN/EXITS



WIN/EXIT (PLAY AGAIN)

WIN/EXIT (GAME OVER)

DIRECTION



GO LEFT

GO STRAIGHT

GO RIGHT

LINE JUMP LEFT

LINE JUMP STRAIGHT

LINE JUMP RIGHT

U TURN

U TURN (LINE END)

COUNTERS

FIVE DOWN TO STOP



ENABLE X-ING COUNTER

ENABLE TURN COUNTER

ENABLE PATH COLOR COUNTER

ENABLE POINT COUNTER

POINT +1

POINT -1

TIMERS



TIMER ON (30 SEC. TO STOP)

TIMER OFF

PAUSE (3 SEC.)

COOL MOVES



TORNADO

ZIGZAG

SPIN

BACKWALK

ozobot.com



SPEED

SNAIL DOSE

SLOW

CRUISE

FAST

TURBO

NITRO BOOST

DIRECTION

GO LEFT

GO STRAIGHT

GO RIGHT

LINE JUMP LEFT

LINE JUMP STRAIGHT

LINE JUMP RIGHT

U TURN

U TURN (LINE END)

COOL MOVES

ZIGZAG

BACKWALK

SPIN

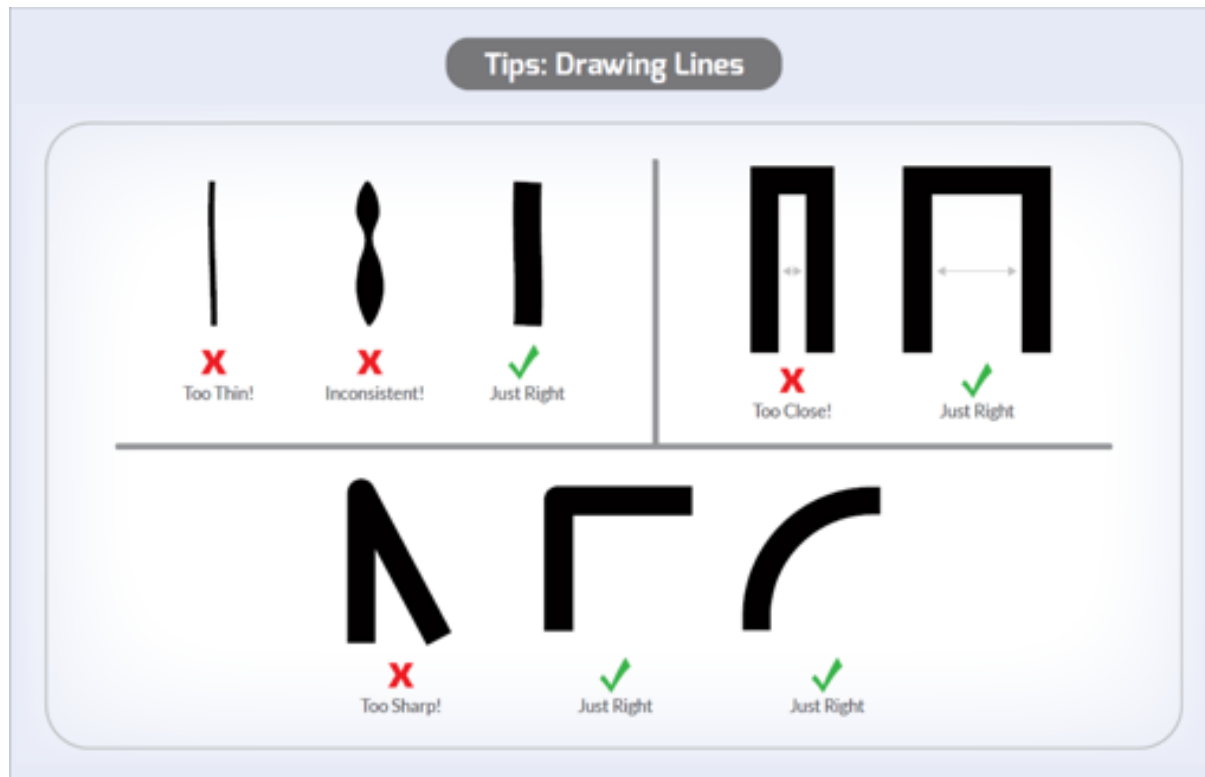
TORNADO

© Ozobot Inc.

For a list of all codes, see <http://files.ozobot.com/rdm-education/ozobot-ozocodes-reference.pdf>

ozobot.com

ozobot edu



Tips: Drawing Codes



X
Codes On
Colored Lines



X
Different
Sizes



X
White
Spaces



X
Overlapping
Colors



X
Too Dark



✓
Codes On Black
Lines



X
No Codes on
Corners!



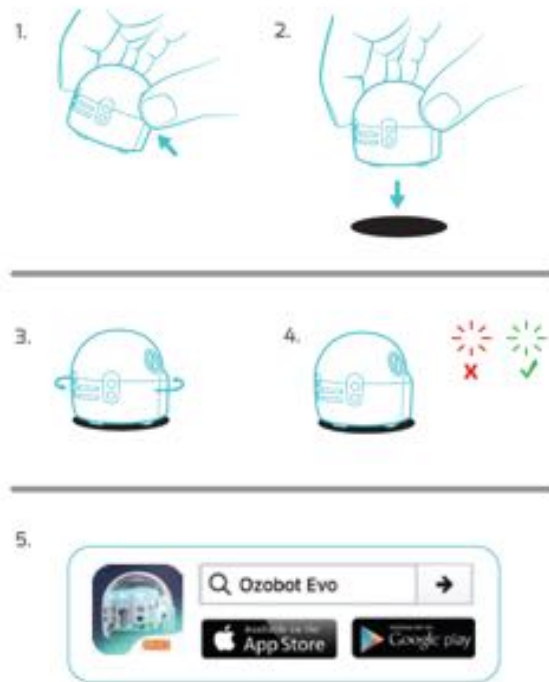
✓
Keep Codes on Straight
Lines Away from Corners



X
Too Close!



✓
Place Codes Away from
Intersections



1 Get Started

Calibrate Evo and download the app.

Place Ozobot Here



1. Press and hold power button for 2 sec. until top light flashes white.
2. Release power button and Evo's wheels will quickly calibrate. Place Evo on the black circle.
3. Evo will spin, move forward, then flash green if calibrated. If Evo flashes red, start over from Step 1.
4. Evo turns off after calibrating. Press the power button to start playing.
5. For the full Evo Experience, download the Ozobot Evo app. Collect stars as you go.

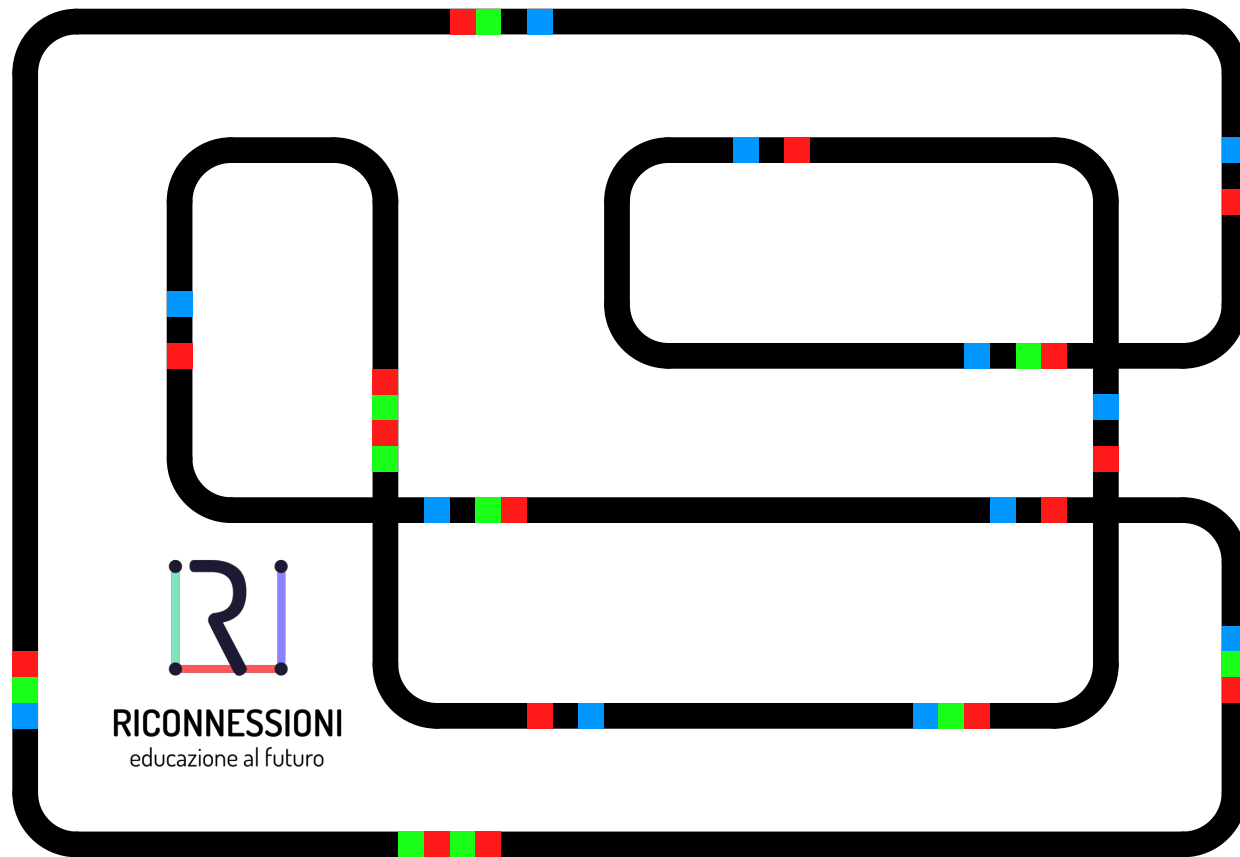


Lento

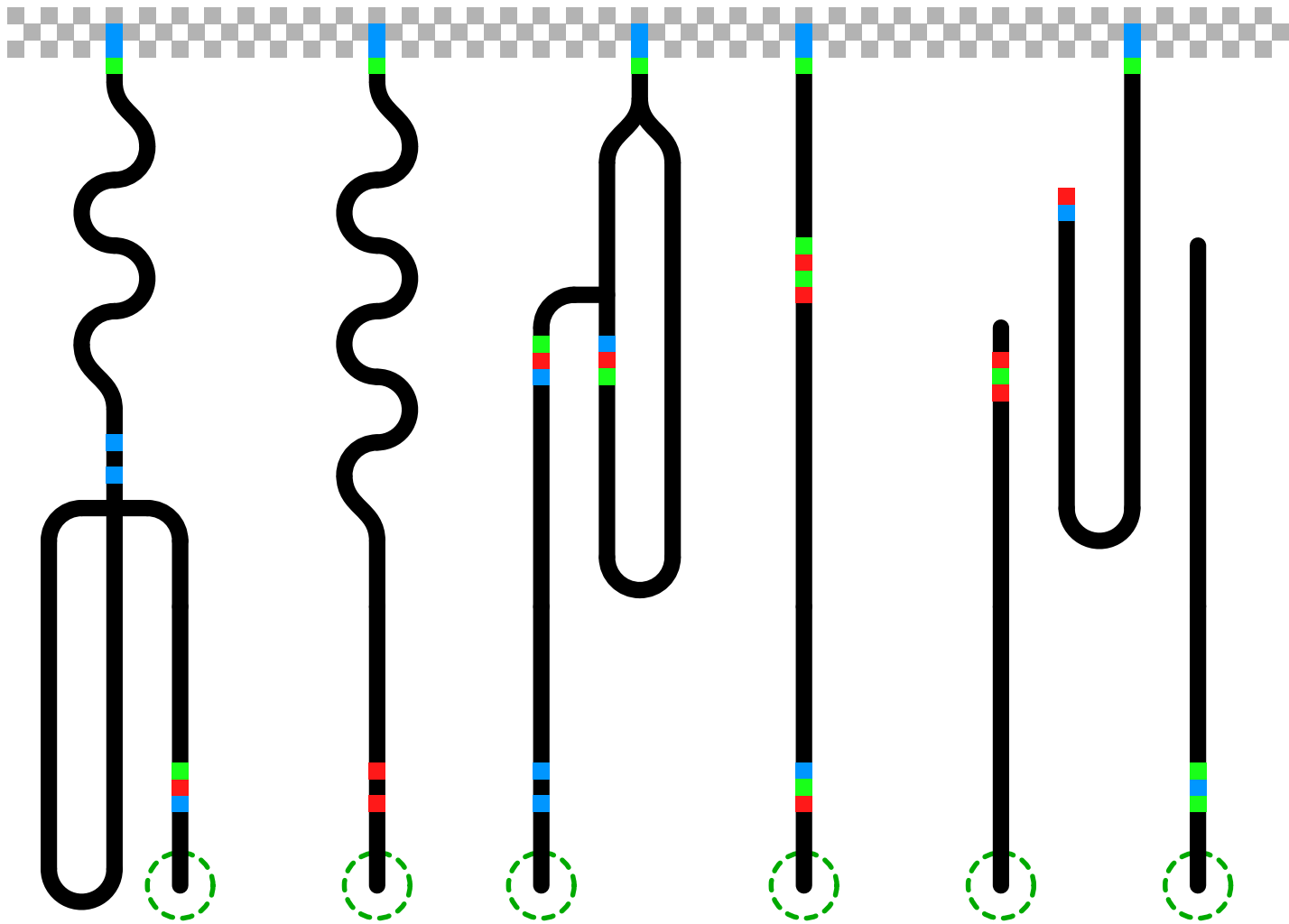


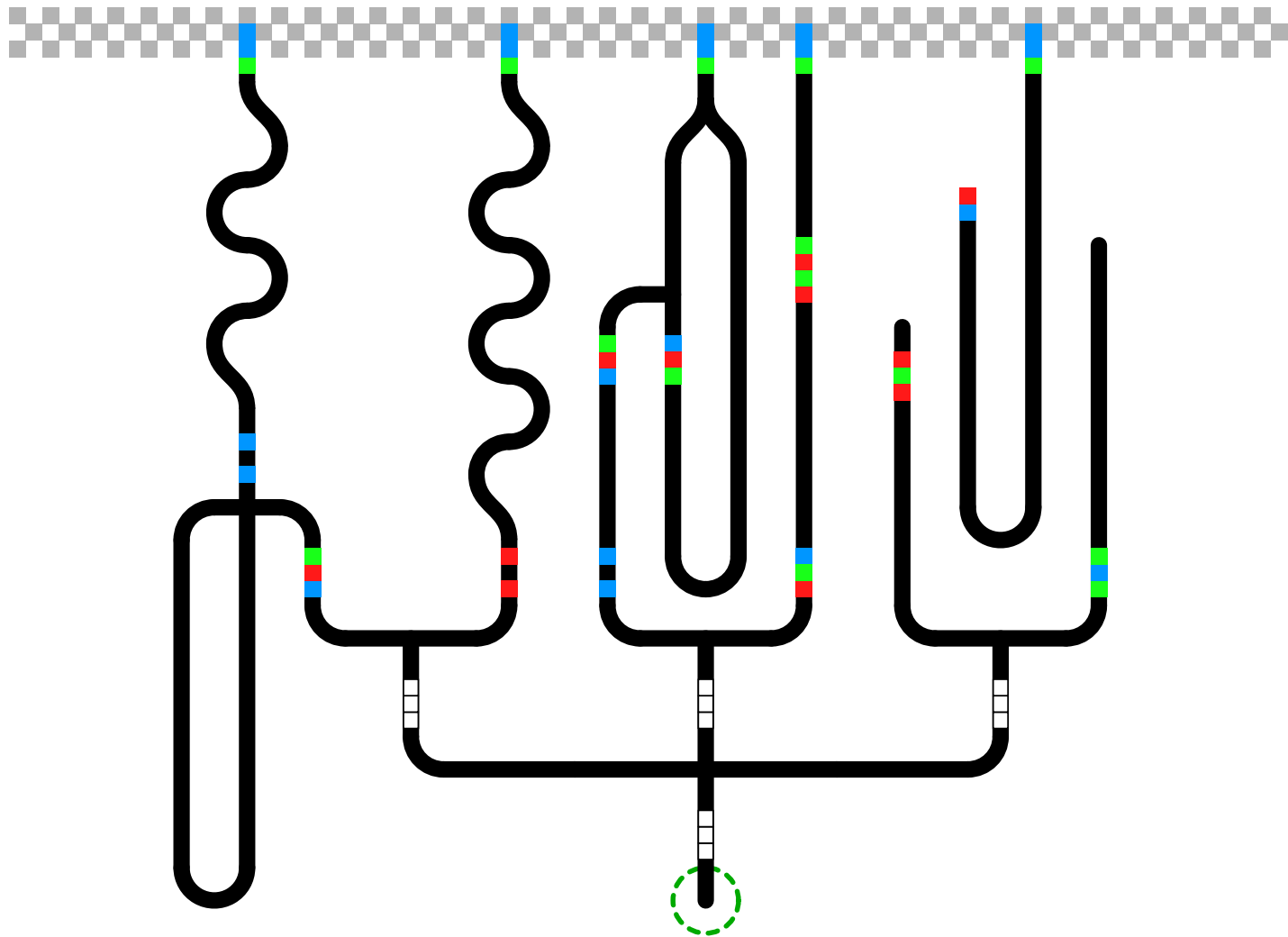


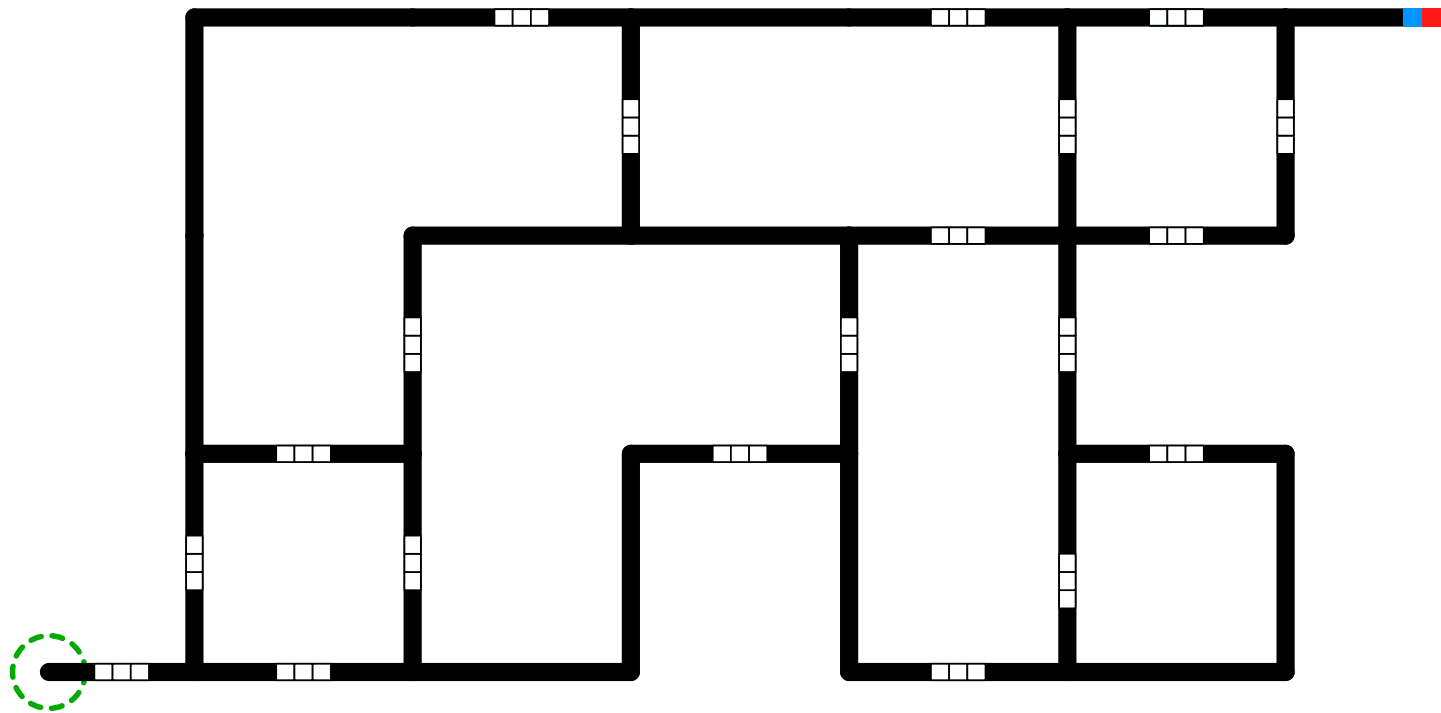
Veloce

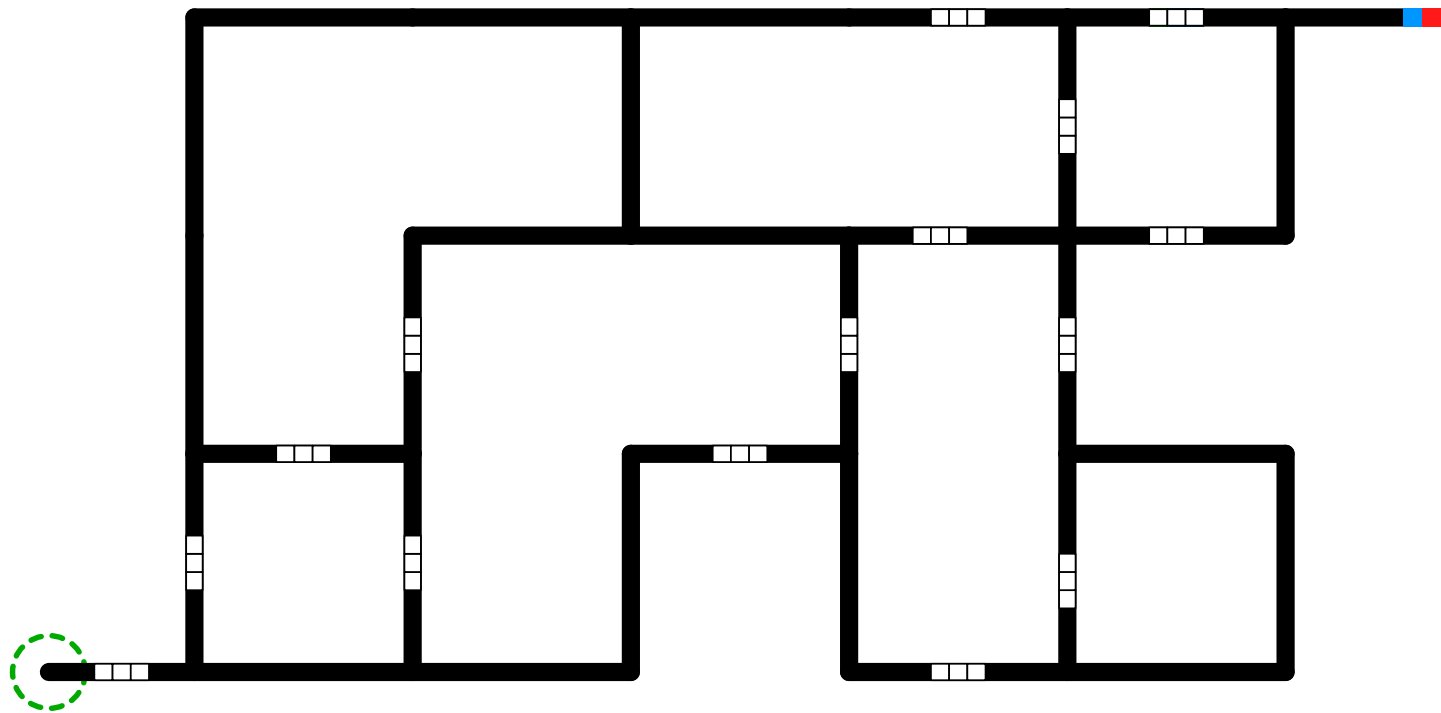


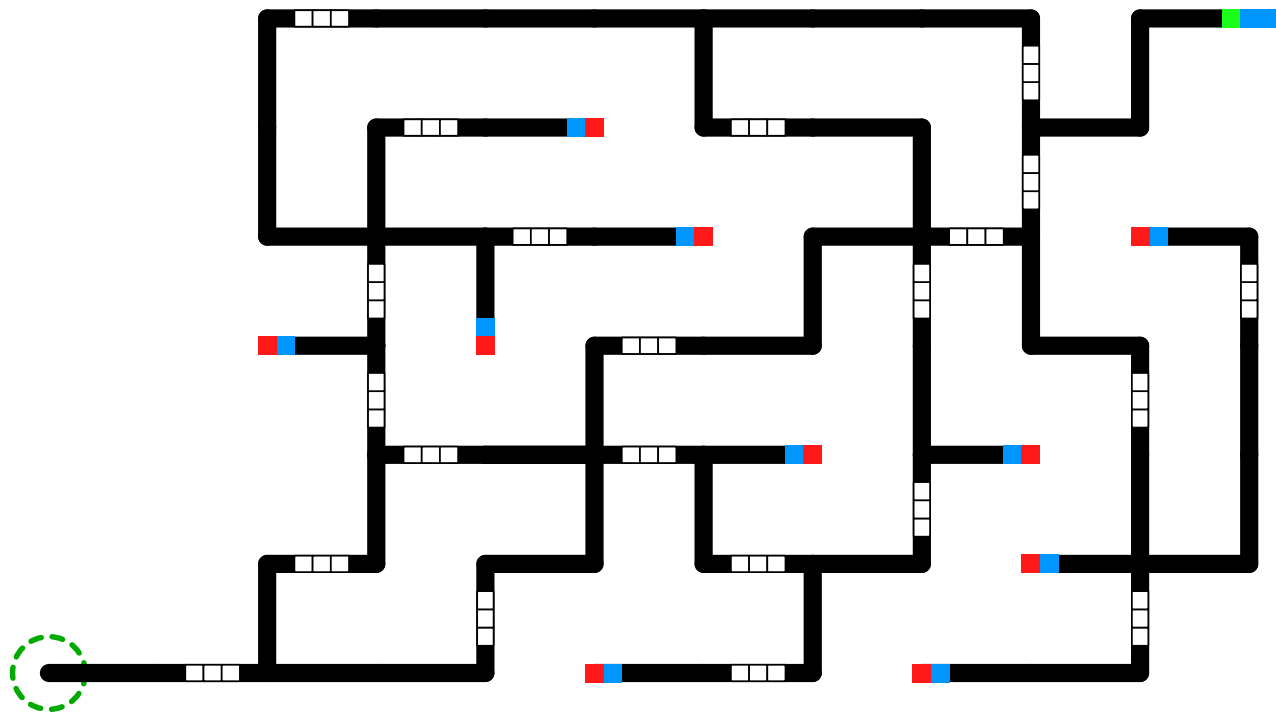


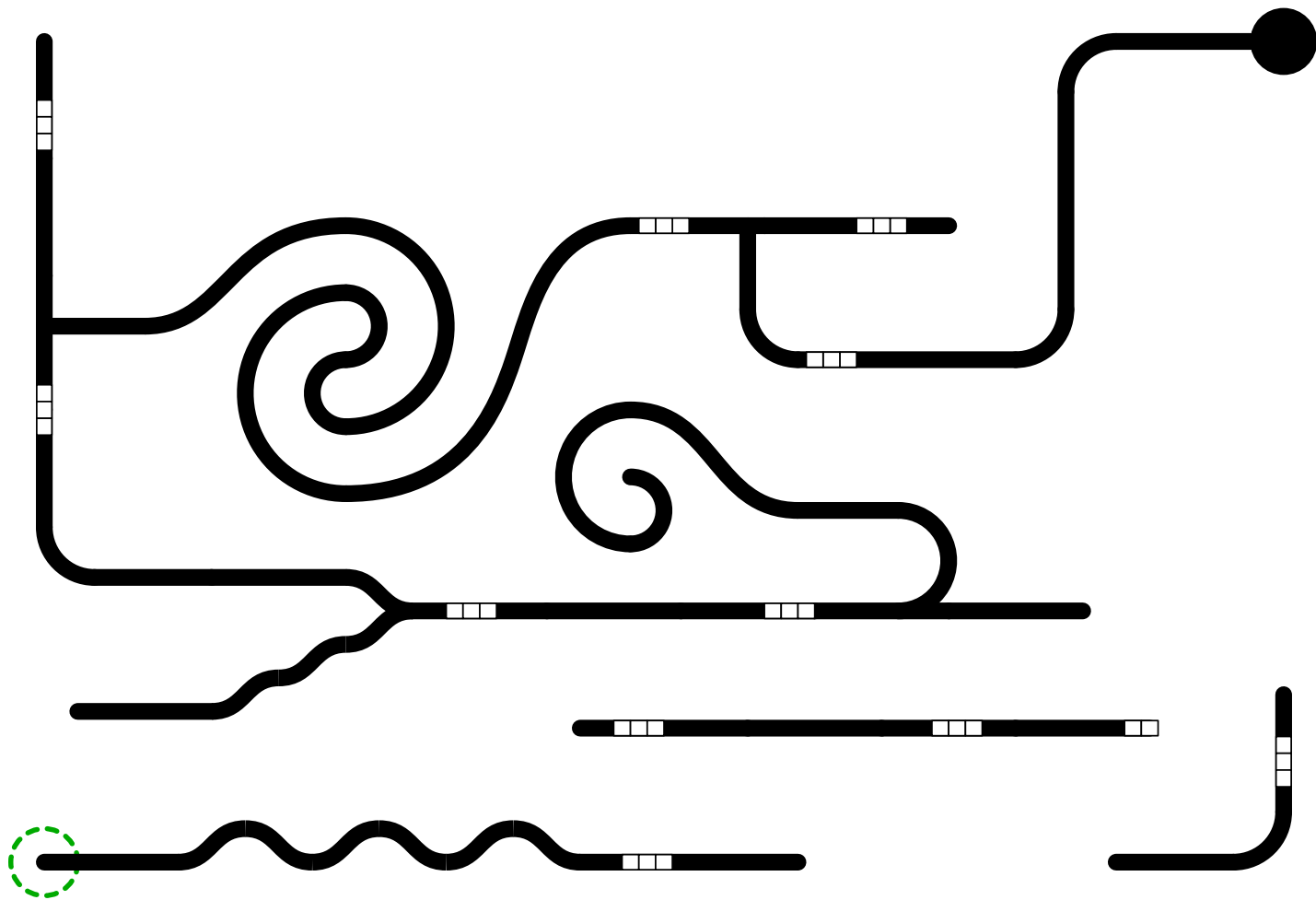














What's the word?

Start

End



S



N



T

R



A



Risorse on line



Meet Evo + Bit

| The Playground

Ozoblog

Educators

Help

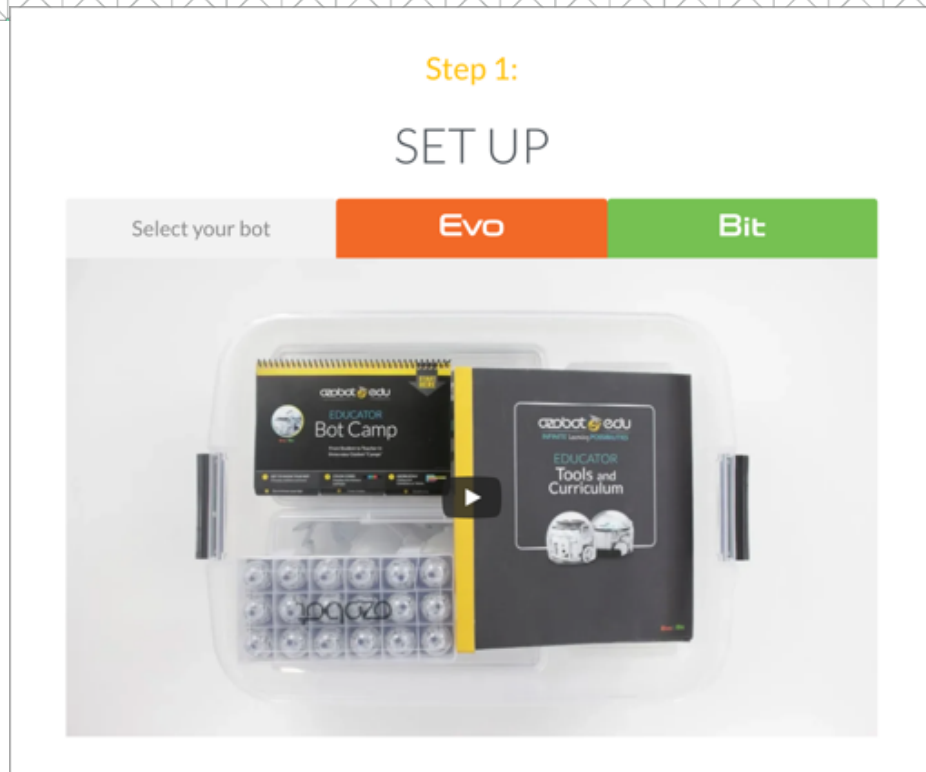
Shop



GET EVO

For You|

<https://ozobot.com/>





Step 3:

TEACH YOUR STUDENTS

Find Basic Training and student handouts to get your class coding and creating fast.

Basic Training



Student Handouts



GOING FURTHER



Lesson Library

Over 150 lessons and activities



OzoBlockly Games

Robots not required!



Community

Get inspired by other educators

Other Resources

For Teachers



Ozobot Educator's
Guide



Curriculum Planner



Log Sheet



Student Tracker
(coming soon)

For Students



Color Code Chart



Color Code Chart:
Young Learners
Version



Color Code Tips



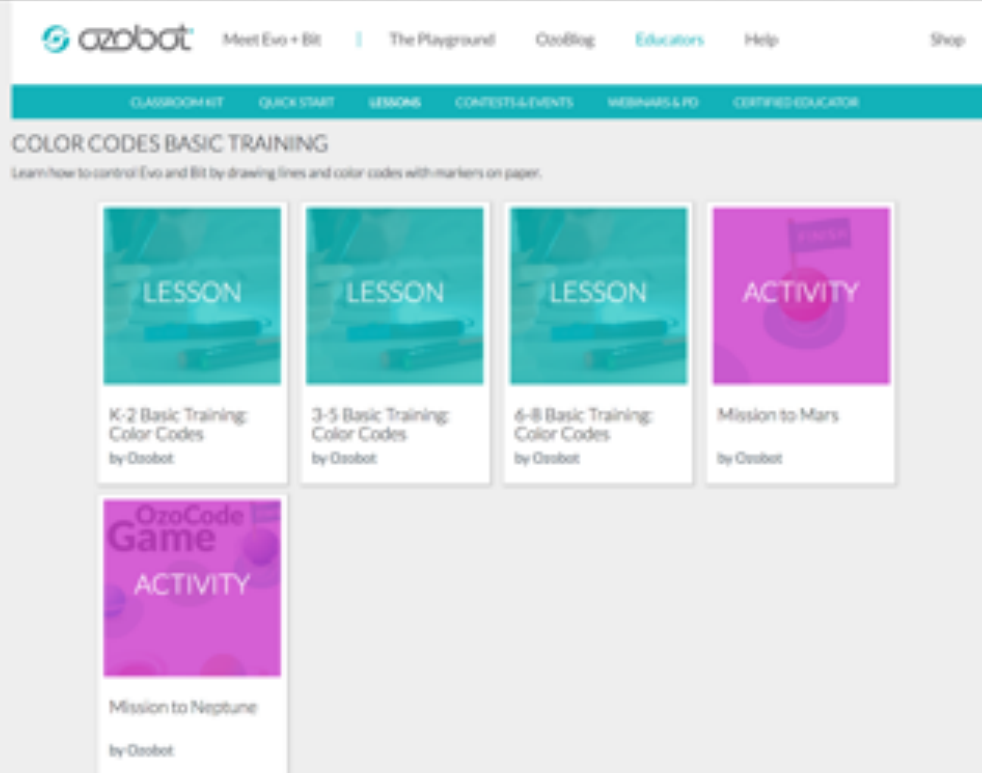
Calibration Tips

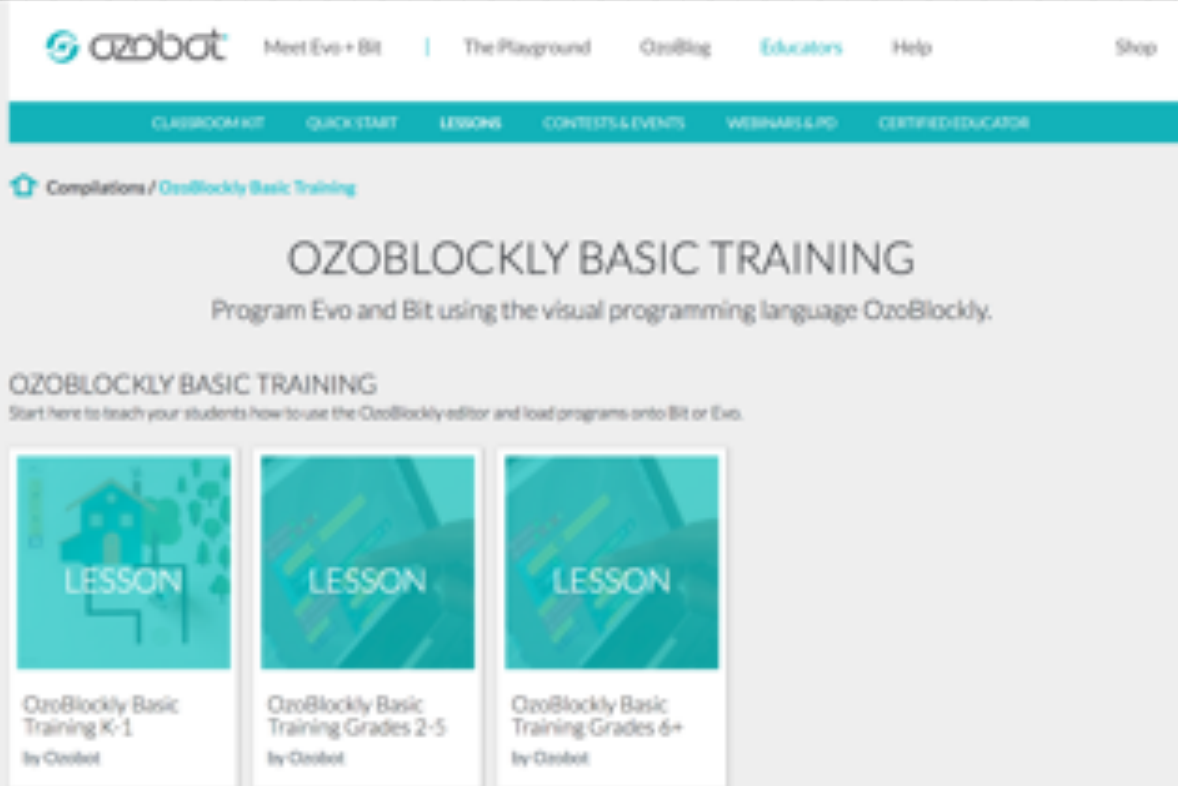


Student Certificates



Ozoblockly Tips





The screenshot shows the Ozobot website's navigation bar with links: Meet Evo + Bit, The Playground, OzoBlog, Educators, Help, and Shop. Below the navigation bar is a teal banner with links: CLASSROOM KIT, QUICK START, LESSONS, CONTESTS & EVENTS, WEBINARS & PD, and CERTIFIED EDUCATOR. The main content area features a home icon and the text 'Compilations / OzoBlockly Basic Training'. The title 'OZOBLOCKLY BASIC TRAINING' is prominently displayed, followed by the subtitle 'Program Evo and Bit using the visual programming language OzoBlockly.' Below this, a section titled 'OZOBLOCKLY BASIC TRAINING' includes the text 'Start here to teach your students how to use the OzoBlockly editor and load programs onto Bit or Evo.' Three lesson cards are shown, each with a teal background and a house icon. The first card is 'OzoBlockly Basic Training K-1 by Ozobot', the second is 'OzoBlockly Basic Training Grades 2-5 by Ozobot', and the third is 'OzoBlockly Basic Training Grades 6+ by Ozobot'.

ozobot Meet Evo + Bit | The Playground OzoBlog Educators Help Shop

CLASSROOM KIT QUICK START LESSONS CONTESTS & EVENTS WEBINARS & PD CERTIFIED EDUCATOR


Compilations / OzoBlockly Basic Training

OZOBLOCKLY BASIC TRAINING


Program Evo and Bit using the visual programming language OzoBlockly.

OZOBLOCKLY BASIC TRAINING


Start here to teach your students how to use the OzoBlockly editor and load programs onto Bit or Evo.



OzoBlockly Basic Training K-1
by Ozobot



OzoBlockly Basic Training Grades 2-5
by Ozobot



OzoBlockly Basic Training Grades 6+
by Ozobot

The screenshot shows the Ozobot Lesson Library website. At the top, there is a navigation bar with links: Meet Evo + Bit, The Playground, Ozoblog, Educators, Help, and Shop. Below this is a teal bar with links: CLASSROOMKIT, QUICK START, LESSONS, CONTESTS & EVENTS, WEBINARS & PD, and CERTIFIED EDUCATOR. The main heading is "OZOBOT LESSON LIBRARY". Below this are three featured lesson cards: "COLOR CODES BASIC TRAINING", "OZOBLOCKLY BASIC TRAINING", and "DECONSTRUCTION COMPUTER SCIENCE SERIES". A teal banner says "FIND LESSONS HERE". Below this is a search bar with the text "Lesson, geometry, Ozoblockly functions" and a "SEARCH" button. Under the search bar, it says "GRADES K-1 RECOMMENDED STEAM LESSONS" and a "SEE MORE" button. There are five lesson cards displayed: "Mission to Mars" (Activity, by Ozobot), "Write Your Name with Ozobots" (Lesson, by Ozobot), "Hungry, Hungry Ozobot!" (Lesson, by Ozobot), "Code a Story - Coding with There Was a" (Activity, by Jennifer Medina), and "100 Centimeter Ozo Dash" (Activity, by Ozobot).

Buon coding a tutti!

flavio.renga@fondazione scuola.it

www.riconessioni.it