5 Ideas for Implementing Ozobots

An Ozobot is a tiny robot that reads color code. If implementing coding in your classroom makes you a bit uneasy, don't worry! Ozobots are a perfect way to introduce your students to coding in a simple way. Ozobots have a sensor beneath them that reads color codes, or the different combinations of colors. This tiny robot is between $60 and $70 depending on the version you get. It is well worth the money. I only have one Ozobot in my classroom. We typically watch how our Ozobot reads our creations on our Document Camera in our classroom. Every student can see when watching on the screen, so it works perfectly!
You can find the different codes on this OzoCodes page.

**WHY USE IT IN A CLASSROOM?**

Ozobots push students to think critically, redesign, and create with technology! They can be used for STEM lessons and at Makerspaces. They can even be that technology integrated piece in your lessons! Still having trouble imagining how you can use an Ozobot in your classroom? Check out the ideas and videos below!

**Ozobot Retell**

- **OZOBOT Reading Ideas**

  Retell a story using transition words (In the beginning, then, next, the problem is, and finally) and a story map. Code your Ozobot to retell the story in the correct order using at least 3 codes.

  Given events that happen in a story, have students create a route that puts the events in the correct sequence using at least 4 different codes.

  Create a dialogue between two characters in the story. Write a code to navigate the conversation.
• Create a template for students to use that addresses math fact fluency skills (addition/subtraction or multiplication/division). Can students create a route that answers the missing addend/subtrahend questions using at least one code per line?

• Create a fact family home by writing your 3 numbers in a triangle formation. Have students write the problems created with it to the side. Use at least three codes when designing the route to each number.

• Can you show others how to problem solve? Have students create a "How To ______" page, which covers your current math skill. For example, how to use Touch Point Money. Have students illustrate a picture and write an explanation. Create a path for the Ozobot that helps the reader read the steps in sequential order.

**OZOBOT Science Ideas**

Create a diagram of the water cycle. Include the words: precipitation, evaporation, and condensation. Put a picture clue next to each word. Use at least two direction codes.

Can you create a (butterfly, deer, plant, chicken, etc.) life cycle for your Ozobot to travel along? Use important vocabulary words for each stage and draw a picture. Use at least 3 different codes or more.

Can you create a food chain with at least 5 different parts. Draw a picture of each part of your food chain and label it. Use at least five different codes!
• Create the quickest route that reaches the six features we studied (James River, Appalachian Mountains, Mississippi River, Rio Grande River, Rocky Mountains, and Great Lakes). Use must use at least 3 different codes. Who will create the quickest route for visiting all locations?

• Create a timeline of a Famous American's life that includes at least 6 important events. Include a picture and text for each part of their life. Code your Ozobot to go to each important event in the correct order.

• You need to design a flight route that travels to all seven continents! Can you correctly label all seven continents on a blank map? Then can you use at least 3 different codes to create the quickest route?

• Label the five regions in the US on a blank map. Label each region and draw a small picture that shows what products are created in that region. Can you code your Ozobot to visit all five regions by taking a SLOW scenic tour of the US?

• What types of resources are needed to make goods or provide services? (Human, natural, & capital resources). Can you research a good, the types of resources needed to create it, and create a diagram to show your findings? Code your Ozobot to travel to each type of resource and ultimately make it to your final good/service!

• Do you have your students create story maps/graphic organizers/etc before writing their story? Add an Ozobot into the mix! Can you create a map of important story events and code your Ozobot to travel to the events in the correct order?

• Use a setting planning page and code your Ozobot to travel to each different setting in your story in the order that they appear!

I hope this post gave you some new ideas for how to implement Ozobots in your classroom! Click on the twitter feed below to see more creations with #ozobots!

-Ashley from Talkin Pinata Teaching
http://www.talkinpinata.com/blog/2016/6/5/5-ideas-for-implementing-ozobots

https://www.youtube.com/watch?time_continue=3&v=7rzruPV-uzk