

ozobot[®] edu

STEAM Made Simple

Educator's Guide








Evo | Bit







About the Ozobot System

Why Robotics in Your Classroom?

Build 21st century skills and bring digital concepts to life.

 Hands-on Experience	 Improved Learning Outcomes	 Collaboration	 Creative Thinking	 Problem Solving	 Computational and Sequential Thinking	 Spatial Relations
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Why Ozobot?

 TRUSTED By education innovators in over 10,000 schools	 GLOBAL In over 50 countries around the world
 SIMPLE One robot for all schools, subjects, and grades	 DESK-FRIENDLY Fits any classroom type

Versatility Meets Power

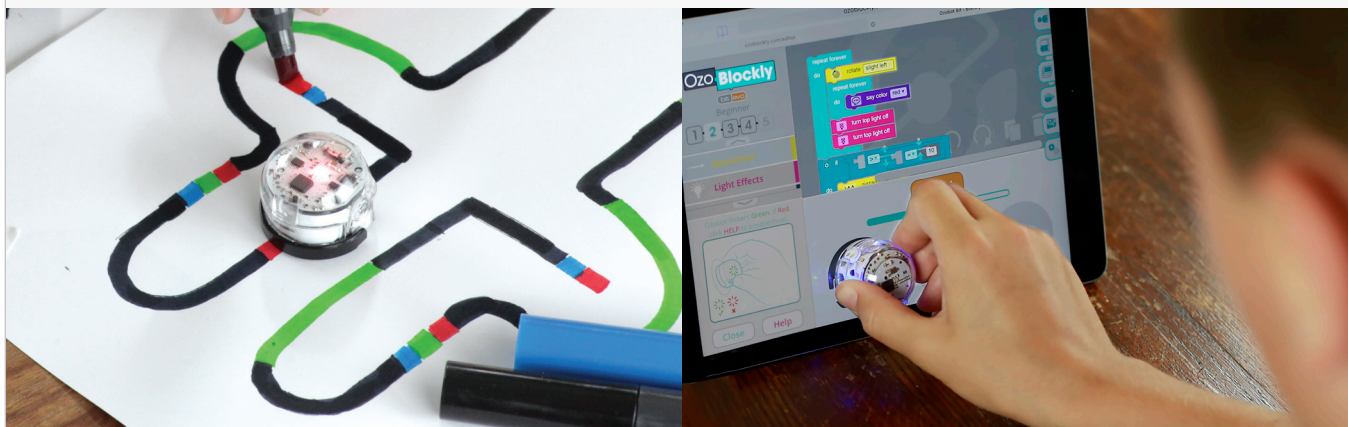
- Approachable for youngest coders
- Yet powerful enough for college students
- Screen-free coding, 5+ programming levels, bot-2-bot programming, and more

STEAM Made Simple

One desk-friendly system for all classroom types, subjects, and grades.



2 WAYS TO CODE: SCREEN-FREE OR ONLINE



Screen-Free with Color Codes

Draw lines and Color Codes with markers, and your bots follow along and execute your commands.

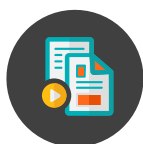
- Builds understanding of coding concepts like sequential thinking, syntax, and debugging
- Creative, easy-to-learn, and fun for coders at all levels

Online with the OzoBlockly Editor

Drag and drop blocks of code together to program your bots at ozoblockly.com.

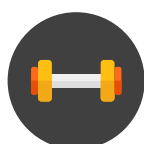
- Builds conceptual foundation for all programming languages (logic, design, sequence, and syntax)
- Frees learners to focus on the creative side of coding without worrying about details of setup and syntax
- Levels for every learner, from pre-reader to advanced Computer Science (K-12 and beyond)

Built with Teachers' Needs in Mind



Lesson Library

Hundreds of hours of curriculum online and FREE!



Training Resources

Self-guided training courses, videos, webinars, phone and online support



Community

Certified Educators, Ozobot Ambassador sharing and support



Kyle Kitchen - EdTech and Makerspace Specialist

"It doesn't matter if you're beginning your coding journey or have been coding for years, the amount of problem solving, creativity and engagement that my students and myself have when coding with Ozobot is phenomenal."

Meet Your Bots

One Robotics System: Two Options

Evo



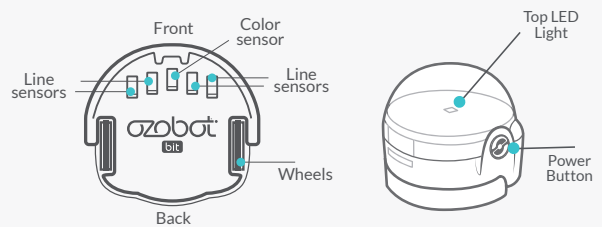
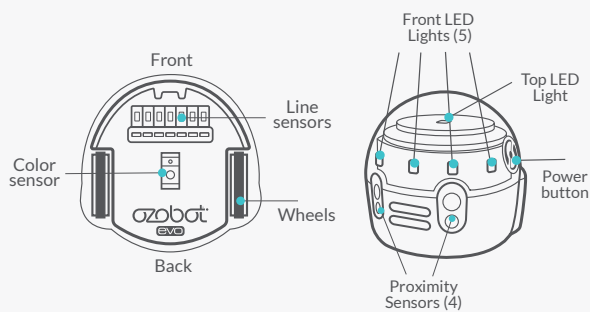
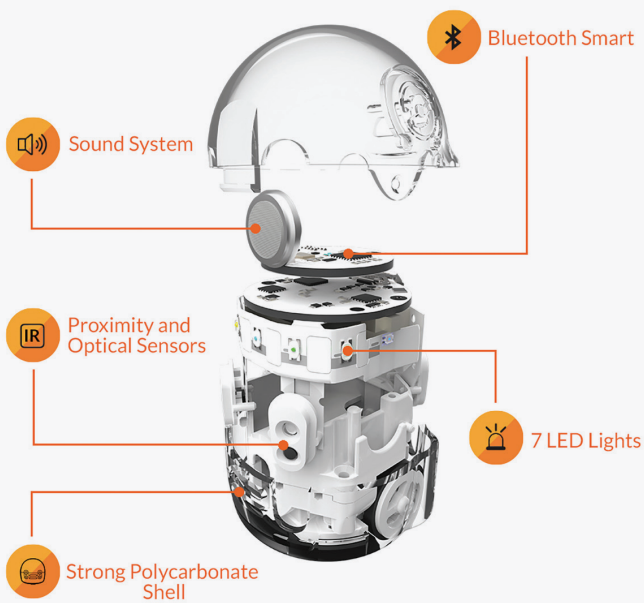
- Edu App for updates, allows Evo to grow with your students
- Programmable LED lights, optical sensors, and motor
- Plus programmable speaker and proximity sensors

Bit



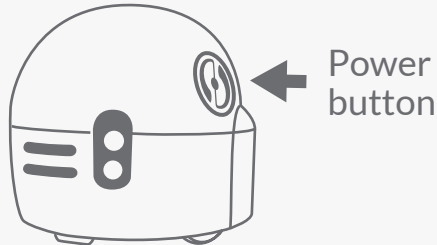
- The original, most affordable Ozobot
- Programmable LED light, optical sensors, and motor

Little Bots, Big Tech



Control Through a Single Button

Power on/off or run programs stored in your bot's memory with a single button.



Single Click	Double Click	Press and Hold
Power On/Off	Run programs	Calibrate

Classroom Kits

All the resources you need in one place. Easy to move from class to class so more students can experience hands-on learning with robotics. Choose the size kit and model that's right for you. See [ozo.bot/classroom-kit](https://www.ozobot.com/classroom-kit)



Amanda Taylor - Ed Tech TOSA K-12

"A lot of innovation in a small package...Ozobot offers an opportunity to get coding in every classroom regardless of content area or grade level."

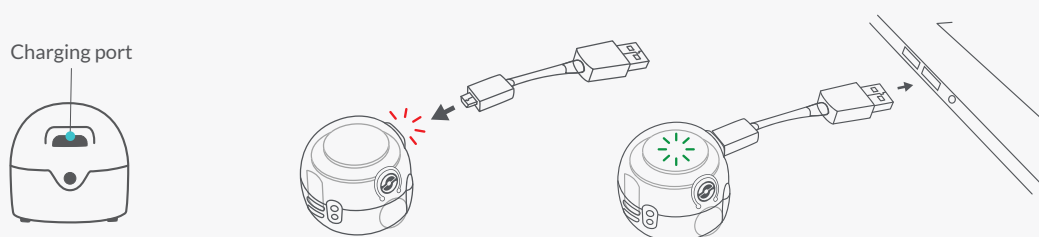
Getting Started

1. Power on or off with a single click of the button.



2. Charge the battery.

If a bot's rear LED blinks red, then the battery needs to be charged. Plug the mini USB charging cable into a computer or multiport charger and plug your bot into the other end. LEDs turn solid green on a full charge. Allow up to 40 minutes to charge Bit and up to 60 minutes to charge Evo. Bots will last for 60-90 minutes between charging.



3. Evo Classroom Setup (Evo only)

Evo needs to prepare a bit before attending your classroom! Please see detailed instructions at ozo.bot/evo-classroom-setup. These will take you through the following steps:

- **Updates:** Just like your smartphone, Evo updates improve functionality, introduce new features, and allow Evo to grow with students.
- **Classroom Mode:** mutes many of Evo's sounds and tricks, which are designed for play at home. Evos sold in Classroom Kits default to Classroom Mode.
- **Evo and Tablets:** If you are working with Evos and tablets in your classroom, we recommend using the Evo App to access the OzoBlockly editor. This will give you the advantage of loading and running OzoBlockly programs via Bluetooth. We strongly suggest to name your Evos and use certain classroom settings in the Evo App, which are described in ozo.bot/evo-classroom-setup.

Train Yourself

Even if you have no experience with coding or robotics, Ozobot makes it easy for you to prepare yourself to lead your students.

Bot Camps



Three quick, self guided courses to take you from student to teacher.

More info: ozo.bot/botcamp

Videos

Helpful demos on how to use Evo and Bit.

More info: ozo.bot/trainingvideos

Webinars

Select from a range of webinar topics by experience level, subject and grade. Or earn PD credits via live webinars. More info: ozo.bot/webinars

Speak to an Ozobot Edu Consultant

Our education consultants are here to help. Set up a 1-1 consultation at ozoedu@ozobot.com

Plan Your Class Session

1. Choose a lesson or activity from the Ozobot Lesson Library or Curriculum Guide.
2. Make sure your bots are charged (40-60 minutes). If you are using Evos, don't forget to get them updated and classroom ready (more info at ozo.bot/evo-classroom-setup).
3. Gather supplies: bots, paper, markers or computers/tablets, and accessories.
4. Plan your bot-to-student ratio. We recommend 1 bot for every 2 students for optimal hands-on collaboration.

Ozobot Lesson Library

Hundreds of lesson ideas for learners at every level. Filter by grade, subject, and way to code.

More info: ozo.bot/lessons

Classroom Handouts

Jump-start your students with these easy handouts

- Tips: How to draw Color Codes with Ozobot: ozo.bot/colorcodetips
- Color Code Reference Sheet (Complete and Young Learners Versions): ozo.bot/colorcodesref
- Student Certificate: ozo.bot/certificate
- Find all classroom handouts at the bottom of the Getting Started page ozo.bot/edu-get-started

K-12+ Curriculum Guide

Plan out a full year's curriculum and see how the Ozobot system offers options to grow with your students year after year. More Info: ozo.bot/curriculum-guide

Care and Maintenance

Ozobot Troubleshooting

If you are having any problems with Evo or Bit:

1. Check to see if your bot is fully charged.
2. Calibrate your Evo or Bit. (Calibration orients Ozobot to the surrounding light and surface.) See calibration instructions at ozo.bot/educalibrate.
3. If you are using Evo, make sure you've updated your bots and set them to Classroom Mode. See ozo.bot/evo-classroom-setup for more information.
4. When using the OzoBlockly editor in the Evo app, Evos need to connect to a tablet via Bluetooth to load and run the programs students create. We highly recommend to name your Evos and turn on certain classroom settings in the Evo app. For more details, see ozo.bot/evo-classroom-setup.

Storage

While not in use, Ozobots should be placed in their carrying case or container. This container should be stored out of sunlight in a cool, dark place. When Ozobot is stored for long periods of time, leave the battery at medium charge, since high or low charge can hurt the battery.

Warranty

Evo and Bit are guaranteed for 12 months. Contact support@ozobot.com with questions.

Questions

Contact customer support with any questions at support@ozobot.com or 844-469-6268.

Accessories

Ozobot Edu offers a range of products and accessories to help you get the most of your bots.

More Info: ozo.bot/accessories

