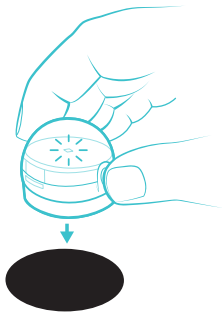


1.



2.



3.



4.

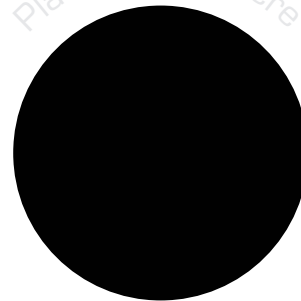


For tips on how to calibrate for marker play please go to ozobot.com/calibration.

1 Prepare Ozobot for Play!

Before you begin, you need to calibrate your Ozobot! You should calibrate often, especially if Ozobot starts acting odd. When in doubt, calibrate!

Place Ozobot Here



1. Hold down the power button on Ozobot for 2 seconds until the LED light turns white.
2. Place Ozobot in the middle of the black dot above.
3. Ozobot will then blink blue, move forward, and then blink green.
4. When Ozobot blinks green, it means that it has successfully calibrated. Start over if Ozobot blinks red.

2 Tips: Drawing Lines



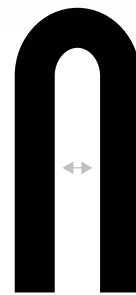
Too Thin!



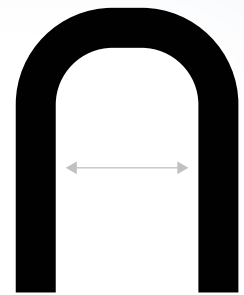
Inconsistent!



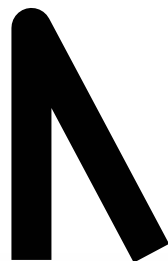
Just Right



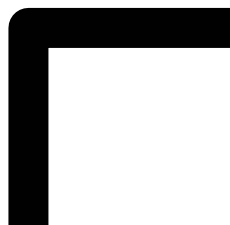
Too Close!



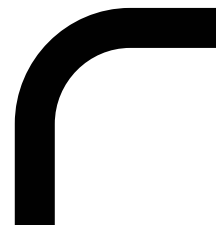
Just Right



Too Sharp!



Just Right



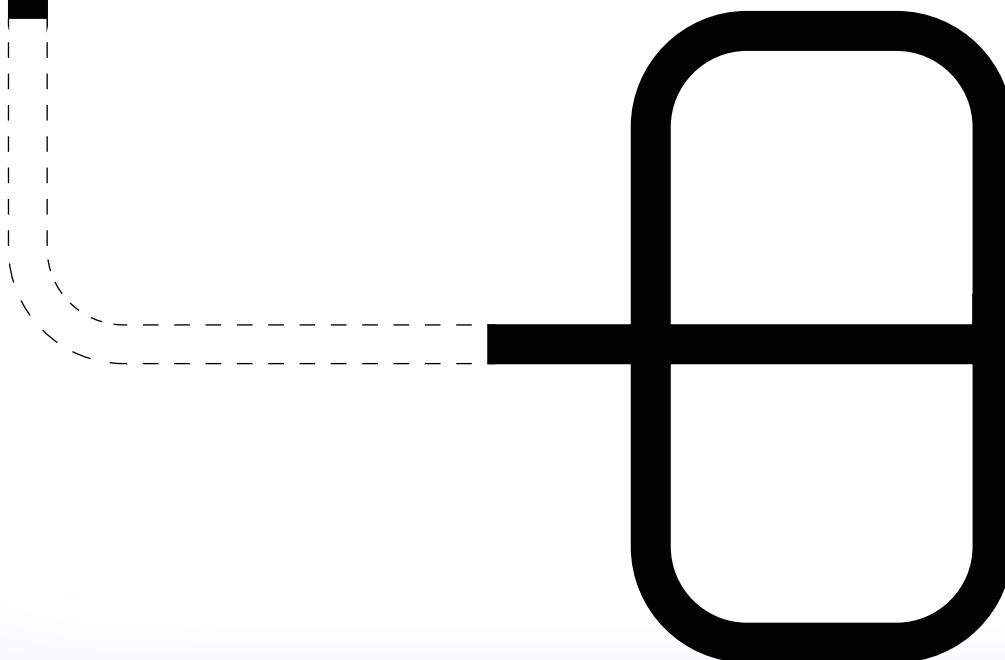
Just Right



Use your Markers to connect the paths. Then place Ozobot on the START and it will follow the lines to the finish!

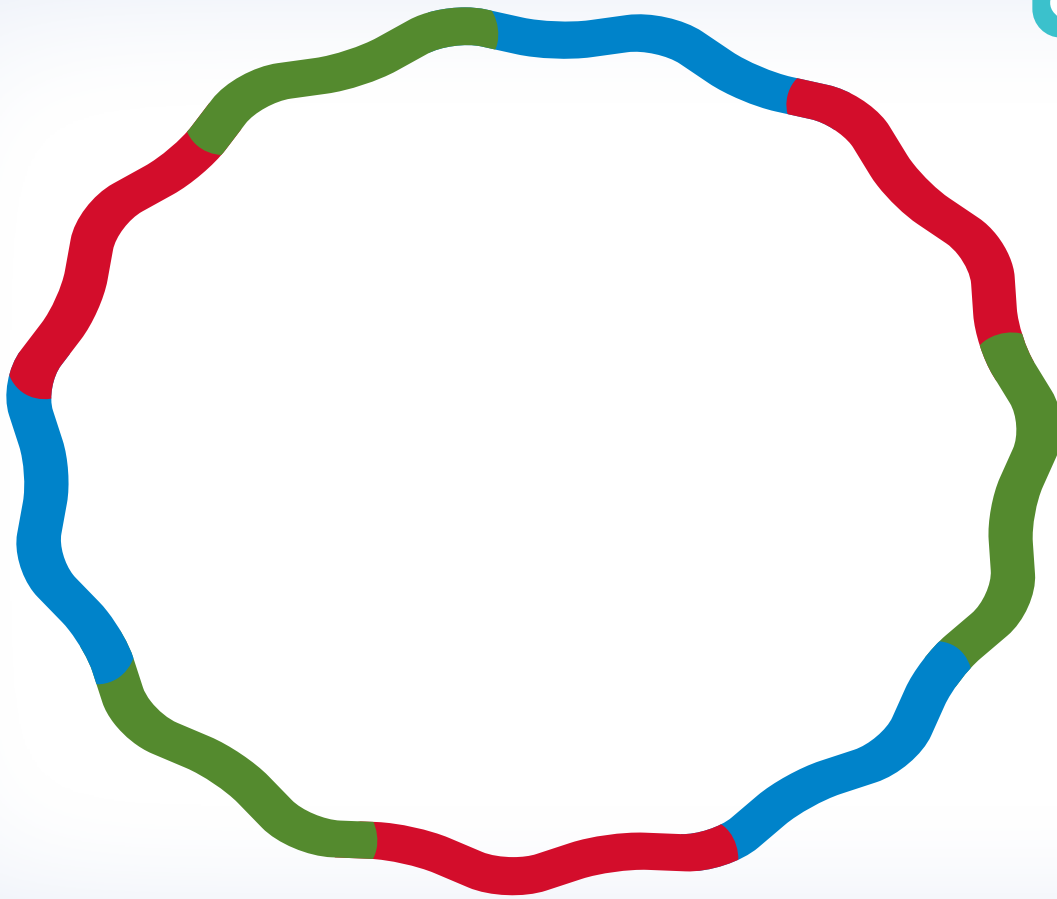


Use your Markers to connect the path, then place Ozobot on START. At an intersection Ozobot will randomly decide to go straight, left or right. Try it again, will Ozobot choose the same way back?



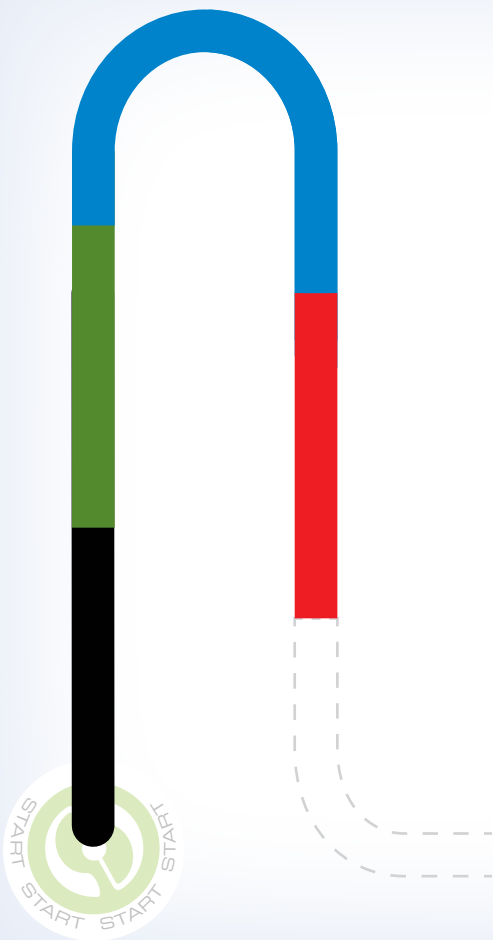
5 Light Show

Ozobot can read colors!
Start Ozobot anywhere
on the circle and watch
its colorful light show!



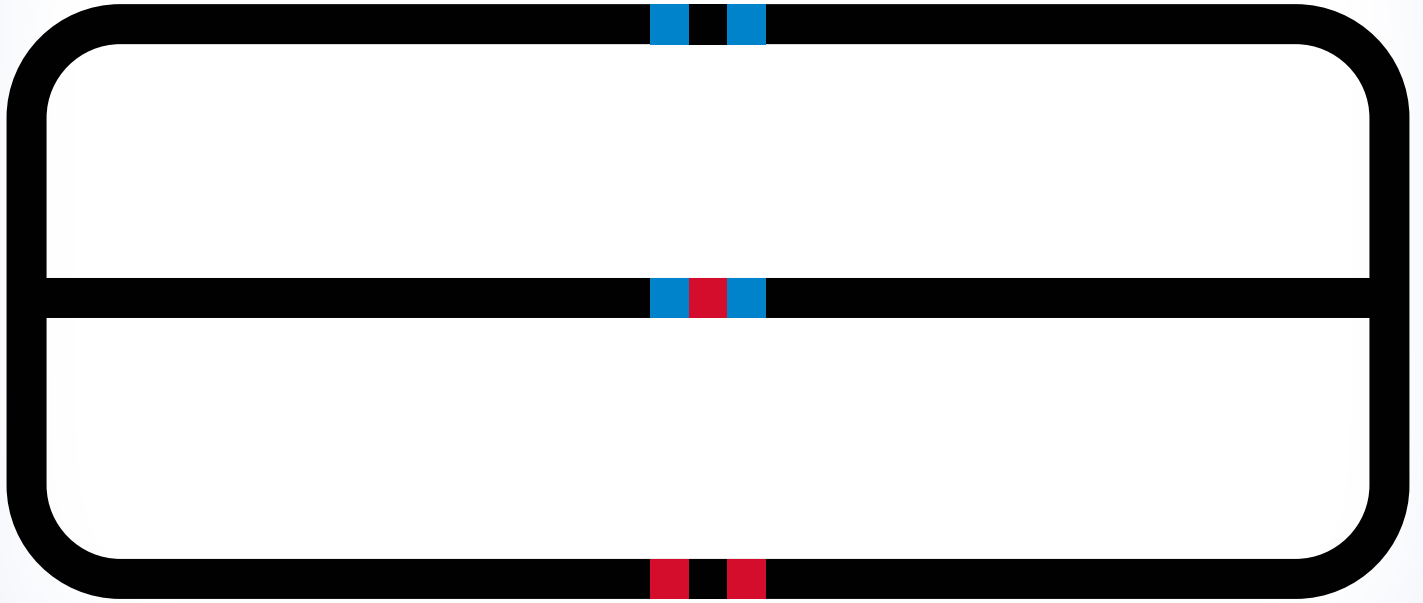
6 Light It Up!

Add more colored paths
to make your own
Ozobot Light Show!



7 Ozobot Color Codes

Ozobot recognizes color patterns and acts differently to each pattern. Can you tell which of these patterns means slow, fast and U-Turn?



8 Code Reference Sheet

SPEED



DIRECTION



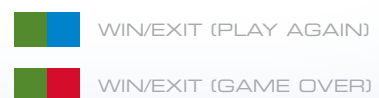
SPECIAL MOVES



TIMERS



WIN/EXITS



9 Tips: Drawing Codes



X
Codes On
Colored Lines



X
Different
Sizes



X
White
Spaces



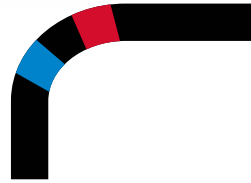
X
Overlapping
Colors



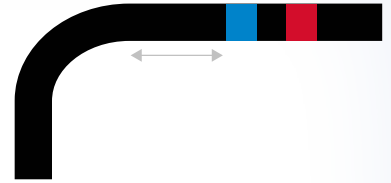
X
Too Dark



✓
Codes On
Black Lines



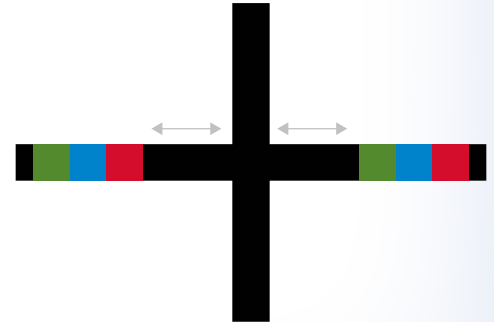
X
No Codes on
Corners!



✓
Keep Codes on
Straight Lines Away
from Corners



X
Too Close!



✓
Place Codes Away
from Intersections

10 Code Creator

Codes can make Ozobot do a lot of fun things. Use your Markers to practice drawing the fun codes below!

———— TORNADO! ———→



Copy the code above to practice!



———— BACKWALK! ———→

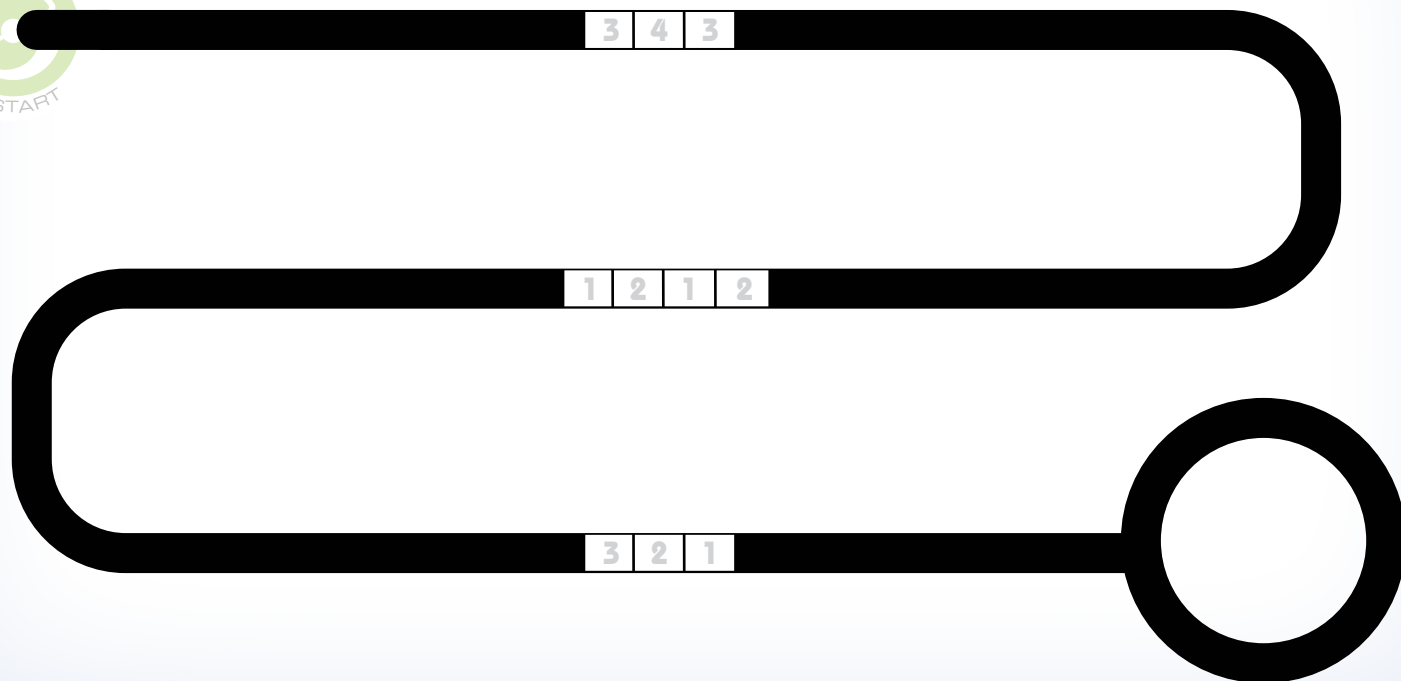


Copy the code above to practice!

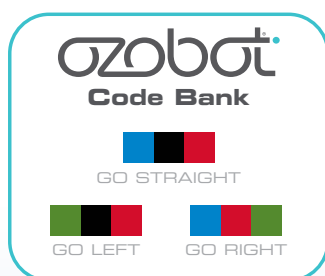


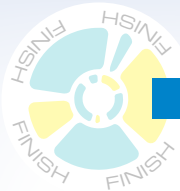


Some codes mean the same thing no matter which way Ozobot is going...but some codes have 2 meanings. Use the number key to color the codes and see what Ozobot does going in both directions.



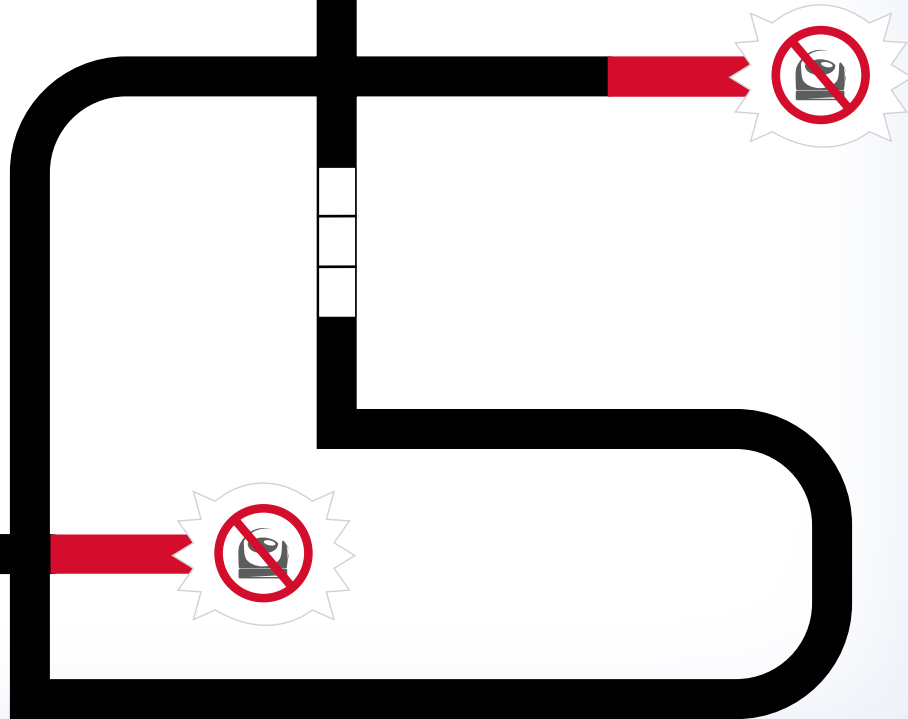
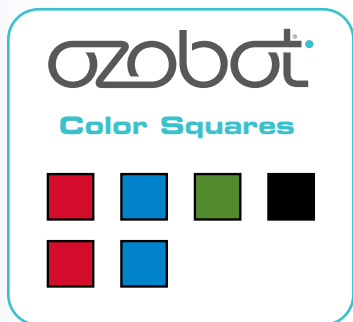
Ok. You are ready to help Ozobot find the finish line and do a celebration dance! Color the correct code in the path so Ozobot avoids the dead ends!





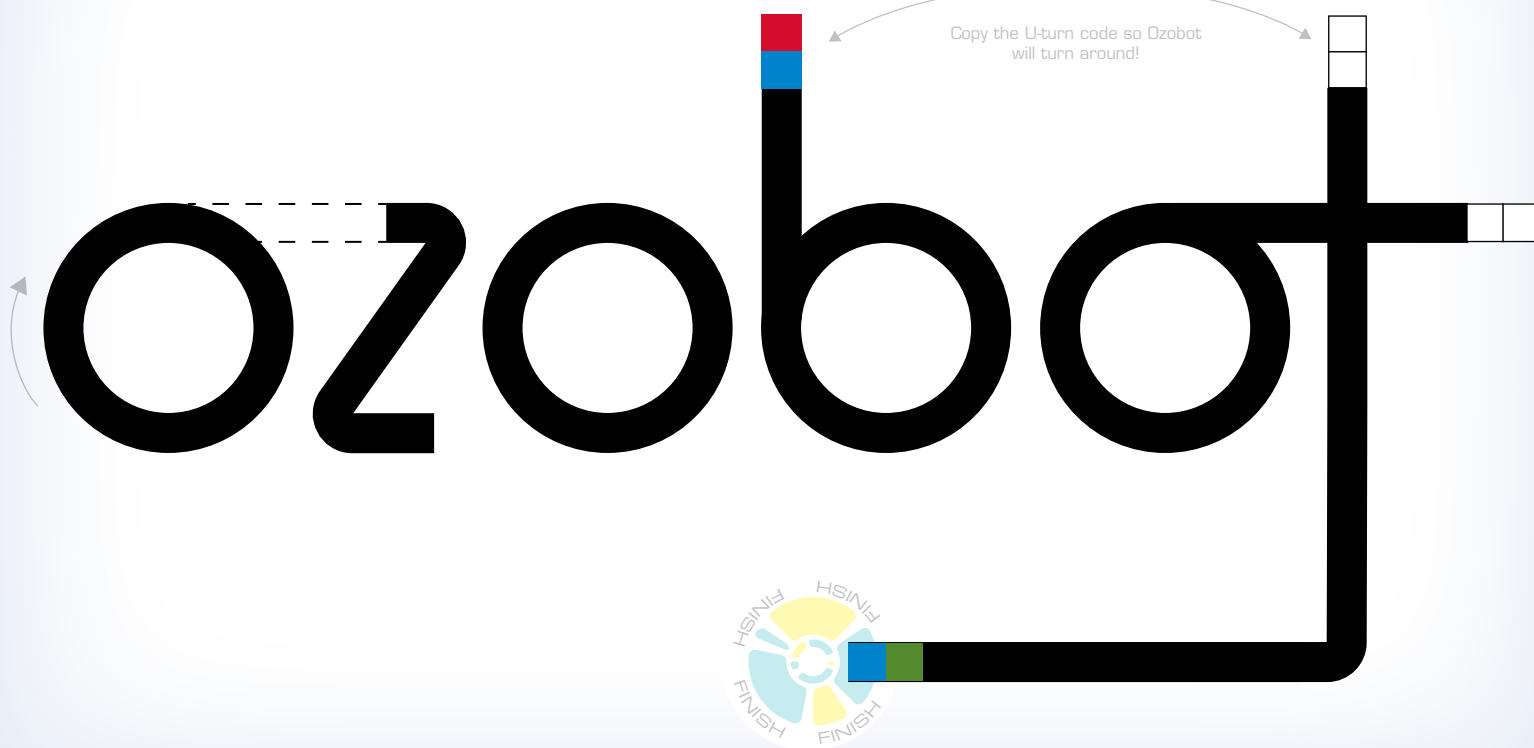
13 Color to Control

How well can you control Ozobot? Use each color square once to fill both code spaces and avoid the no fun zones!



14 Name Game

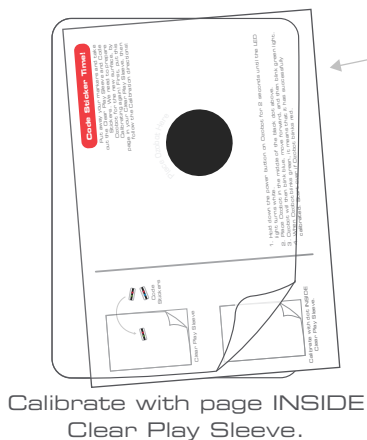
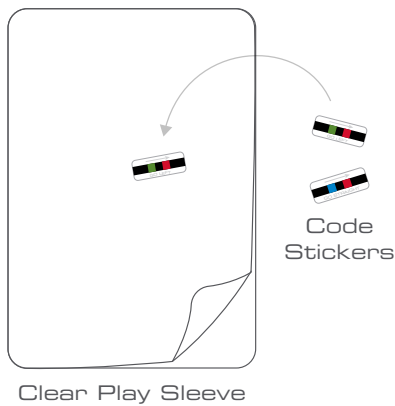
Using your markers, connect all letters so Ozobot finds the finish line. Hint: use the U-turn codes to avoid getting stuck!



15 Name Game II

Your turn! Write your own name with U-turn codes so that Ozobot will follow it to the end.

Challenge: On your own paper, try the Name Game again without using any U-turns!



16 Code Sticker Time!

Put away your markers and take out the Clear Play Sleeve and Code Stickers. We always need to prepare Ozobot when we change play surfaces. First, put this page in your Clear Play Sleeve, then follow the Calibration directions!

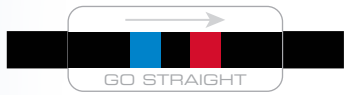


1. Hold down the power button on Ozobot for 2 seconds until the LED light turns white.
2. Place Ozobot in the middle of the black dot above.
3. Ozobot will then blink blue, move forward, and then blink green.
4. When Ozobot blinks green, it means that it has successfully calibrated. Start over if Ozobot blinks red.

17 Tips: Using Codes



X
Codes On
Colored Lines



✓
Codes On
Black Lines



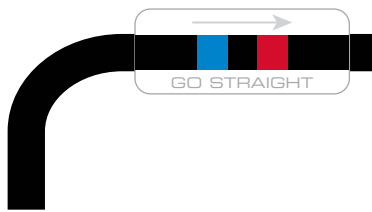
X
Not Lined Up



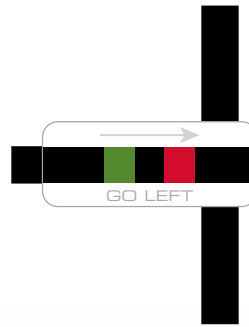
✓
Lined Up



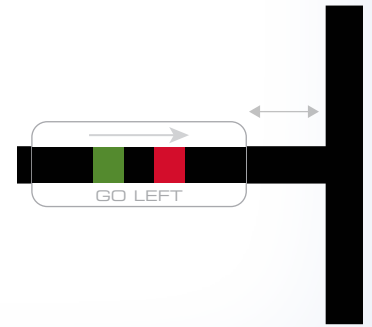
X
No Codes on
Corners!



✓
Keep Codes on
Straight Lines



X
Too Close!



✓
Place Code Away
from Intersection

18 Brain Teaser

Use your code sticker sheet and find the right codes to guide Ozobot to the finish.



ozobot
Code Challenge!

Use each code once



GO STRAIGHT



GO LEFT



GO STRAIGHT

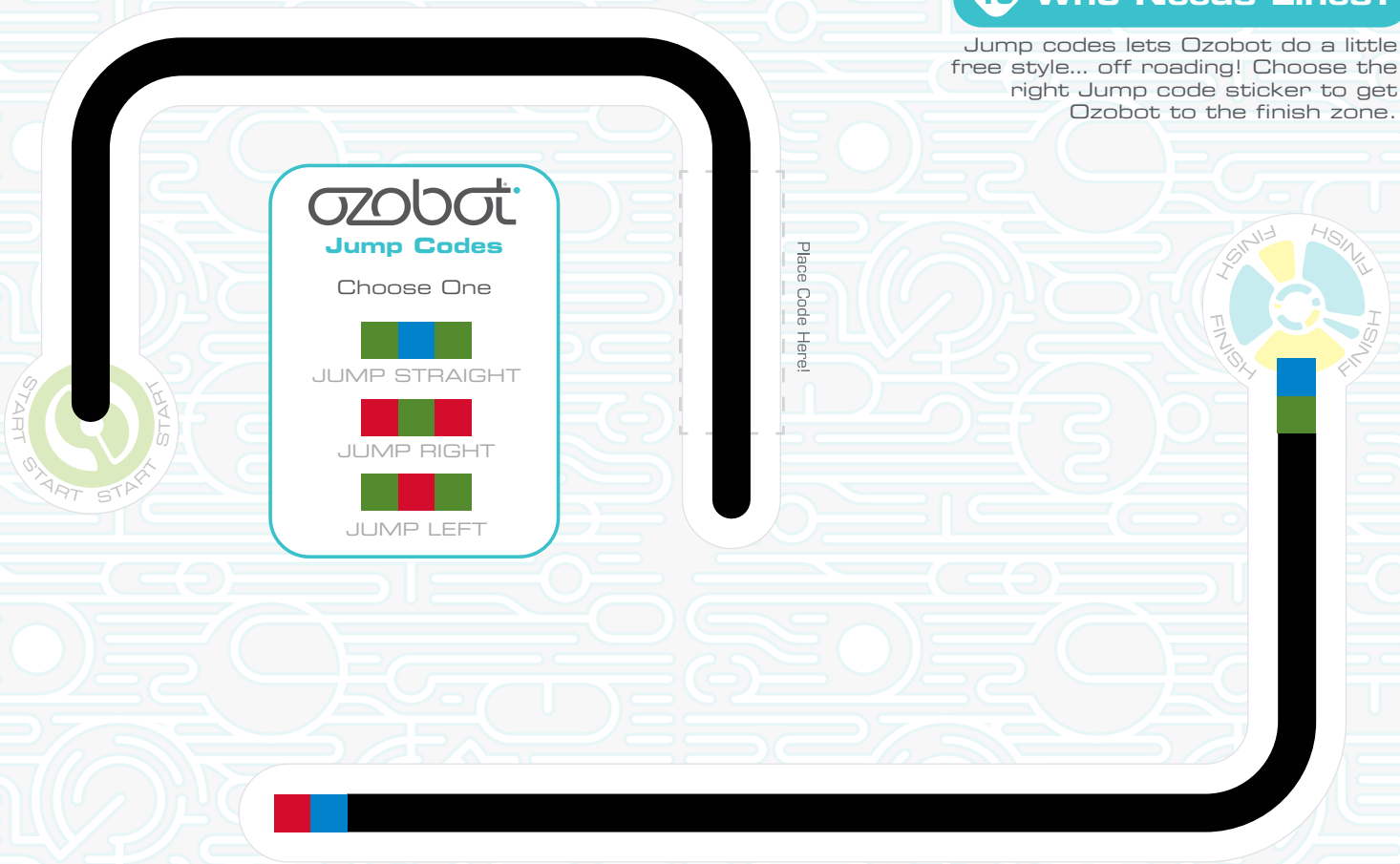


GO LEFT



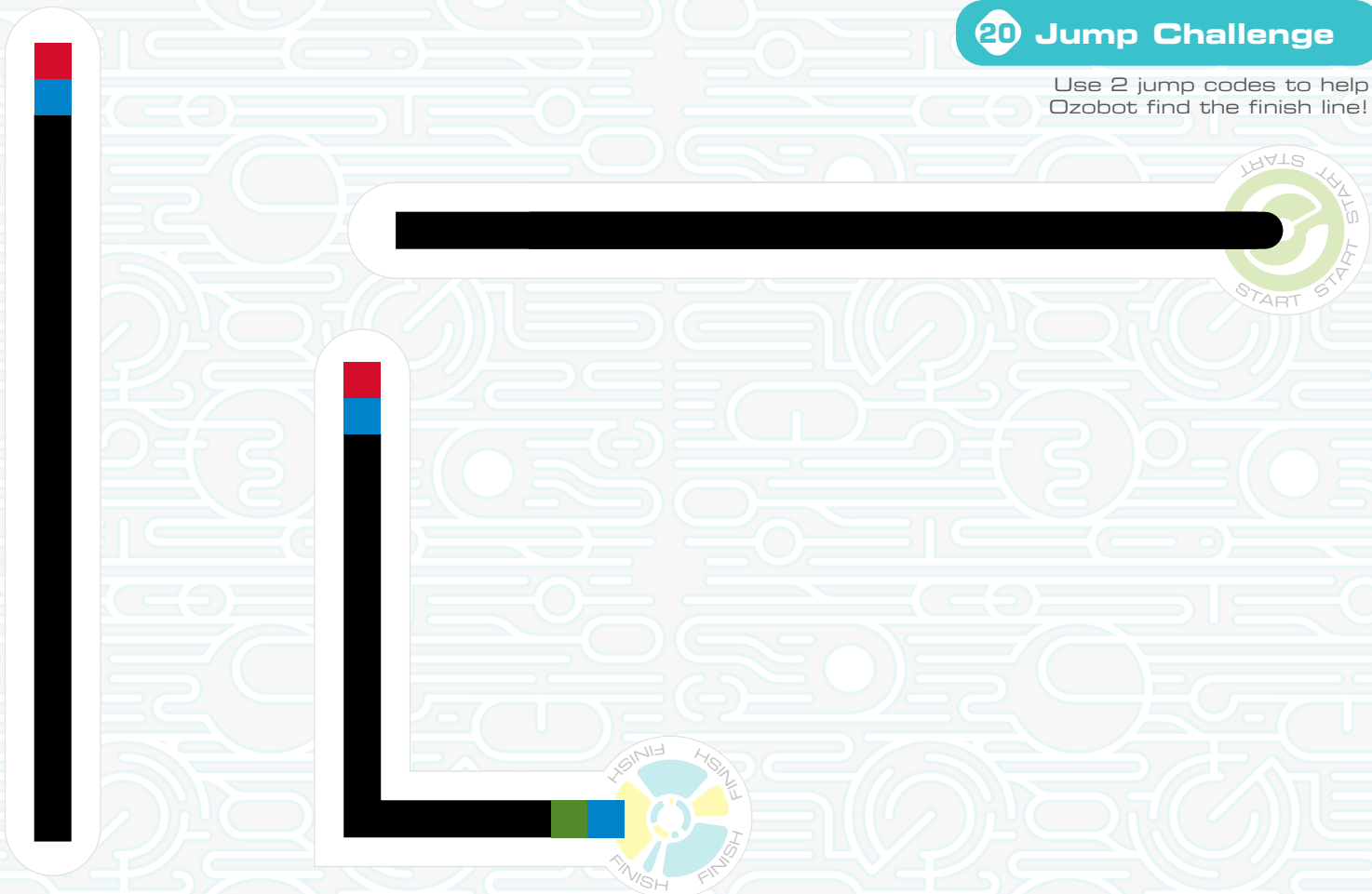
19 Who Needs Lines?

Jump codes lets Ozobot do a little free style... off roading! Choose the right Jump code sticker to get Ozobot to the finish zone.



20 Jump Challenge

Use 2 jump codes to help Ozobot find the finish line!



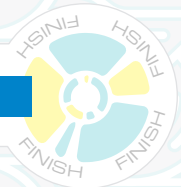
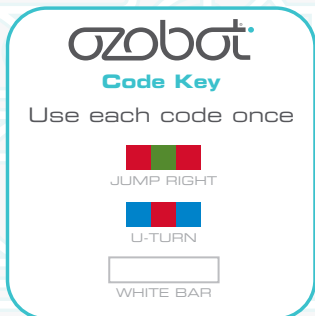
21 Brain Teaser II

Can you beat the challenge?
Use only the codes in the
code bank to get Ozobot
safely to the finish.



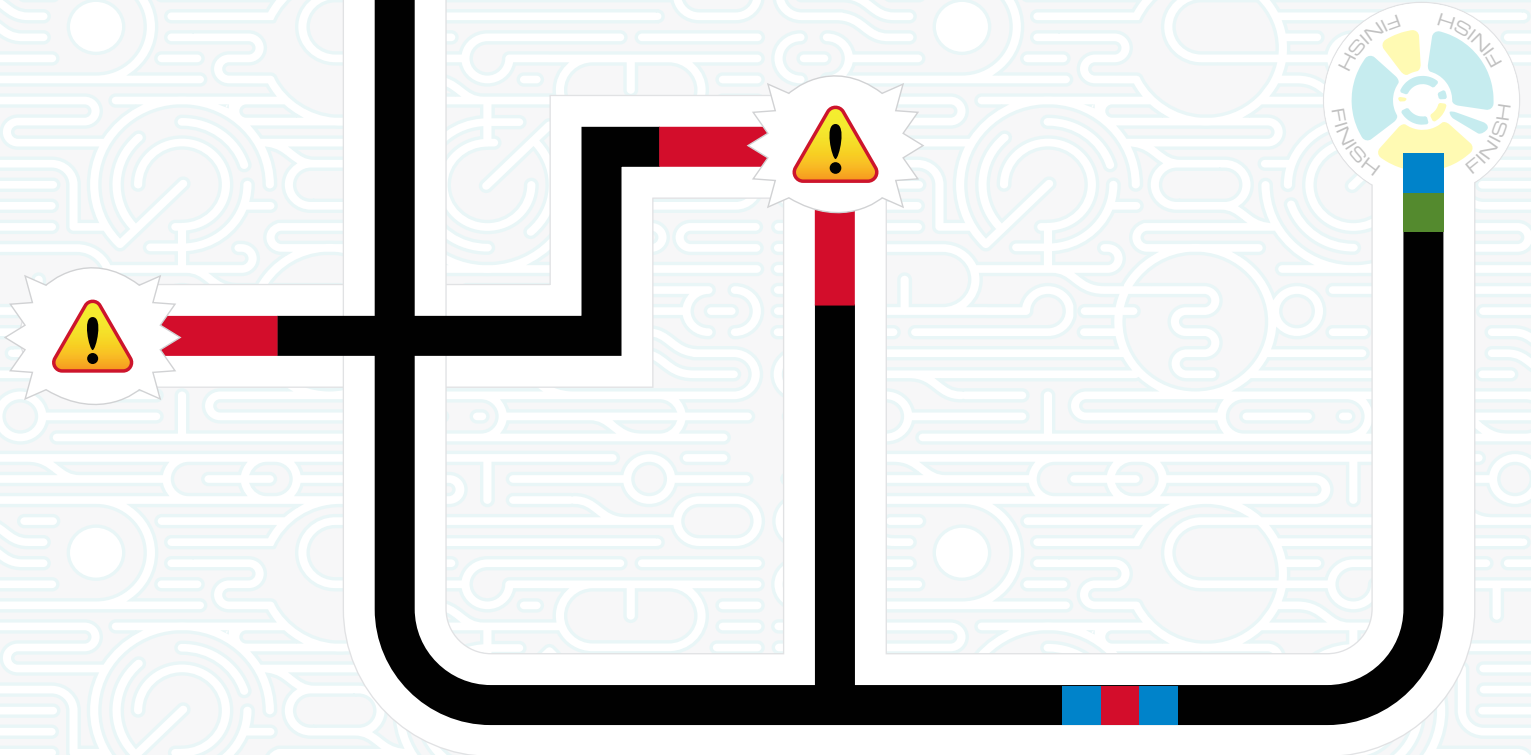
22 Brain Teaser III

Now try helping Ozobot safely get to the finish using only the three codes in the Code Key box!



23 The Challenge

Help Ozobot to the finish using only 3 codes...choose wisely!



Use each code once



GO LEFT



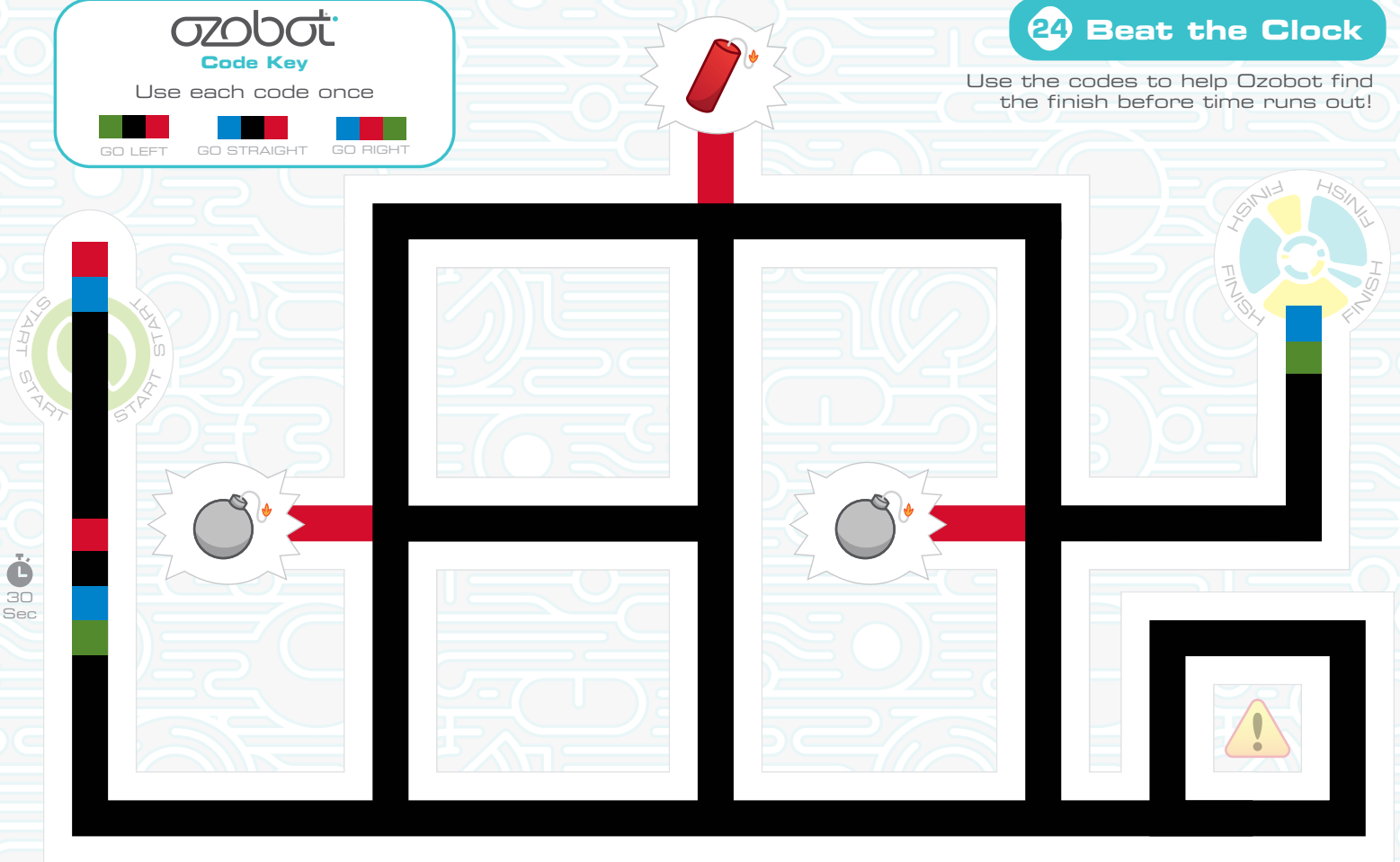
GO STRAIGHT



GO RIGHT

24 Beat the Clock

Use the codes to help Ozobot find the finish before time runs out!



Use each code once



GO LEFT

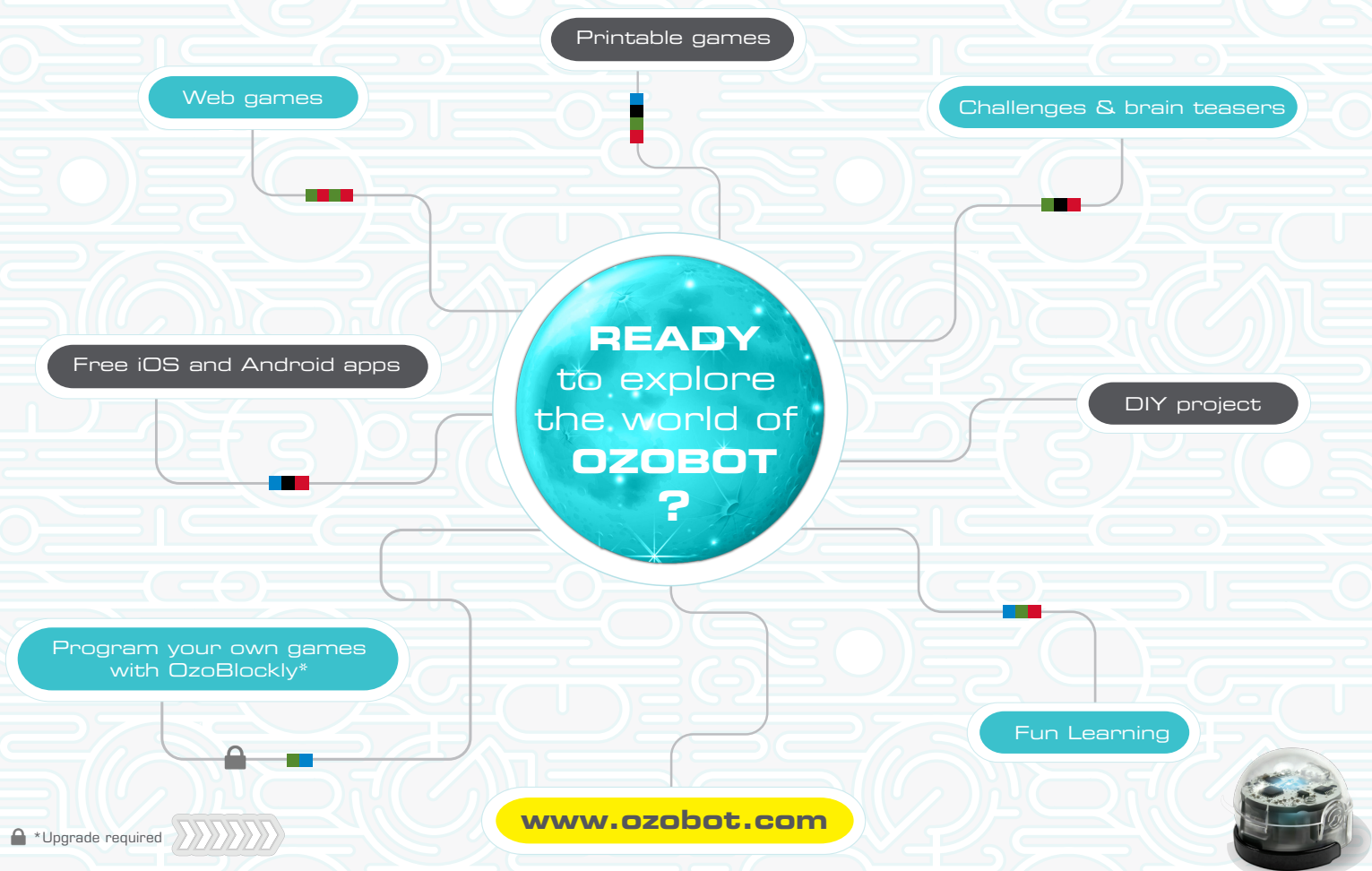
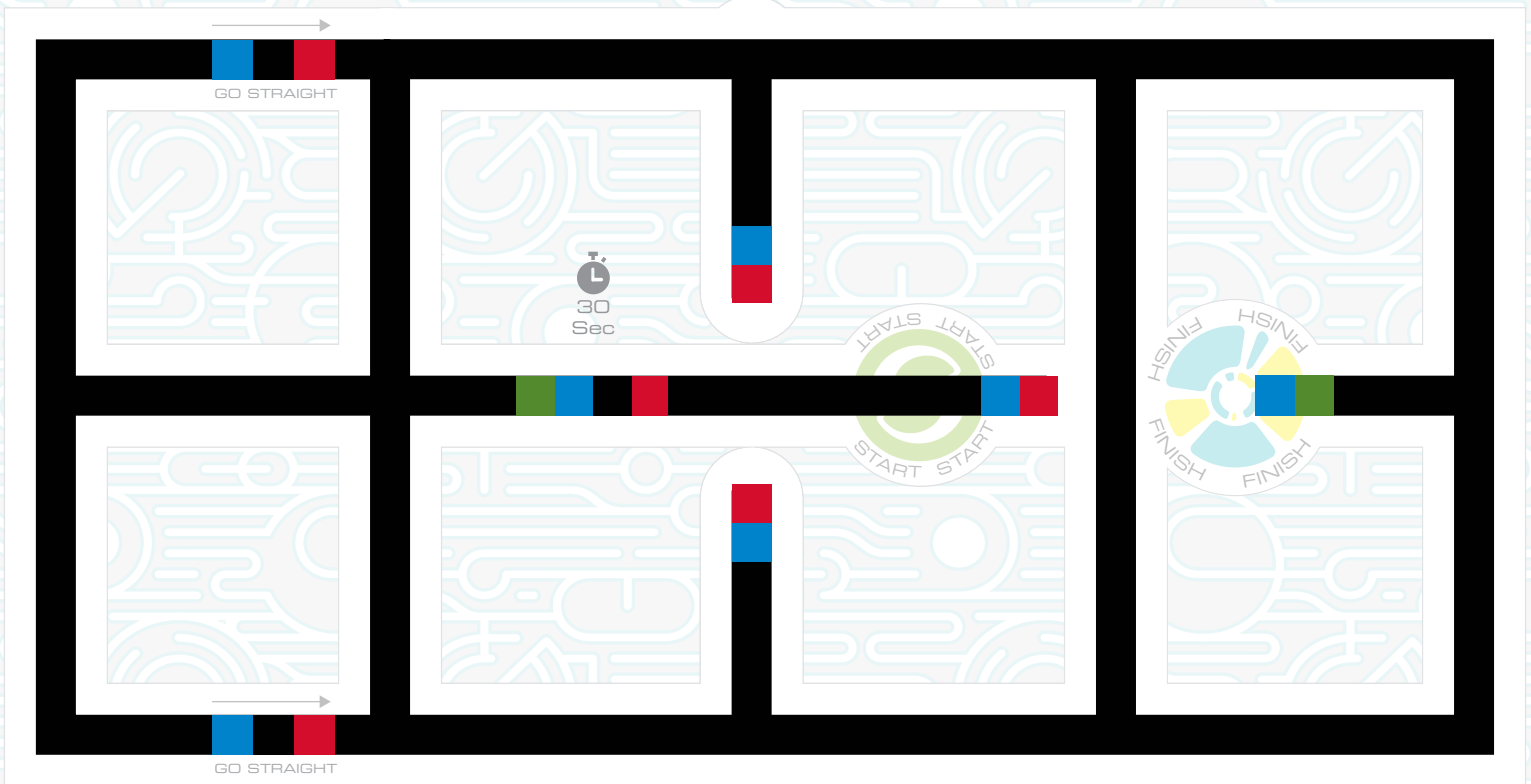


GO STRAIGHT



GO RIGHT

Use the codes to give Ozobot the best chance to reach the finish before time runs out!



All Codes:



Pantone Process Blue C



Pantone 363 C



Pantone 186 C