



OZOBOT FINDS “LOVE”

Essential Question/Summary

Students will be able to use markers and OzoCodes to help Ozobot find “LOVE” in the maps provided below.

Information

There are two levels. The second is more logically challenging than the first.

Prerequisites

Students should be familiar with OzoCodes.

Grouping

Students may work individually or in pairs.

Materials

- Markers for drawing OzoCodes
- Handouts (activity maps found below, and potential solutions)
- Ozobot Bit or Evo

Age/Grade Level

Grades K - 12

Duration

Approximately 30 minutes.

Topics

Computer Science

Academic Standards

CCSS.MATH.PRACTICE.MP1 Make sense of problems and persevere in solving them.

ISTE 4.c Develop, test and refine prototypes as a part of a cyclical design process

ISTE 6.a Choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication

Overview

Each student will be given a handout, which contains the letters 'L', 'O', 'V', and 'E' dispersed around the maze. Each is aligned with a blank color code. Ozobot must spell out "LOVE" by visiting each letter in order (and only once); this can be accomplished by using the correct OzoCodes. In the more challenging version of the worksheet, there are multiples of each letter. The solutions can be the same for both maps, so students should just be given one to complete.

Related Activities

Other holiday activities can be found on the Ozobot Lessons page.

LESSON/ACTIVITY PLAN

This activity will allow students to think critically to create the correct path to visit each letter in the word "LOVE". Advanced students should complete the activity with the extra letters listed on the map (the second version).

Instructions:

1. Hand out the printouts to the students (one per pair or student)
2. Explain that they will fill in the OzoCodes into the white slots on the map to guide Ozobot to every item exactly once, in the correct order
3. Hand out the Ozobots and have students test their solutions
 - a. The circle around each object indicates which line is associated with it

Notes:

- It may be helpful to give each student/pair a sheet of OzoCodes and an extra handout so they can find a second solution.
- For more advanced students, see if they can come up with more than one solution
 - The solutions given below are two possible solutions
- Link to the OzoCodes:
 - <http://play.ozobot.com/print/guides/ozobot-ozocodes-reference.pdf>





