## Introduction to OzoBlockly 01:

Basic Training Activity Sheet (Grades 2-12)

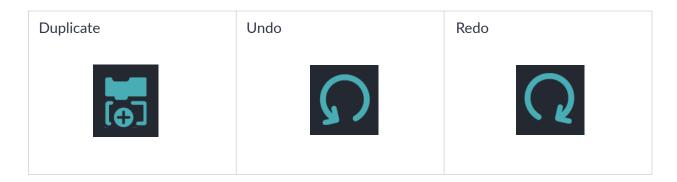
5				
2 List the block categor	ries in Level 2:			
Movement				
Light Effects				
Timing				
Loops				
Sounds				
3 Write/draw input a b	lock that you us	sed in your pr	ogram from e	each category:
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4 Draw or input a screenshot of the following icons:



- 5 List the four ways to delete block(s):
  - 1 Drag and drop blocks into the side panel
  - 2 Drag and drop blocks over the trash icon
  - 3 Right click and select "delete"
  - <sup>4</sup> Select the trash can and select "delete everything"
- 6 Describe the behavior of your Ozobot when you ran the program:

Student responses will vary