

Direct Instruction Summary

Intro to Color Codes 05: Skills Check 1 (Grades K-2)



1. Introduction

Students will combine what they have learned so far about the Speed, Direction, and Special Moves Color Codes to help Ozobot show different sentences in action.

2. Look Over the Activity Sheets

Activity Sheet 1 has 3 pathways, each with a different object at the end. Students will read or listen to the sentence for each pathway. Then, fill in the Color Codes to match the sentence.

Point out the Color Codes Key.

3. Read the First Sentence and Find the First Missing Color Code

Have students look for clues in the sentence. Read the sentence below Start 1 aloud, “Ozobot goes fast to eat the bag of chips.” The first Color Code space is the Fast code.

4. Find the Second Missing Color Code for Path 1

Ozobot needs to move to the bag of chips by turning right. Add the Right at Intersection in the second Color Code space.

5. Find the Third Missing Color Code for Path 1

After Ozobot reaches the bag of chips, it will move with excitement and make a happy sound. Ask students, how many blocks make up the last Color Code. Since the last Color Code is at the end of a line it has two blocks. Add the Win/Exit (play again) code.

6. Run Your Bot

Put Ozobot on Start 1 and observe how the actions of the bot reflect the actions in the sentence.

Either allow students time to finish lines 2 and 3 before moving on to 4, or jump to number 4 and allow students time afterward to complete all the exercises.

7. Read the Fourth Sentence and Find the First Missing Color Code

Find Start 4 on the second page of the Activity Sheets. Read the sentence aloud, “Ozobot spins to chase the dog.” The first Color Code has four color blocks, which is a special move. Add the Spin code. Remember to notice the direction the bot is traveling when completing the Color Code.

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8. Find the Second Missing Color Code for Path 4

The second code for Path 4 programs Ozobot to move to the dog so it needs to turn left. Add the Left at Intersection code.

9. Find the Third Missing Color Code for Path 4

After Ozobot reaches the dog, it will move with excitement and make a happy sound. Use the Win/Exit (play again) code.

10. Run Your Bot

Put the bot on Start 4 and watch as it shows the sentence in action.

11. Complete the Other Pathways on Your Own

Have students work on their own or in pairs to complete the other pathways. Remind students of the following steps:

1. Read the sentence.
2. Find the first missing Color Code.
3. Find the second missing Color Code.
4. Put in the Win/Exit Color Code.
5. Run your bot.

12. Check Your Color Codes

Share the correct missing Color Codes for the other four pathways as students check their work.

The 2nd pathway should have Slow, Left at Intersection, and Win/Exit codes.

The 3rd pathway should have Nitro Boost, Straight at Intersection, and Win/Exit codes.

The 5th pathway should have Spin, Right at Intersection, and Win/Exit codes.

The 6th pathway should have Zigzag and Win/Exit codes.

13. Lesson Wrap-Up

Have students explain to a partner, in writing, or in a group discussion:

1. the Color Codes they used and why
2. a problem they encountered and how they attempted to solve it
3. how their bot behaved based on the Color Codes used and if the bot demonstrated the correct outcome