

# Direct Instruction Summary

## Intro to Color Codes 09: Skills Check 2 (Grades K-2)



### 1. Introduction

Students will use a Timer Color Code and a Line Switch Color Code to send Ozobot on a scavenger hunt to collect different items.

### 2. Create Your Scavenger Hunt

Have students look around the room to find 2-3 items that are red, green or blue. Draw those objects in the boxes with the corresponding color label.

### 3. Program the Speed

Ozobot will have 30-seconds to collect as many items as it can before the timer is up and the bot turns off. Ask if the bot should move fast or slow. The speed code will go in the first Color Code space after start. Fast is B, BK, B.

### 4. Program the 30-Second Timer

The Timer On (30 sec) Color Code goes in the second space after Start. Timer On is R, BK, B, G.

### 5. Program the Line Switch

Point out the start line isn't connected to the scavenger hunt path. The third Color Code is Line Switch Right, R, G, R.

### 6. Complete the Path

Ozobot will use its LED light to show the color of the items it collects on the scavenger hunt. Color the lines under each box of items with the color of the items in the box.

### 7. Run Your Bot and Collect Data

Place Ozobot on Start and make a tally mark at the bottom of the page when it passes each color. Make observations and comparisons about how many items were collected.

### 8. 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
4. compare the numbers of objects collected