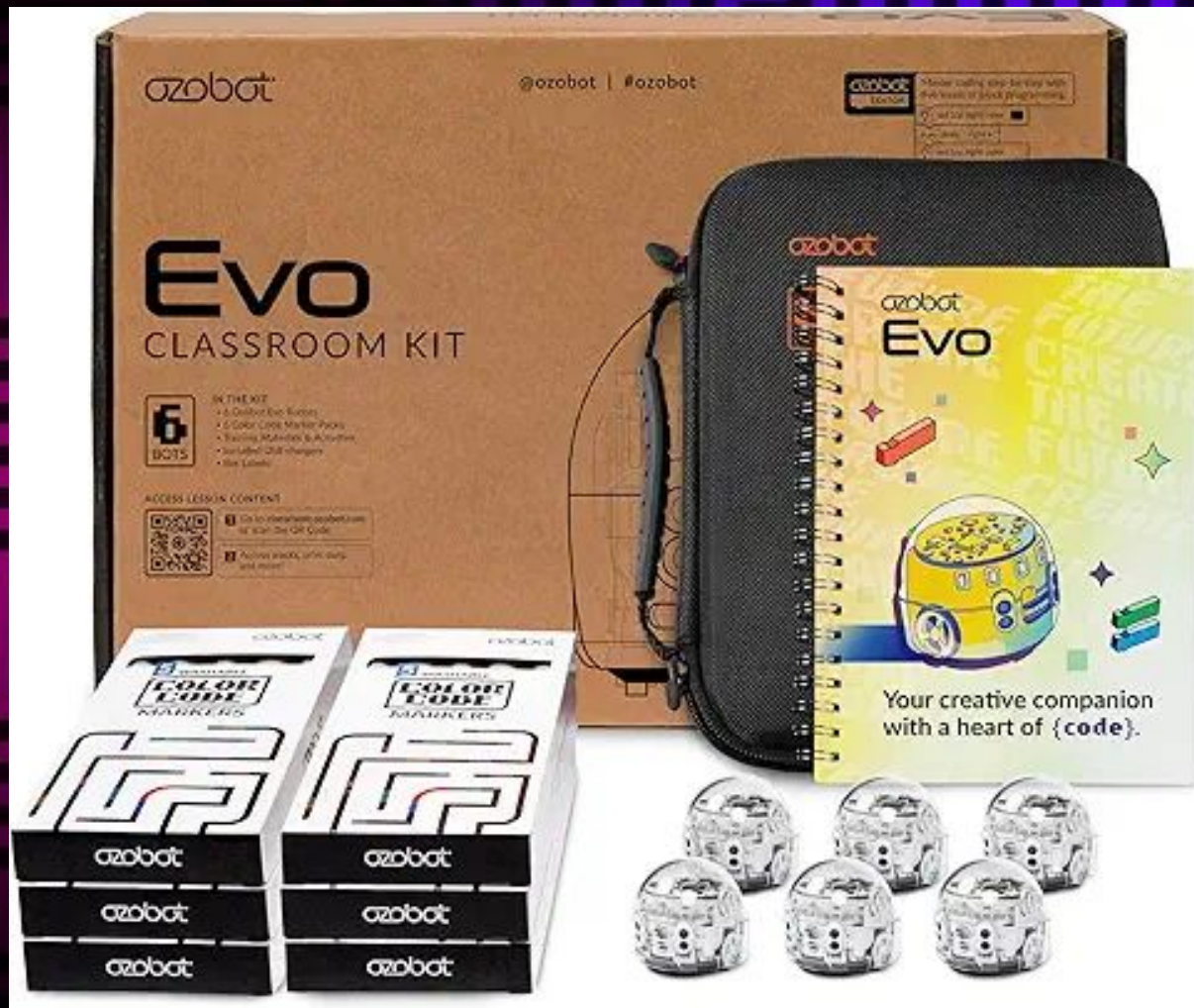


Introduction to Coding With Ozobots

1st Grade





Lesson 1: Introduction to Ozobots

- ❑ Explore Ozobots as Line Followers
- ❑ Explore Color Codes
- ❑ [Ozobot Introduction to Color Codes Lessons for Grades K-2](#)
- ❑ Complete simple mazes using color codes



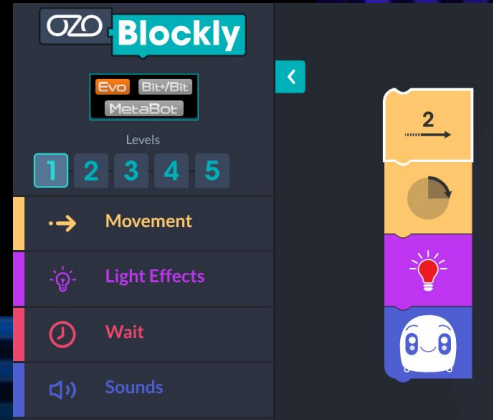
Lesson 2: Ozobots as Computing Devices

- ❑ Identify inputs and outputs on an ozobot
- ❑ Explain how ozobots use inputs and outputs to function
- ❑ How do computers/ robots know what to do?



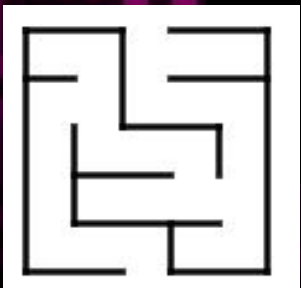
Lesson 3: Introduction to Ozoblockly.com

- ❑ Explore the level 1 codes on ozoblockly.com
- ❑ Experiment with movement, light effects, and sounds
- ❑ Explain the meaning of code and program



Lesson 4: Design a Maze

- ❑ Design a 2-dimensional maze
- ❑ Visit mazegenerator.net to design a maze
- ❑ Use craft sticks and cardboard to build a 3-D maze



Lesson 5: Code a Maze

- ❑ Code ozobot to navigate through the maze
- ❑ Identify bugs in the program
- ❑ Debug the program until ozobot successfully navigates through the maze

