Discover Ozobots

Virtual Workshop Pre-Visit Resources

THIS WORKSHOP, OFFERED VIRTUALLY, WILL INTRODUCE STUDENTS TO THE BASICS OF CODING BY USING A VIRTUAL OZOBOT EMULATOR.
This workshop introduces learners to computational thinking and the technology computer programmers may use. Learners work through a series of challenges on Shape Tracer, a simulated Ozobot environment. They will learn how to program the robot to change colour, use loops and move in the most efficient way. This workshop will cover basic coding practices, no coding experience is required. If learners have a physical Ozobot they can flash their code to their robot to see it play out in real life.

TEACHERS ARE RESPONSIBLE FOR:

At least 1 week prior:

- If your district uses Teams or Zoom: Science World will email you a meeting link.
- If your district uses Google Meet/Classroom: create a meeting and email techup@scienceworld.ca with a link.
- Ensure classroom is properly configured and equipment will be available for students (see class configuration, below). Science World staff are available to test set up, contact techup@scienceworld.ca to schedule this.

Class configuration:

- In-class learners: only one computer (preferably the teacher's computer) will connect to the online learning platform. This computer should be connected to the classroom projector and to an audio system in the room, so students can hear and see the facilitator (the camera should also be facing the students, so the facilitator can also see the students).
- Distance learners (students at another location) will need to be connected to the learning platform. They will also need to be knowledgeable of how the learning platform works, and how to switch between separate program windows (i.e. Teams and Safari/Chrome), regardless of what device they are using.

- All learners will need an iPad or a laptop with internet access, and a link to the webpage where the activities will occur: https://games.ozoblockly.com/shapetracer-basic (or this shortened link: https://tinyurl.com/ShapeTracer1). To save time, we suggest getting the webpage ready on the devices before handing them out to the students and ensuring the students only open to the webpage when instructed to do so.

During the workshop:

- Log in to online learning platform *10 minutes prior* to workshop start time
- Provide class demographics* and updated participant count to the Science World facilitator
- Provide moderation between students and Science World facilitator (making sure students are on task and communicating with Science World facilitator as needed throughout workshop).

*This program is funded through CanCode, a program of the Government of. Science World is required to collect demographic data as part of this funding, as it helps the government administrators understand the breadth of access and the impact of these kinds of programs. Please be prepared to complete a quick demographic survey prior to the workshop's end so that we may fulfill our reporting duties and continue to offer these programs.