



Challenge #1

FOLLOW THE LINE

Time Needed: 5-10 minutes

Extra Material: Black marker, paper

YOUR GOAL:

Draw a path for your Ozobot to follow.

WHAT YOU NEED TO KNOW BEFORE STARTING:

- Click the power button on the ozobot once. It will move slowly until it finds a line to follow.

HINTS:

- Ozobots like even, thick lines (look at the examples).
- Try curved and straight lines.

FOLLOW UP:

- What happens when the ozobot gets to an intersection? Does it do the same thing every time?
- What happens if your line is a colour other than black?



Challenge #2

SPEED UP OR SLOW DOWN

Time Needed: 5-10 minutes

Extra Material: Paper, black marker, coloured markers (red, blue, green), ozobot colour code page

YOUR GOAL:

Change the speed of your ozobot using one extra colour.

WHAT YOU NEED TO KNOW BEFORE STARTING:

- Ozobots read colour codes as they drive over them.

HINTS:

- Check the code guide sheet to see your options.

FOLLOW UP:

- What happens when your ozobot drives over your code in the opposite direction?

Challenge #3

RIGHT OR LEFT

Time Needed: 5-10 minutes

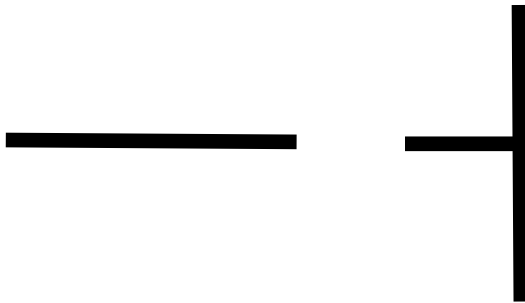
Extra Material: Paper, black marker, coloured markers (red, blue, green), ozobot colour code page

YOUR GOAL:

Tell your ozobot which way to turn at an intersection.

WHAT YOU NEED TO KNOW BEFORE STARTING:

- Copy this pattern on your paper



HINTS:

- Check the code guide sheet to see your options.
- Your code can go in the blank spot.

FOLLOW UP:

- Add another intersection to your path, and add another turn instruction.



Challenge #4

STOP!

Time Needed: 5-10 minutes

Extra Material: Paper, black marker, coloured markers (red, blue, green), ozobot colour code page

YOUR GOAL:

Tell your ozobot to stop without touching it.

WHAT YOU NEED TO KNOW BEFORE STARTING:

- You can add to your path or make a new one.

HINTS:

- Check the code guide sheet to see your options.

FOLLOW UP:

- Get your ozobot to do a U-turn at the end of a path.



Challenge #5

CRAZY PATH

Time Needed: 10 minutes

Extra Material: Paper, black marker, coloured markers (red, blue, green), ozobot colour code page

YOUR GOAL:

Create a path with at least four codes.

WHAT YOU NEED TO KNOW BEFORE STARTING:

- You can add to your path or make a new one.

HINTS:

- Check the code guide sheet to see your options.
- Start with a simple path and make sure it works before you add to it.

FOLLOW UP:

Put your ozobot at the end of your path rather than the beginning. Can you predict what it will do?