

Maker Challenge

Robotics: **Ozobots**

Complete both of the following courses with Ozobot:

- **Color Coding.** Using color codes with markers/paper for offline coding, Create three courses with intricate codes (a sheet of codes is included in the Ozobot kit. Examples include: tornado, nitro, slow, etc) and have Ozobot complete each course without issue.
- **Ozoblockly Drag & Drop coding.** Click the link to use a PC or laptop to explore app-based coding Ozobot. *This part of the challenge can be played with or without the Ozobot kit using the OzoBlockly simulator.
Complete the following challenges in OzoBlockly:
 - Play Shape Tracer game to complete all 10 levels.
 - Play Shape Tracer 2 game to complete all 10 levels.
 - Play Ozotown and complete all 10 levels.

Resources

Books at NPL about Robots & Coding:

See booklist attached

Kits available:

Ozobot w/ challenge notebook (NPL STEAM2Go Kit)

Links for Ozobot

Ozobot Color Code pdf

<https://files.ozobot.com/stem-education/Ozobot-Color-Codes-Chart.pdf>

Ozobot Color Code Experience pack pdf

<https://play.ozobot.com/print/ozobot-evo-experience-pack.pdf>

Ozoblockly Coding/ Shape Tracer Challenge

<https://games.ozoblockly.com/shapetracer-basic>

Ozotown Challenge

<https://games.ozoblockly.com/ozotown-basic>

Finished the Challenge?

Return the Ozobot Kit to the library Congratulations! You have completed this Maker Challenge.

Remember to fill out the [Challenge Completed Form](#) to enter the monthly Maker prize drawing and to track your progress through the challenges.