THE OZOBOT EASTER EGG HUNT

Number of players
One or more

Age
5+

Duration
30 – 50 minutes

Objective
Send Ozobot on an Easter Egg Hunt. How many eggs can you help Ozobot find before time runs out?

Prerequisite
Knowledge of how OzoCodes work

Note
This game can be played on the Easter Egg Maze as described in the instructions below, but there are also variations to the basic game. For more details, see “Variations” below.

You will need
• Markers in colors black, blue, red and green (we recommend Ozobot Markers, but Crayola Classic Markers or Sharpie’s Chisel Tip Markers also work), one set per player
• Stopwatch or timer
• Printout of the Easter Egg Maze, one per player
• Printout of the Printout of the Easter Egg Cards, on card stock paper, one per player
• Scissors to cut the Easter Egg Cards, one per player

Preparation
• Before playing for the first time, each player takes an Easter Egg Cards printout and cuts out the 24 Easter Eggs.
• Before every game, each player draws 8 of these egg cards blindly and places them onto the empty slots on the maze.
How to play
Eight Easter eggs are hidden on the lawn and your task is to use OzoCodes to help Ozobot find as many as possible before time runs out.

This is how you play (rules for one or more players):
1. Each player uses their markers to fill in “go right”, “go straight” and “go left” OzoCodes into any of the empty slots on their own Easter Egg Maze printout. If you do not want to fill in some of the slots, draw a path over the slots with black marker. Ozobot will see it as a regular path and turn randomly at the next intersection. If you do not remember the OzoCodes for turning and going straight, you can take a look at them on the Easter Egg Cards printout.
2. Calibrate Ozobot to play on paper (for more information on how to do this, please see the OzobotTips sheet http://files.ozobot.com/stem-education/ozobot-tips.pdf)
3. Turn on the stopwatch or timer to 90 seconds.
4. As soon as time starts running, each player turns on Ozobot and places Ozobot at the “Start” of their maze.
5. When Ozobot pauses at a connected egg, you have time to pick up the Easter egg card – if there still is one!

End of Game (for one player)
The game is over when either:
• Time has run out, or
• You have collected all eight Easter eggs.
How many eggs have you collected? The number of collected eggs is your score.

You can play the game over and over again - either with the same maze or with another maze with a different mix of the codes. Try to beat your last score!

End of Game (for more than one player)
The game is over when either:
• Time has run out, or
• One of the players has collected all eight Easter Eggs.

The winner is the player that has collected all eight eggs first. If none of the players has done so, then the winner is the player with the most collected eggs at the end of the allowed time.
You can play the game over and over again - either with the same maze or with another maze with a different mix of the codes.

**Variations**

There are many variations to this game:

- Instead of putting down one egg card on each spot on the maze, try the game with 2 or 3 egg cards on each spot.
- Add the rule: only collect the yellow eggs (or any of the other colors). In this case, every player should start out with the same egg color arrangement on the maze.
- Assign different number of points to different color eggs. In this case, every player should start out with the same egg color arrangement on the maze.
- Change the amount of time allowed for Ozobot to drive on the maze.
- Allow every player to use only up to a specific number of “go right”, “go left” and “go straight” codes.
- You can play the game without any of the egg cards. If you do, just keep track of how many eggs were found in your head or on a piece of paper.

Have fun collecting the Easter eggs!
EASTER EGG MAZE
Use These OzoCodes:

- Go Straight
- Go Right
- Go Left