



Activity

EVO MATH OPERATIONS - ADD, SUBTRACT, MULTIPLY

CREATED BY

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TOPICS

Mathematics

GRADES

1-5

METHOD

OzoBlockly

DURATION

15-20 minutes

Evo Math Operations
Add, Subtract, and Multiply Practice

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Are you an elementary teacher who teaches basic addition, subtraction, or multiplication skills? Would you like to give your students a fun way to practice them in your classroom? Then the ***Evo Classroom Application: Add, Subtract, and Multiply Practice*** has been designed just for you! All practice problems are for numbers from 1 through 9, with no repetitions of the same problem in any given run of the OzoBlockly program. Subtraction involves only positive numbers, assuming no student background in negative numbers.

All you need to do is load one of the following three OzoBlockly programs into your classroom Ozobot Evo robots:

- *EvoAdditionPractice.ozocode*
- *EvoSubtractionPractice.ozocode*
- *EvoMultiplicationTablePractice.ozocode*

Then make copies of the matching OzoMap for each student group. These are shown in Figure 1, and full-size maps suitable for copying are on the last three pages of this document.

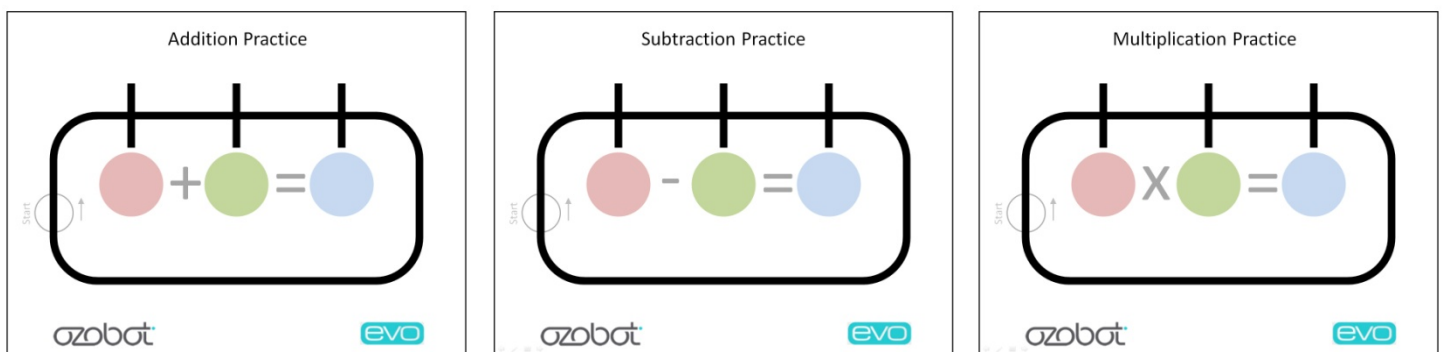


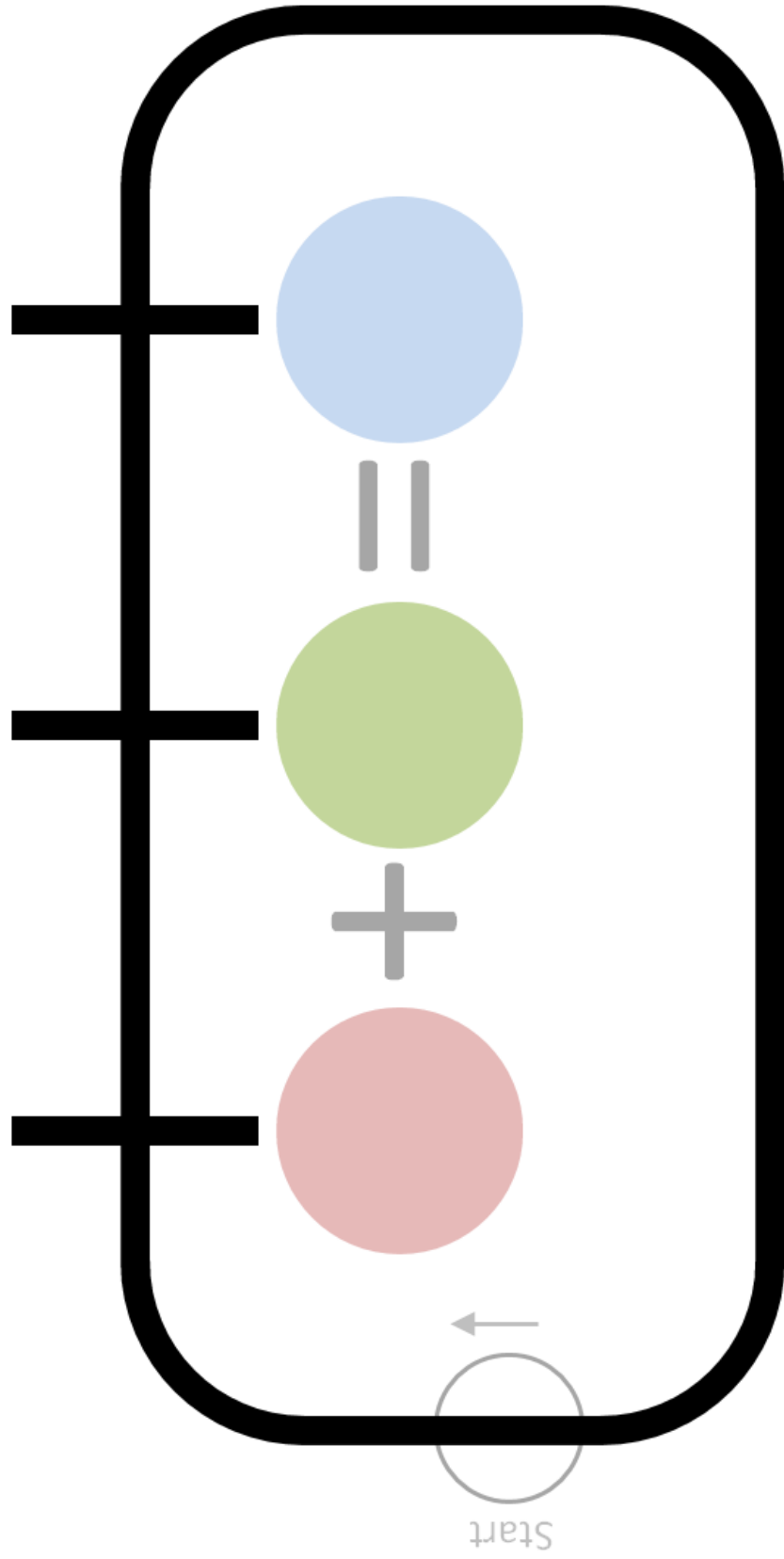
Figure 1

Running the OzoBlockly Program

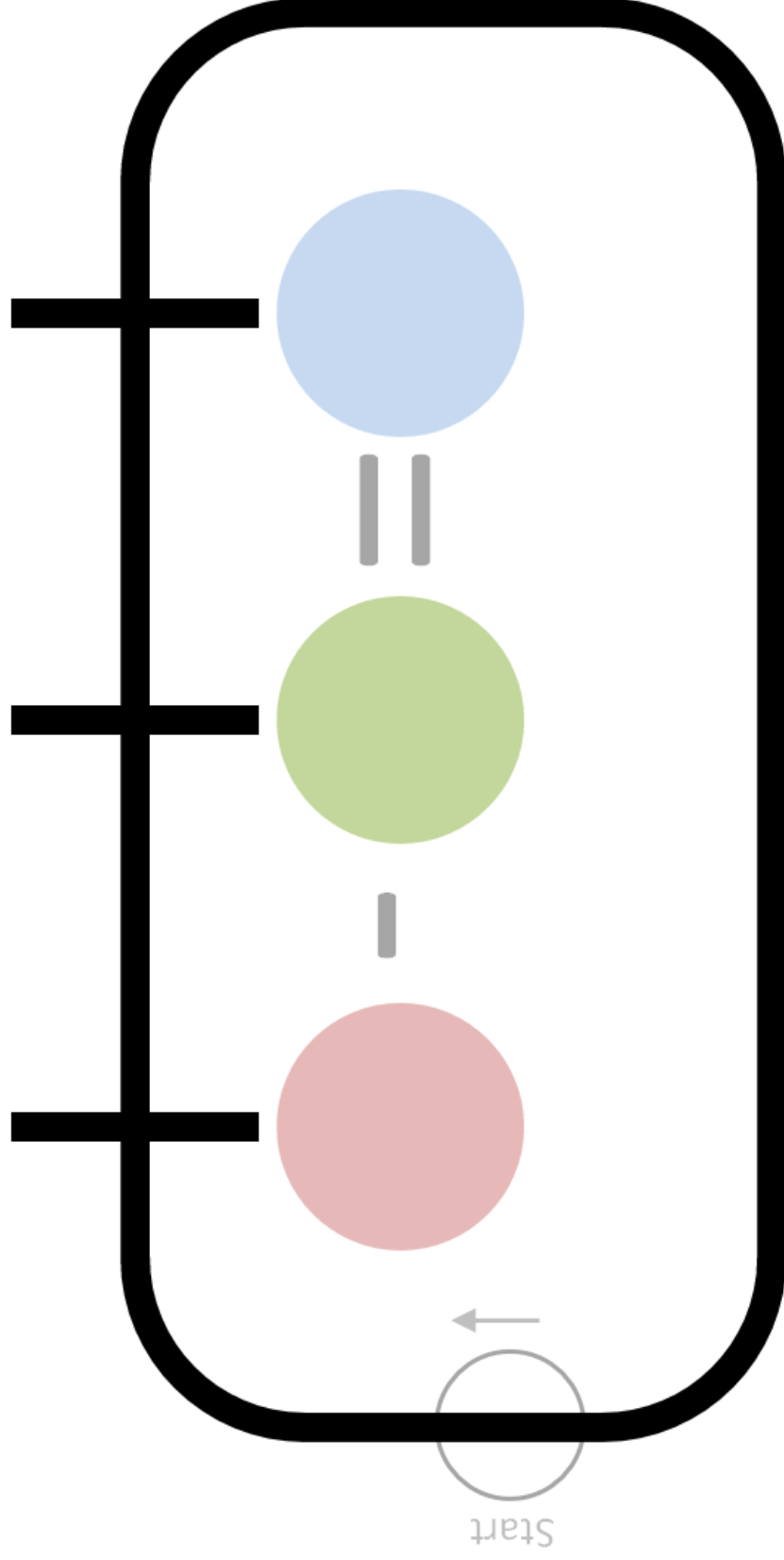
1. To run the loaded program on Evo, begin with Evo powered down. Press Evo's button once to turn Evo on. Then when the front lights show blue, double-press the button. Evo's top light should then be green. The OzoBlockly program has started running.
2. Quickly place Evo on the start location on the OzoMap facing the direction shown by the arrow.

3. Evo will begin moving and stop by the red spot and speak the first number in the arithmetic operation.
4. Evo will then move to the green spot and speak the second number.
5. Finally, Evo will move to the blue spot, and give the student four seconds to come up with the answer. During this four-second period, he will blink red at an increasingly rapid rate. He will then speak the correct answer, providing immediate feedback for the student.
6. Evo will continue this process by looping around the map for up to forty times. No problem will be repeated. For example, if the problem 4×2 is given, Evo will not give the problem 4×2 again in the same run, nor will he give the problem 2×4 .
7. The program can be ended at any time before forty problems are completed by simply pressing Evo's button. Doing so will turn Evo off.

Addition Practice



Subtraction Practice



Multiplication Practice

