

OZO EXPEDITION INSTRUCTIONS

GRADES: K-2

NUMBER OF PLAYERS: 2-5

CONTENTS

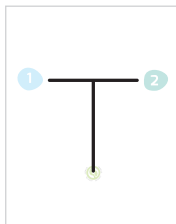
Shape Cards



Ozocode Cards



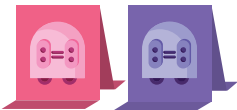
Space Jump



Game Board



Pawns



1

THE FIRST TIME YOU PLAY

- Cut out all cards and game pieces
- Fold bot pawns in half
- Review the Ozobot Tips Sheet to review how to draw OzoCodes and to learn where to place OzoCodes on a drawing (<http://files.ozobot.com/stem-education/ozobot-tips.pdf>)

YOU WILL NEED

- A timer
- Black, red, blue, and green markers (one set per person)
- Bit or Evo
- A stack of '8.5 x 11' white paper
- Calibration dot template (<http://files.ozobot.com/stem-education/ozobot-tips.pdf>, page 3)

SET-UP

- Place Ozocode cards on the 'Ozocodes' square and shape cards on the 'Shapes' square
- Give each player a set of black, blue, red, and green markers
- Calibrate Ozobot on the calibration dot
- Each player should choose a pawn and place it at the start

2

OZO EXPEDITION RULES

OBJECT

Be the first player to reach Mars by completing drawing challenges!

RULES OF THE GAME

During "Test," the group must agree that the shape looks similar enough to the shape on the card. If it does not look similar enough, the player cannot move forward.

WINNING THE GAME

The first player to reach Mars (the final planet on the board) wins! **You do not need the exact number to land.**

EACH ROUND CONSISTS OF SIX STEPS

1. Draw Cards



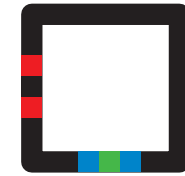
Each player draws a card from the Line Shapes and Ozocodes piles.

2. Set Timer



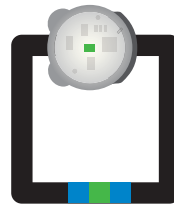
Set timer for 3 minutes and begin!

3. Combine



Each player must combine the shape and ozocode(s) using markers and white paper.

4. Test



When time is up, test each player's shape, making sure Ozobot can follow the entire shape and read each code.

5. Space Jump



Players who were successful may place Ozobot on the Space Jump to determine how many spaces to move.

6. Return Cards



Return each used card to the bottom of the appropriate pile.

OZOBOT

EXPEDITION TO MARS






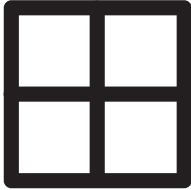




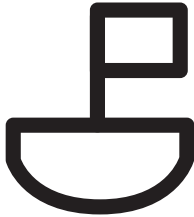













OZOCODES



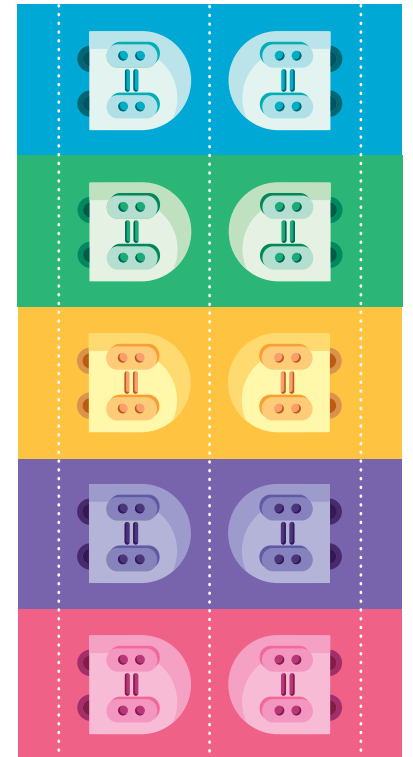
LINE SHAPES



LINE SHAPES

 <input type="checkbox"/> SPIN-TORNADO <input type="checkbox"/>	 <input type="checkbox"/> SPIN-TORNADO <input type="checkbox"/>		
 U TURN  <input type="checkbox"/> SNAIL DOSE-NITRO BOOST <input type="checkbox"/>	 CRUISE  FAST		
 <input type="checkbox"/> SPIN-TORNADO <input type="checkbox"/>  FAST	 SLOW  TURBO		
 <input type="checkbox"/> SPIN-TORNADO <input type="checkbox"/>  <input type="checkbox"/> SNAIL DOSE-NITRO BOOST <input type="checkbox"/>	 U TURN  TURBO		

OZOBOTS FOR PLAYFIELD



PLAY

SPACE JUMP

1

2

