

GRADES: 3+

NUMBER OF PLAYERS: 2-5

CONTENTS

Shape Cards



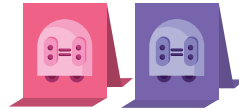
Ozocode Cards



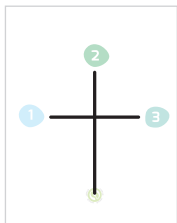
Challenge Cards



Pawns



Space Jump



Game Board



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, cut in half
- Calibration dot template (<http://files.ozobot.com/stem-education/ozobot-tips.pdf>, page 3)

SET-UP

- Place cards on the corresponding squares
- 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

ABOUT THE BOARD

- When you land on a planet space, you may pick up a challenge card
- If you land on the Black Hole Portal you can move through to the other side!

OBJECT

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

RULES OF THE GAME

1. You may pick up a challenge card if you land on a Planet space. You may keep these until you'd like to use them, and you do not need to show them to the other players until you play them.
2. You may play as many Challenge Cards as you would like each round, but you may only give one card to each player.
3. There may be more OzoCodes than you can fit on the straight parts of your shape. This where luck comes into play in the game! Just try your best and test Ozobot's limits.
4. 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 Neptune (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



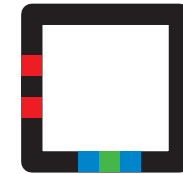
Each player draws a card from the Line Shapes and Ozocodes piles.

2. Set Timer



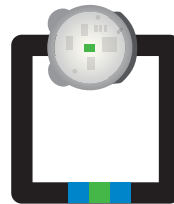
Set timer for 2 minutes and begin!

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 NEPTUNE

MASTER

FINISH

CHALLENGE



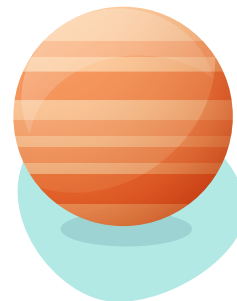
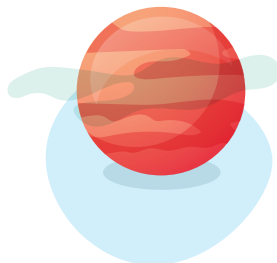
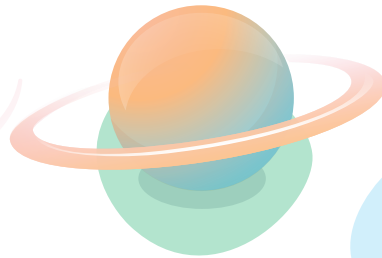
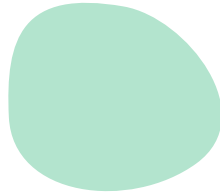
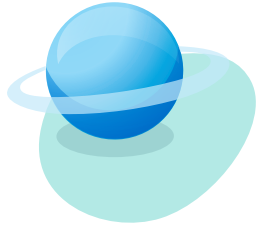
OZOCODES



LINE SHAPES



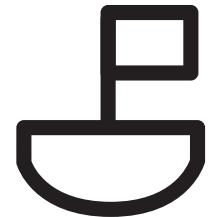
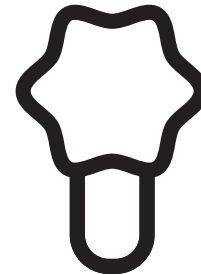
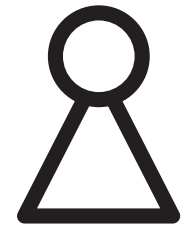
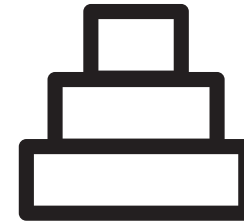
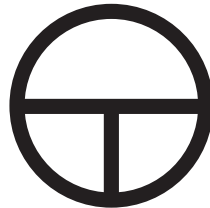
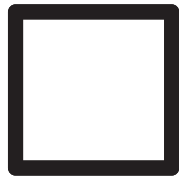
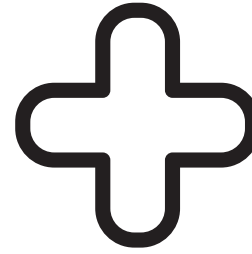
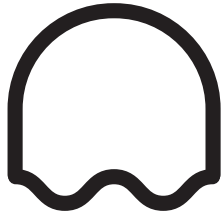
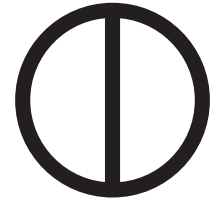
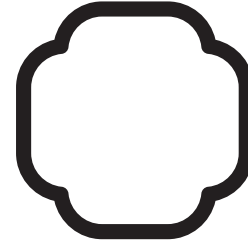
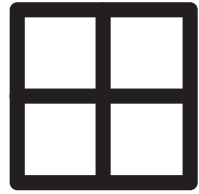
START



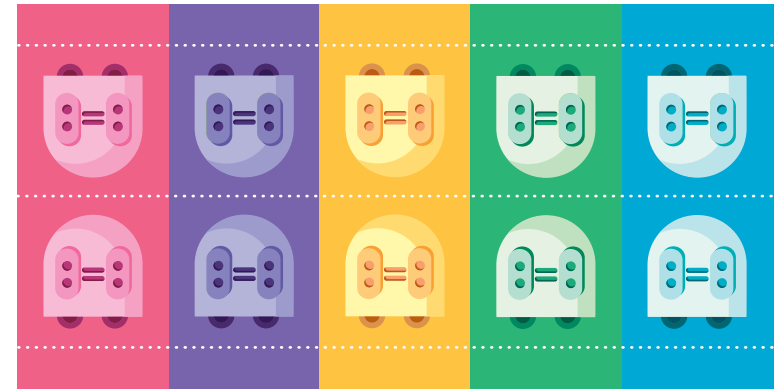
OZOCODES MASTER

 <p>U TURN</p>	 <p>SPIN-TORNADO</p>	 <p>SLOW</p>	 <p>SNAIL DOSE-NITRO BOOST</p>	 <p>SLOW</p>  <p>FAST</p>
 <p>SNAIL DOSE-NITRO BOOST</p>  <p>SPIN-TORNADO</p>	 <p>SPIN-TORNADO</p>  <p>FAST</p>	 <p>TURBO</p>	 <p>U TURN</p>  <p>SNAIL DOSE-NITRO BOOST</p>	 <p>CRUISE</p>  <p>FAST</p>
 <p>U TURN</p>  <p>SLOW</p>  <p>SPIN-TORNADO</p>	 <p>CRUISE</p>  <p>SLOW</p>  <p>TURBO</p>	 <p>SLOW</p>  <p>SNAIL DOSE-NITRO BOOST</p>	 <p>FAST</p>  <p>SNAIL DOSE-NITRO BOOST</p>  <p>SPIN-TORNADO</p>	 <p>SLOW</p>  <p>TURBO</p>  <p>U TURN</p>
 <p>FAST</p>  <p>SNAIL DOSE-NITRO BOOST</p>  <p>SPIN-TORNADO</p>	 <p>TURBO</p>  <p>U TURN</p>  <p>SPIN-TORNADO</p>	 <p>FAST</p>  <p>CRUISE</p>  <p>SPIN-TORNADO</p>  <p>SNAIL DOSE-NITRO BOOST</p>	 <p>SLOW</p>  <p>SPIN-TORNADO</p>  <p>FAST</p>  <p>U TURN</p>	 <p>TURBO</p>  <p>SPIN-TORNADO</p>







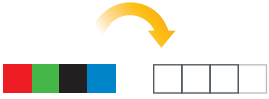






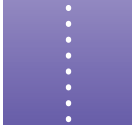

LINE SHAPES MASTER



OZOBOTS FOR PLAYFIELD



CHALLENGES MASTER

 <p>Ozocode</p> <p>Give to another player before their turn and choose an OzoCode for them to add to their card.</p>	 <p>Ozocode</p> <p>Give to another player before their turn and choose an OzoCode for them to add to their card.</p>	 <p>Ozocode</p> <p>Give to another player before their turn and choose an OzoCode for them to add to their card.</p>	 <p>Ozocode</p> <p>Give to another player before their turn and choose an OzoCode for them to add to their card.</p>	 <p>Ozocode</p> <p>Give to another player before their turn and choose 2 OzoCodes they must add to their card</p>
 <p>Ozocode</p> <p>Give to another player before their turn and choose 2 OzoCodes they must add to their card</p>	 <p>"Replace" cards</p> <p>Replace a player's code(s) with backwalk!</p>	 <p>"Replace" cards</p> <p>Replace a player's code(s) with backwalk!</p>	 <p>"Replace" cards</p> <p>Replace a player's code(s) with backwalk!</p>	 <p>Free re-do</p> <p>If your turn is unsuccessful, you can try again before moving to the next round.</p>
 <p>Free re-do</p> <p>If your turn is unsuccessful, you can try again before moving to the next round.</p>	 <p>Free re-do</p> <p>If your turn is unsuccessful, you can try again before moving to the next round.</p>	 <p>Fold paper in half</p>	 <p>Fold paper in half</p>	 <p>Fold paper in half</p>

PLAY

SPACE JUMP

MASTER

