



Pokemon GO Hunter

Created by

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Topics

Robotics

Computer Science

Programming

Ages

Grades 3-12

Duration

1-2 hours

POKEMON HUNT

Summary

The play side: the students have to catch all of the Pokemon with their poke balls. But since they have only 3 poke balls, they should gain additional poke balls from the poke stop.

The learn side: they have to code with OZOBLOCKLY programming and use several functions to accomplish the mission.

Information

Teachers should know how to use line following in OzoBlockly. Also, students should be prepared to optimize the program using the function feature.

Prerequisites

Nothing, teachers will teach them how to use OZOBLOCKLY.

Grouping

1 student, or 2 students or 5 students (1 Pokemon each: there are 5 Pokemon to catch). For the first student, the teacher can show how to develop a function “catch pokemon” to avoid repeating the same set of statements for each Pokemon. If there are 5 students, they will each use the function “catch pokemon” (but will edit it).

Materials

- scissors,
- print the PDF to cut the poke balls, Pokemon, and the costume for Ozobot,
- iPad for Ozoblockly.

Age/Grade Level

From grades 3 and up.

OzoBlockly Programming Topics

Path navigation. Functions.

OzoBlockly Mode

Mode Intermediate-Advanced

Duration

Depends on the students' level regarding coding. Students have to understand how to code with OzoBlockly, and how to load their code from OzoBlockly to Ozobot. They will also will need to know how to solve the problems if their program doesn't work. So, around 2 hours.

Topics

Math, programming, coding, computer science, path navigation.

Academic Standards

ITSE

4.b – Plan and manage activities to develop a solution or complete a project

6.a – Understand and use technology systems

CC Math 1. Make sense of problems and persevere in solving them.

2. Reason abstractly and quantitatively

Overview

- First: Explain what coding is
- Explain what they will use for coding: OZOBLOCKLY, what is it and how it works
- Show how to create different functions in OZOBLOCKLY
- Show how to load the code to Ozobot
- Explain the mission: catch all the Pokemon in order - follow the rules (how to catch the Pokemon)
- Explain how to optimize coding with functions

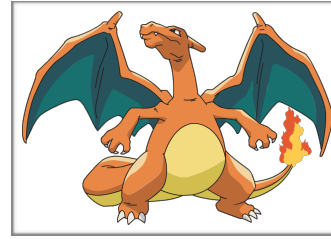
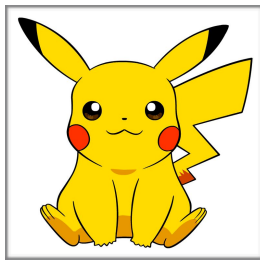
Lesson/Activity Plan

- The goal of this activity is to let the students practice OZOBLOCKLY with their Ozobot in a fun way.
- The teacher should print the material from the PDF (the mat - mission – poke balls - Pokemon - and a big poke ball to customize Ozobot)
- This activity is for groups. Divide the classroom by groups. The teacher can make it a race, whichever group finishes first. Inside the group, each student can catch one Pokemon. (There are 5 Pokemon).
- You can make a function for each Pokemon you meet, but there is a function that you can use so you don't have to repeat each time the same program for each Pokemon.

Please watch our students work on this lesson here:

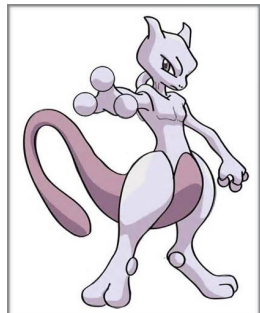
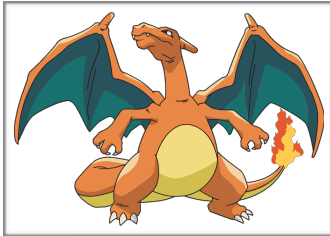
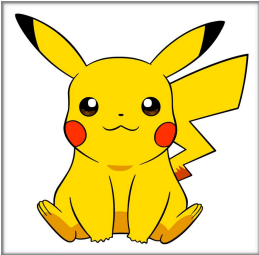
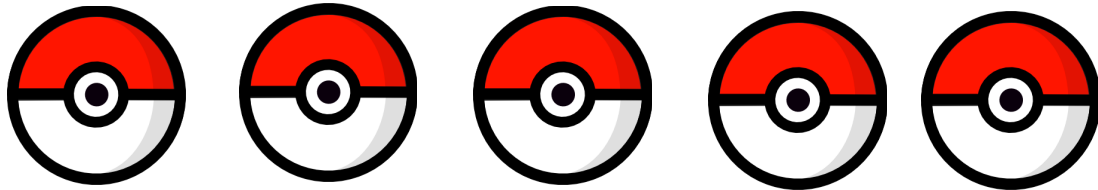
<https://www.youtube.com/watch?v=FTvcQ12q-Ko>

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START

END



Your Mission :

Catch all this pokemon by order:

- 1- 
- 2- 
- 3- 
- 4-  
- 5-

How to catch them ?

- ➔ Stop by the pokemon
- ➔ Then do a tornado with a police light

You have only 3 balls, go to the pkestop to win 2 more balls.

