Ozobot Evo

Recommended Age: 8 and up

Learn and play with this small programmable robot. Evo makes learning to code fun and interactive, and supports different levels of experience as you use the markers to draw color patterns to tell Evo what to do, or download the app and use block-based coding to program movement, lights, and sound.
Steam Kit: Ozobot Evo
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Contents List

- Ozobot Evo
  - Evo robot
  - OzoSkin
  - 4 colored markers
  - USB charging cable
  - Carrying pouch
  - 9 puzzle pieces

Please note: The total replacement cost for this kit is $99.00
Getting Started Guide

Ozobot Evo—Paper/Draw Coding

Programming Ozobot is simple - you can do this by simply drawing lines and using colors. Kids use their creativity and artistic expression, while developing logical reasoning and in turn, actually learning high level coding concepts.

HOW DO COLOR CODES WORK? When Ozobot detects unique sequences on colors, it is pre-programmed to perform different actions or change behavior. It’s as simple as that.

DRAWING BASICS

Ozobot won’t move until at least one of the five bottom sensors sees a color. For instance Ozobot will just patiently sit, wait and blink when placed on a white sheet of paper. Place Ozobot on a dark area, like a wood desk or a black kitchen counter and Ozobot will immediately begin exploring and searching for the next adventure.

Tip: Ozobot is completely obsessed with finding a path and won't hesitate to jump off your dark desk.

Drawing a perfect path

- Ozobot thrives on wide lines (paths) of about a quarter of an inch thick (5mm). You can use small felt tip pens or markers and thicken your paths with multiple strokes, but the fun really starts with wide markers as one fast stroke will create the perfect path.
- "Chisel Tip" or wide markers work the best, we suggest you use water based felt pens - inks are non-toxic and more stain resistant. Ozobot Markers are enclosed, and are perfect, but other markers will work:
  - Crayola Classic
  - Crayola Pastels
  - Sharpie Chisel tips (use light green and light blue)

Drawing intersections

- The most important thing about intersections is that unless told otherwise by a code, Ozobot will randomly decide which path to pick.
- Ozobot may have difficulty maneuvering intersections that are less than 90 degree turns.

Drawing color codes

- Color codes are color sequences made of two, three or four color dots in a row located directly on a path. Ozobot’s sensors are designed to read floor signs about 150 times per second to detect red, green, blue, black and white areas and react accordingly.
- Draw color codes on straight sections of the line and keep distance from corners and intersections (about 3/4 of inch or 2 cm).
See attached Drawing tips, Drawing Codes, Color Codes Chart and Definitions for more info.

Attached are some sample games and activities for Ozobot, downloaded and printed from https://ozobot.com/play/print-games. If you have a tablet with Internet access, you can also play Ozobot web games (at https://ozobot.com/play/web-games).

**OzoBlockly—App/Online Coding**

OzoBlockly gives you the power to fully control your Ozobot's movement and behavior. Powered by Google's Blockly, OzoBlockly offers five modes from Novice with icon-based blocks to Master with support for many low-level functions and advanced programming concepts. It has something for everyone!

Download the Ozobot Evo App from the App Store or Google Play. Follow the instructions to create an account and load programs via Bluetooth.

Refer to the attached OzoBlockly Getting Started Guide for more info.

Policies and Procedures

1. All STEAM Kits must be checked out from and returned to the Central Library Circulation Desk.

2. The children using these kits must be within the prescribed age range. Adult supervision is required.

3. Only one kit is permitted per card at a time.

4. All kits are checked out for two weeks and cannot be renewed. Overdue fees are 25 cents per day past the due date.

5. If you would like to place a hold on a STEAM kit, you must speak to a library staff member who will place the hold for you. STEAM kit holds may only be picked up from and returned to the Central Library Circulation Desk.

6. These kits are intended for home use. Use in a classroom or other group setting requires direct adult supervision.

7. Materials in the front pockets of folders are for your use. Everything in plastic sleeves should remain in plastic sleeves.

8. We reserve the right to inspect the kits in front of the patron before and/or after checkout.

9. The library cardholder is responsible for the contents of the kit. Each kit contains a detailed list of all items in the kit and the replacement costs. Any damage or loss may result in assessed fees.
Replacement Costs for Susan

- Ozobot Evo $99.00

Call Number: STEAM Ozobot