

OzoClaus

Created by

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Topics

Robotics, Computer Science, Programming

Ages

К-5

Duration

30-45 min



Students will use previous knowledge of Ozobots and OzoCodes to program OzoClaus to deliver presents on Christmas Eve.

Grade Levels: K, 1, 2, 3, 4, 5

Duration: 30-45 min

Materials: OzoBot (1.0 or higher), markers, printable course templates, scissors & tape (optional)

Objective: Help OzoClaus deliver presents to the houses on Christmas Eve, but beware of the Grinch !

Prerequisites: Knowledge of how OzoCodes work



Your Mission:

Help OzoClaus deliver presents to the houses of the good girls and boys before the time runs out on Christmas Eve !

You must program OzoClaus to:



Avoid the Grinch

Stop at each house to deliver presents



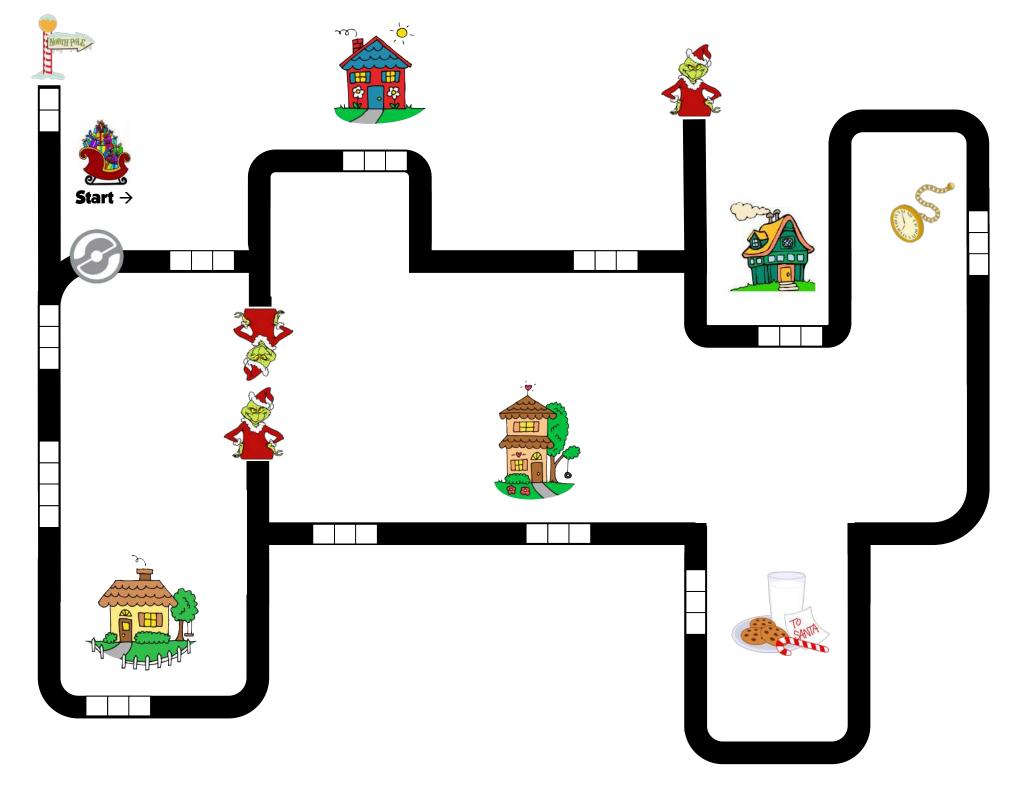
👯 Take a quick break for milk and cookies



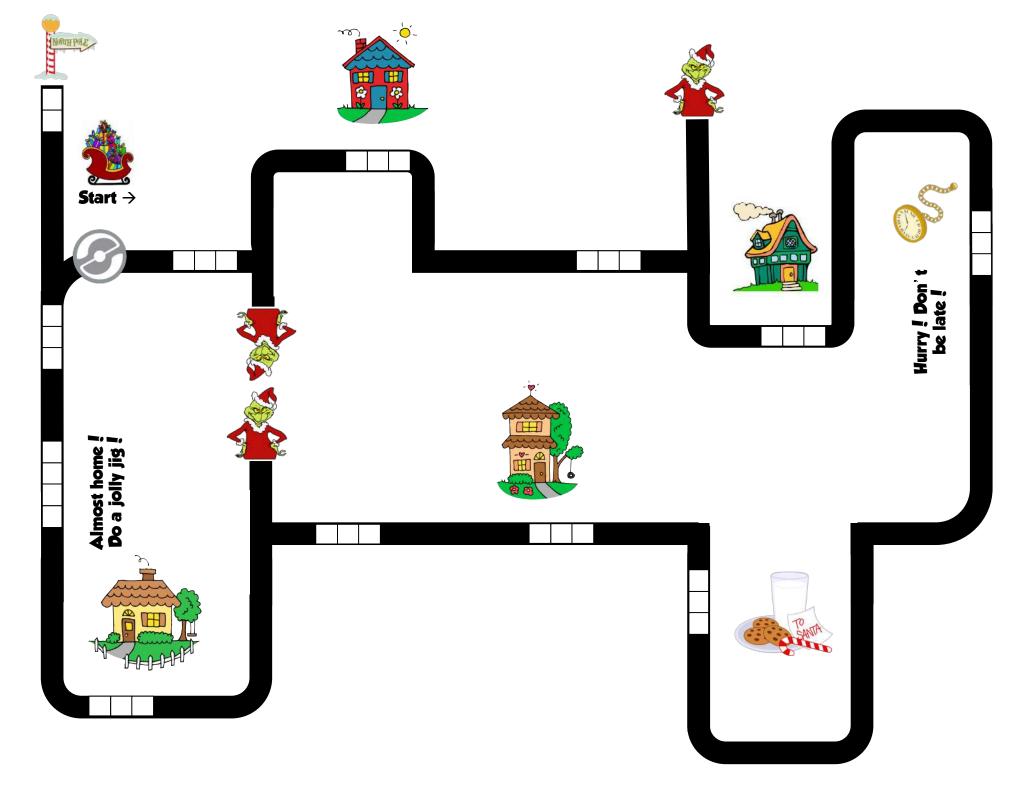
Return to the North Pole before Christmas morning



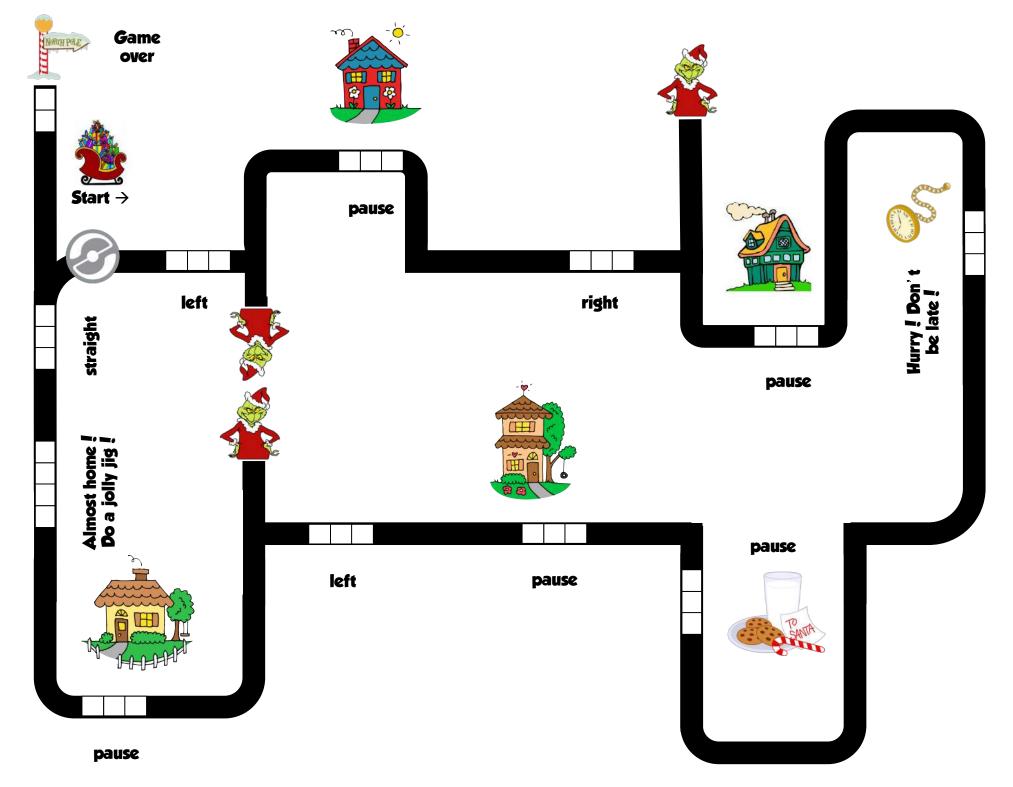
Use your OzoCode cheat sheet, and printed course template, to complete your mission.

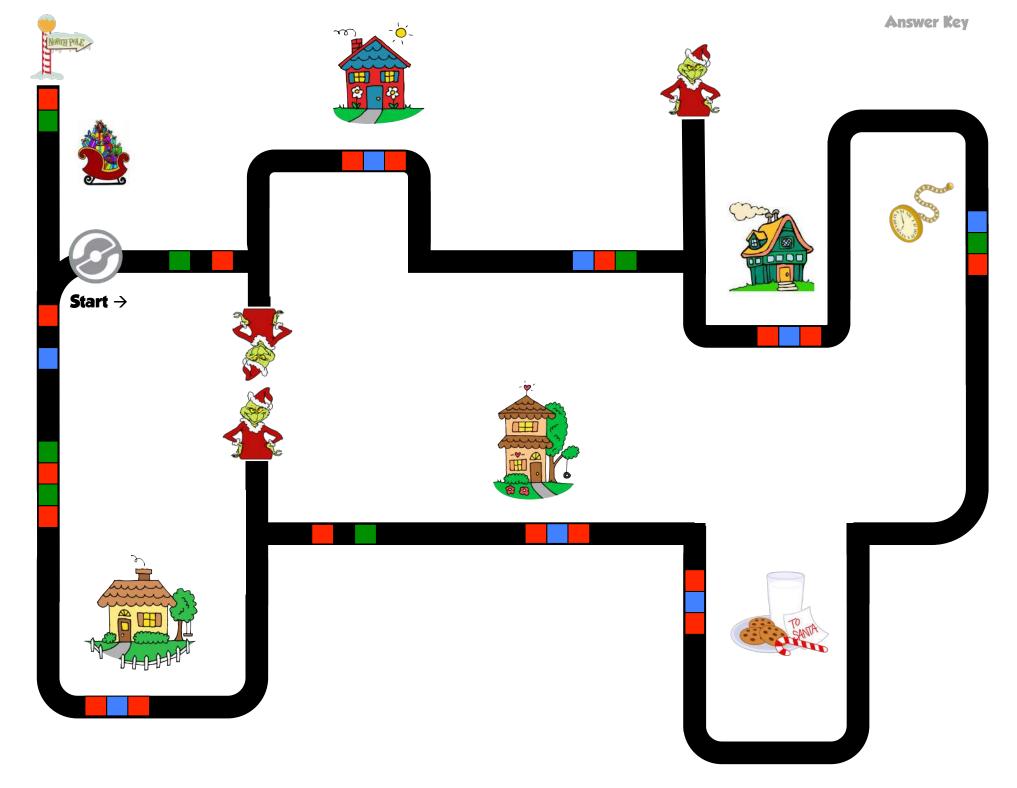


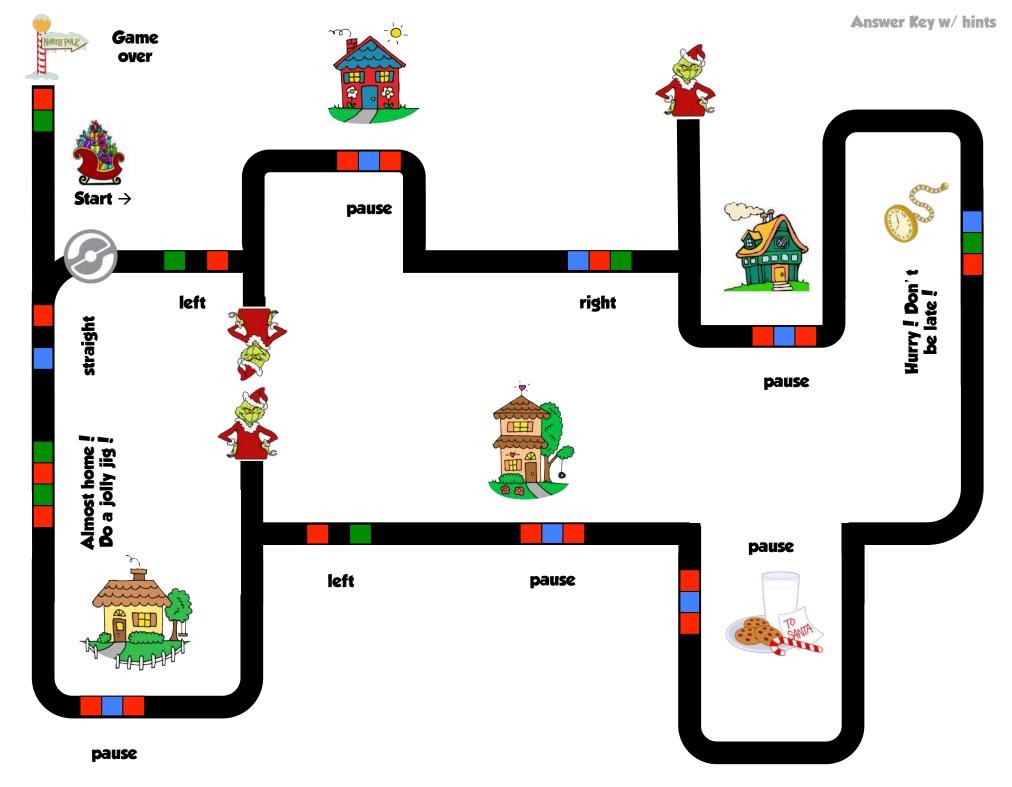
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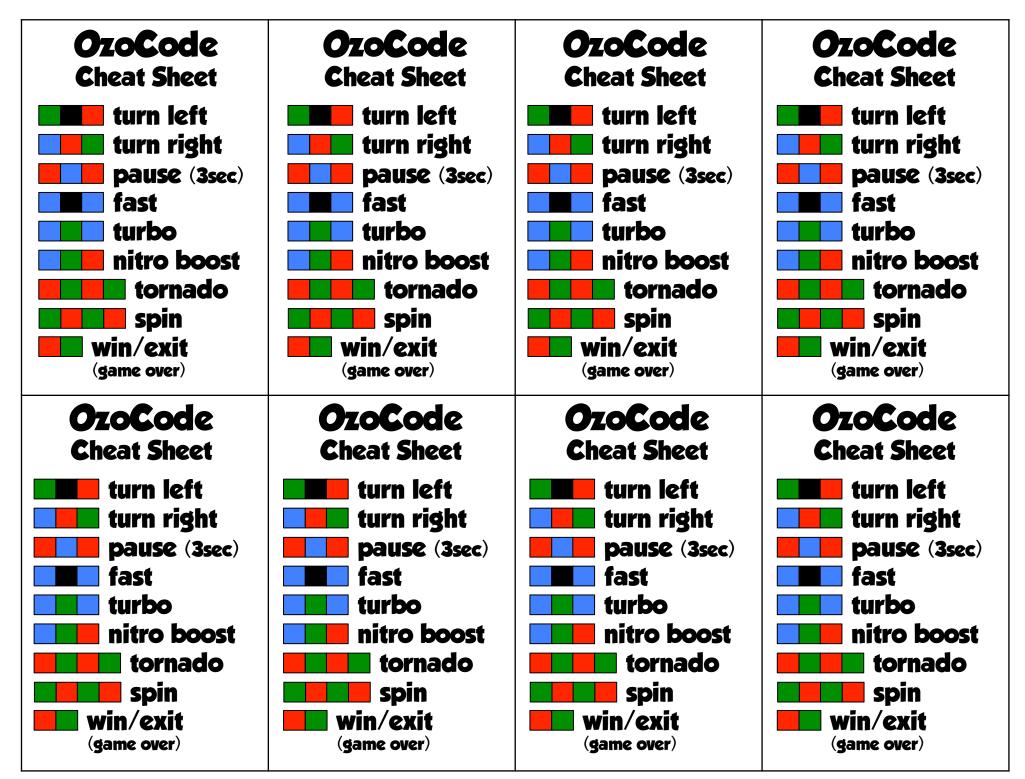


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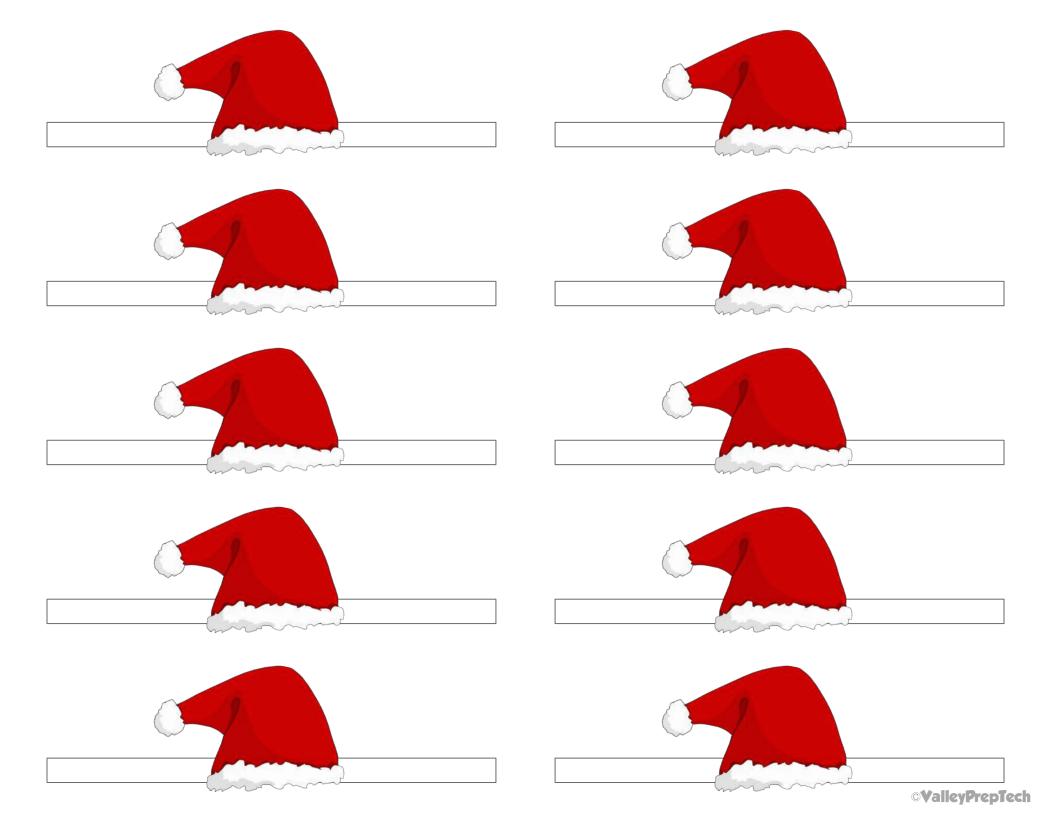
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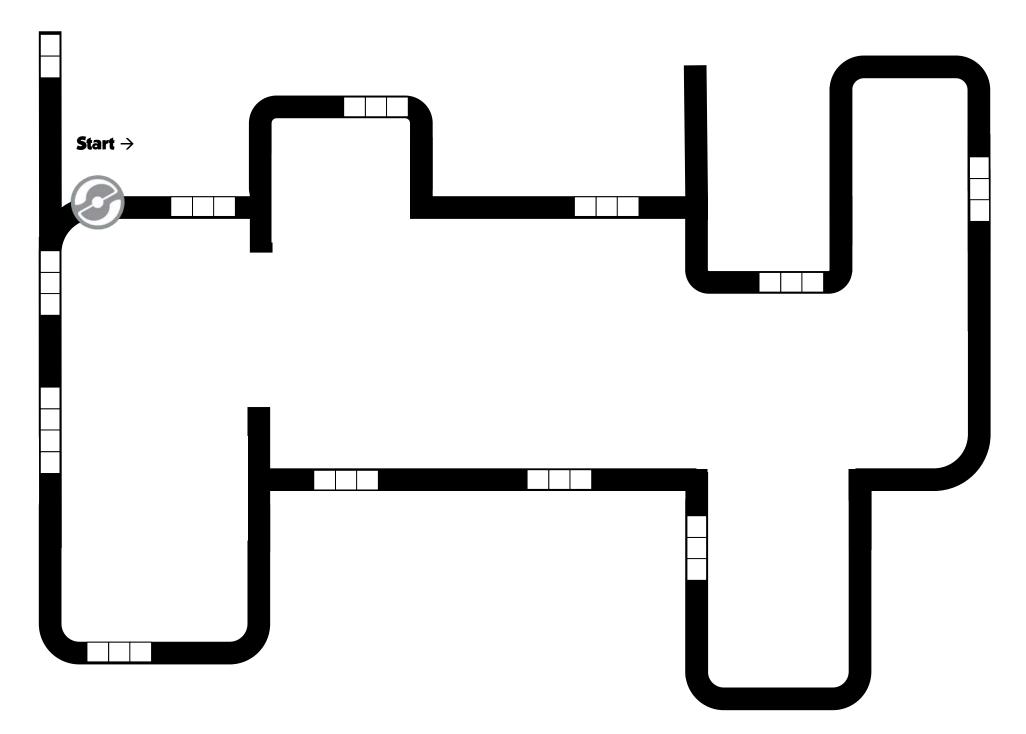
Optional Resources

-Santa hat Ozobot costume

-Blank template for students to draw their own houses or make up their own course

*Additional ideas: make 3D pop-up houses and characters for the course







Please feel free to contact me with any questions or lesson suggestions !



Use the hashtags #OzoClaus & #OzoNation to share photos of your students on social media !