

Getting Started

Challenge Mat: Mission to Mars

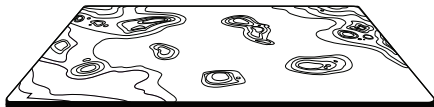
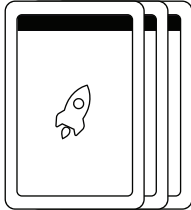
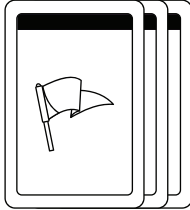
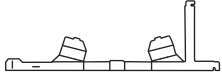
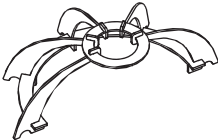
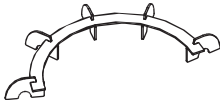
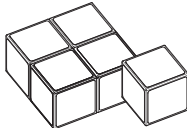
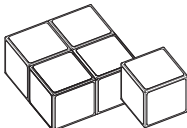
How to Use the Challenge Mat with Your Students:

Challenge Mats are designed for as many as four Ozobots being programmed at a time. Students can work independently or in pairs, with a maximum of eight students using the mat at a time. Students will need a device to run Ozobot Blockly to program Ozobot while using the mat.

There are multiple ways to learn using the Challenge Mats. Teachers can use the standards-aligned lesson plans to guide direct instruction or allow students to learn on their own.

- 1. Lesson Plans:** The below standards-aligned (CSTA and ISTE) lesson plans are located on Ozobot Classroom. Teachers can give their students the full thematic experience by reading the story context and facilitating the challenges themselves.
 - a. Mars Challenge Mat Lesson 1: Landing on Mars
 - b. Mars Challenge Mat Lesson 2: The Missing Crate
 - c. Mars Challenge Mat Lesson 3: Cry for Help
 - d. Mars Challenge Mat Lesson 4: Going Home
- 2. Blockly Basics Cards:** Students can learn how to code with Ozobot Blockly using these cards with the mat.
- 3. Challenge Cards:** Students who have mastered Ozobot Blockly basics can use these cards independently to move through intermediate and advanced levels.

Challenge Mat Includes:

Mars Mat x1 		Blockly Basics Cards x17 	Challenge Cards x15 	Evo Robot Arms x3 
Base Camp x1 	Landing Site x1 	Fuel Cells x5 	Supply Crates x5 	Canyon Maze Walls x9 