

# Getting Started

## Challenge Mat: Basketball

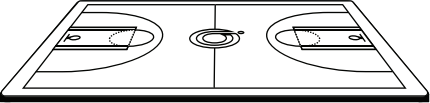
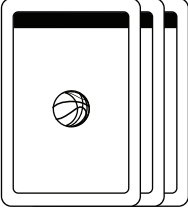
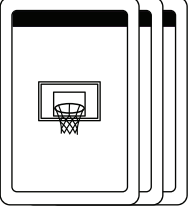
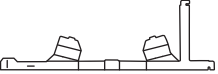
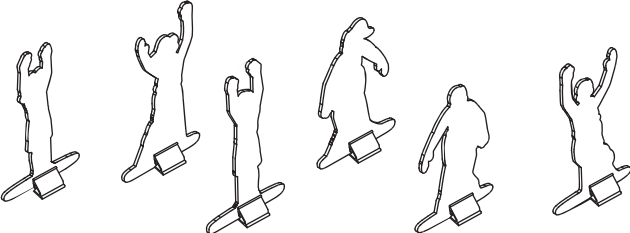
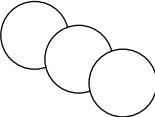
### How to Use the Challenge Mat with Your Students:

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 standards-aligned (CSTA and ISTE) lesson plans below 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. Basketball Challenge Mat Lesson 1: Bots on the Court
  - b. Basketball Challenge Mat Lesson 2: Loop the Layup
  - c. Basketball Challenge Mat Lesson 3: 3-Pointer Precision
  - d. Basketball Challenge Mat Lesson 4: The Final Showcase
- 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:

<p>Basketball Mat x1</p> 	<p>Blockly Basics Cards x17</p> 	<p>Challenge Cards x15</p> 	<p>Evo Robot Arms x3</p> 
<p>Defenders x6</p> 		<p>Basketballs x3</p> 	<p>Backboards x2</p> 