

ozobot®

3rd Grade Pacing Guide



Overview

The **Elementary Vertical Pacing** is a simplified guide to the hundreds of free lessons available for you and your students. We created it for two primary purposes:

- A guide for schools and programs that plan on using Ozobot year-over-year with their students and need to pace out concepts and lessons. Coding skills build on one another each year to expose students to new content at increasing levels of complexity.
- A “playlist” of our best lessons, curated for you! This guide is a one-stop-shop for anyone looking to browse our most engaging lessons aligned to each grade-level.

A few notes:

- We have included **Color Codes** as the focus for Kinder, 1st and 2nd grade and **Blockly** as the focus for 3rd, 4th, and 5th grade for the purpose of pacing over several years of instruction with Ozobot. We have spread the introductory lessons for each coding type across two grade levels (Kinder and 1st for Color Codes; 3rd and 4th for Blockly) and provides additional skill-building for each coding type in 2nd (Color Codes) and 5th (Blockly).
- This progression is a suggestion for the purpose of pacing only; we know you know your students best! We believe Kindergartners can access Blockly in the same way we believe 5th graders can be engaged with Color Codes.



Lesson	Objective	Aligned 3-5 Standard CSTA
<p>1 Introduction to Ozobot: Get to Know Evo</p> <p>✦ This is a review lesson!</p>	<p>Students will be able to demonstrate understanding of powering on/off and calibration.</p> <p>Students will be able to program Ozobot by drawing lines of color code.</p>	<p>CSTA.1A-CS-02:</p> <p>Use appropriate terminology in identifying and describing the function of common physical components of computing systems (hardware).</p>
<p>2 Introduction to Color Codes 05: Skills Check 2 (Grades 3-5)</p> <p>✦ This is a review lesson!</p>	<p>Students apply the concepts and skills they learned in all lessons to program their bot to complete a challenge.</p>	<p>CSTA. 1B-CS-02</p> <p>Model how computer hardware and software work together as a system to accomplish tasks.</p>
<p>3 Silly Sentences (Color Codes)</p>	<p>Students will synthesize their knowledge of Color Codes to randomly choose nouns and verbs as the foundation for a (silly) simple sentence.</p>	<p>CSTA 1A-AP-08</p> <p>Model daily processes by creating and following algorithms (steps of step-by-step instructions) to complete tasks.</p>
<p>4 Trait Match-Up</p>	<p>Students will use lines to program their bot to randomly choose inherited traits from the animal parents.</p>	<p>CSTA.1B-CS-02</p> <p>Model how computer hardware and software work together as a system to accomplish tasks.</p>
<p>5 Introduction to Ozobot Blockly 01: Basic Training</p>	<p>Students will be able to define debugging and explain why it is important.</p> <p>Students will be able to examine a block-based code and the behavior of their bot to find a bug in a program.</p>	<p>CSTA. 1B-AP-10</p> <p>Create programs that include sequences, events, loops, and conditionals.</p>

Lesson	Objective	Aligned 3-5 Standard CSTA
<p>6 Introduction to Ozobot Blockly 02: Sequences</p>	<p>Students will be able to define a sequence as it applies to computer science.</p> <p>Students will be able to organize code blocks into a sequence.</p>	<p>CSTA. 1B-AP-10</p> <p>Create programs that include sequences, events, loops, and conditionals.</p>
<p>7 Introduction to Ozobot Blockly 03: Loops</p>	<p>Students will practice programming using color codes and markers to navigate Ozobot through the zombie apocalypse to safety.</p>	<p>CSTA. 1B-AP-10</p> <p>Create programs that include sequences, events, loops, and conditionals.</p>
<p>8 Introduction to Ozobot Blockly 04: Debugging</p>	<p>Students will program Ozobot to knock down bowling pins.</p>	<p>CSTA.1B-AP-15</p> <p>Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.</p>
<p>9 Introduction to Ozobot Blockly 05: Skills Check 1</p>	<p>Students will apply the concepts and skills they learned in previous lessons to program their bot to complete a challenge.</p>	<p>CSTA 1A-AP-15</p> <p>Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.</p>
<p>10 Light up the Sky with Auroras (Level 1)</p>	<p>Students will program Ozobot to move across the coloring page and change the top light color to match the artwork.</p>	<p>CSTA.1A-AP-12:</p> <p>Develop plans that describe a program's sequence of events, goals, and expected outcomes.</p>

Content Integration Options

STEAM	ELA	Math	Holiday	Seasonal
<u>Life Cycles with Ozobot</u>	<u>How to Make A Sandwich</u>	<u>Mix It Up Multiplication</u>	<u>New Year's Resolutions</u>	
<u>Patterns in Motion</u>	<u>Ozobot Plays with Verbs and Adverbs</u>	<u>Equivalent Fraction Match Up</u>	<u>Decode the MLK Quote</u>	
<u>Trait Match-Up</u>	<u>Prefix Puzzle</u>	<u>Rounding Fun</u>	<u>Lunar New Year Red Envelope Sdventure</u>	
<u>Stargazing with Ozobot: Recreate a Constellation</u>	<u>Parts of Speech Match-Up</u>	<u>Area with Ozobot</u>	<u>Black History: Influential People</u>	
<u>Girls Innovating Change</u>	<u>Verb Tenses Mini Lesson</u>	<u>Multiplication Fact race</u>	<u>Black History: Katherine Johnson the Human Robot</u>	
<u>Seasons Changing</u>		<u>Name the Factors</u>	<u>Send Your Valentines</u>	
<u>Modeling Animal Habits</u>		<u>What's the Property</u>	<u>President's Parade - Abraham Lincoln</u>	
<u>Trash Sorter</u>		<u>Bowling for Numbers (2-3)</u>	<u>Groundhog's Day</u>	
<u>Healthy Habits</u>		<u>Bowling for Fractions Equivalent Fraction</u>	<u>Who Can Find the Pot of Gold?</u>	
			<u>The Easter Bunny Hop</u>	
			<u>Halloween Riddle</u>	
			<u>Haunted Mansion Escape</u>	

Content Integration Options (continued)

STEAM	ELA	Math	Holiday	Seasonal
			<u>Ozobot Trick or Treat</u>	
			<u>Monster Mash Dance Off</u>	
			<u>Dia de los Muertos: Honoring Ancestors</u>	
			<u>Dia de los Muertos Dance (Multiplication/Division)</u>	
			<u>Gratitude Party (Thanksgiving)</u>	
			<u>Let's Talk About Gratitude</u>	
			<u>Turkey Art with Ozobot</u>	
			<u>Giving Back to the Community</u>	
			<u>Deidel Bot (Hanukkah)</u>	
			<u>Reinbot Landing Practice (Christmas)</u>	
			<u>OzoClaus</u>	