

ozobot[®]

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grants & funding tool

The American Rescue Plan & Other Ways to Create Your Ozobot Program

This funding tool is designed to help education leaders and teachers build an Ozobot STEAM program that will give all students the opportunity to create with technology. Discover a deep dive on how to make COVID relief funds go further plus real-world samples of successful grants from Ozobot Certified Educators to help you kickstart your own proposal.

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Part I

Quick Facts & Funding Sources

What Is Ozobot?

Ozobot is a global learning company trusted in over 30,000 K-12 schools and committed to giving all children the tools to create with technology. Ozobot makes it easy to teach coding and STEAM and integrate them into all subjects, anywhere. Students code Ozobot robots two ways—on screens with blocks and screen-free with colors. Teachers use Ozobot Classroom to assign ready-to-run lessons in person or remotely.

Ozobot is...

...aligned with the critical priorities and modernization efforts of schools and districts, including:

- Addressing learning loss, especially in math and ELA
- Improving student outcomes
- Providing hands-on learning opportunities in STEM/STEAM
- Closing equity and opportunity gaps in STEM/STEAM and digital literacy
- Recruiting, retaining, and developing top talent
- Promoting student well-being and learning engagement

...eligible for many federal, state, and local funding sources including:

- Federal COVID-19 Emergency Relief Funds
- Other Federal Funds and Grants
- State Funds and Grants
- Local Funds
- Private Funds



Federal, State, and Local Funding Ozobot is Eligible For

Below is a summary of federal, state, and local funding sources Ozobot schools and districts have applied for, including sources aimed at technology, curriculum, PD, STEM/STEAM, before and after school programs, high-need students, and career and technical education. Note: for more details on COVID relief funds, see Part II.

Funding Source + Links	Use of Funds
<p>Federal – Emergency COVID Relief</p> <p>ARP Act, ESSER Fund III Fund</p> <p>Fact Sheet: ARP ESSER</p> <p>Frequently Asked Questions (released January 2024)</p> <p>Letter outlining process for requesting ESSER III funding extensions (sent to state EDU agencies January 2024)</p>	<ul style="list-style-type: none"> • 18 permissible uses of funds, with requirement that districts spend at least 20% on addressing learning loss through evidence-based interventions • Similar to ESSER I and II requirements with added emphasis on investments in three strategies to improve student learning outcomes: <ul style="list-style-type: none"> - Increasing access to before-school, afterschool, summer learning, and extended learning time - Increasing daily student attendance - Providing high-quality tutoring <p>Deadline to obligate funds is September 30, 2024</p>
<p>Federal</p> <p>ESEA (Title I, Part A)*</p> <p>ESSA (Title II)</p> <p>ESSA (Title IV, Part B)</p> <p>IDEA</p> <p>Carl D. Perkins Funds</p> <p>EIR Grants</p>	<ul style="list-style-type: none"> • to improve education for disadvantaged students • For educators, to strengthen educators’ knowledge and expertise in STEM teaching • to establish or expand 21st c. community learning centers • to enable students with autism and language disabilities to improve their interactions with others • to provide career and technical education to secondary and post secondary students • to improve high-need student achievement and attainment

(continued)

Funding Source (+Links)	Focus Area & Notes
<p>State STEM/CS Grants</p> <p>Tip: Find research about state-by-state CS funding from code.org.</p>	<ul style="list-style-type: none"> • Wide-ranging state-level opportunities related to STEM, e.g.: <ul style="list-style-type: none"> ◦ ALAMSTI Robotics Grant ◦ NJ - Various state grants ◦ NY State Smart Start Program and other state grants ◦ PAsmart ◦ TN TVA STEM Grant & CTE Grants ◦ WA CS Grant ◦ and many more!
<p>Local Funds</p> <ul style="list-style-type: none"> • School Bonds • District Foundations • Parent Organizations 	<ul style="list-style-type: none"> • Varying allowable uses, e.g. Sacramento City USD Bond Measure H to fund lab and technology improvements in the district
<p>National Grants & Foundations</p> <p>NSTA</p> <p>NSF</p> <p>NEA</p>	<ul style="list-style-type: none"> • to recognize outstanding science educators • special programs for K-12 students in STEM, CS, etc • to stimulate students' curiosity and excitement about learning and help them become successful 21st-century global citizens

Explore more grant opportunities at GrantsAlert.com. To learn more about creating single classroom Ozobot programs, download our [Insider's Guide to DonorsChoose.org](#) or apply to the [Ozobot Certified Educator program](#).

Part II

Ozobot and COVID Relief Funds

Section A: COVID Relief Compliance

A Brief History of COVID Relief Funds:

	American Rescue Plan (ARP) Act	Coronavirus Response and Relief Supplemental Appropriations Act (CRRSAA)	Coronavirus Aid, Relief, and Economic Security (CARES) Act
Date Signed	Mar 2021	Dec 2020	Mar 2020
K-12 Fund	Elementary and Secondary School Emergency Relief (ESSER ARP) Fund - \$122	Elementary and Secondary School Emergency Relief II (ESSER II) Fund - \$54B	Elementary and Secondary School Emergency Relief (ESSER) Fund - \$13B
Use of Funds Summary	18 permissible uses, with requirement that districts spend at least 20% on addressing learning loss with evidence-based interventions	15 permissible uses, including addressing learning loss, educational technology and summer learning and supplemental programs	12 permissible uses, including educational technology and summer learning and supplemental programs
Deadline for State Educational Agencies to Award Subgrants to School Districts/Charter Schools	~60 days after SEA receives funds	Jan 2022	Apr-Jun 2021
Obligation Period (including 12-month Tydings Amendment period)	Mar 13, 2020 - Sep 30, 2024	Mar 13, 2020 - Sep 30, 2023	Mar 13, 2020 - Sep 30, 2022

Need help applying for your ESSER funds? [Book a session](#) with an Ozobot Account Executive for guidance tailored to your state.

Is Ozobot American Rescue Plan, CRRSAA, & CARES Act eligible?

How do I know it's a good use of those funds?

Yes, Ozobot provides for flexible instruction across curriculum and learning formats and meets the guidelines for procuring American Rescue Plan ESSER, CRRSAA ESSER II, and CARES Act ESSER funding. With two engaging ways to code that integrate into all subjects and ready-to-run lessons that can be assigned both remotely and in person, Ozobot is a reliable solution for learning anywhere that balances both near- and long-term needs.

Ozobot's COVID relief allowable use alignments include:

- Any activity authorized by the ESEA, the Individuals with Disabilities Education Act (IDEA), or the Carl D. Perkins Career and Technical Education Act (Perkins)
- Planning for and coordinating during long-term closures, including technology for online learning
- Educational technology that aids interactions between students and their instructors
- Addressing learning loss through evidence-based interventions and ensuring that those interventions respond to students' social, emotional, and academic needs
- Summer learning and supplemental after-school programs, including providing classroom instruction or online learning

Is Ozobot an Evidence-Based Solution?

What Research is the Curriculum Based On?

Yes, there has been extensive research on educational robotics that focuses on general benefits, enhancing creativity and engagement, broadening participation of underrepresented groups, and teacher professional development:

- [“A Systematic Review of Studies on Educational Robotics,”](#) *Journal of Pre-College Engineering Education Research (J-PEER)*, 2019.

In addition, studies specific to Ozobot have explored teaching programming to students across grade levels and learning styles:

- [“FIRST PROGRAMMING WITH OZOBOTS - A CREATIVE APPROACH TO EARLY COMPUTER SCIENCE IN PRIMARY EDUCATION”](#) *INTED2020 Proceedings*, March 2020, 5156–62.
- [“The Ozobot and education of programming,”](#) *New Trends and Issues Proceedings on Humanities and Social Sciences*, Nov 2017.
- [“Teaching Robotics Coding to a Student with ASD and Severe Problem Behavior,”](#) *Journal of Autism and Developmental Disorders*, February 2019.

Ozobot's Learn Anywhere lesson curriculum aligns with the **gradual release of responsibility (GRR) teaching model**, which is widely accepted as an effective way to deliver instruction and has proven to be effective in literacy instruction.

Hands-On Engagement, Anywhere

With 2 Ways to Code—without screens with patented Color Codes and on screens with OzoBlockly visual programming—Ozobot makes it easy to engage students in hands-on lessons. In a 2020 audience survey, **95% of users reported increased student engagement** with Ozobot. Ozobot lessons are an effective way to engage students beyond screens.

All Subjects & All Learning Styles

Ozobot lessons integrate coding and computer science into all subjects, including core subjects wherein COVID-caused learning loss is a concern. 74% of Ozobot users use Ozobot to teach core subjects like Math, English Language Arts, and Science. In a [Journal of Autism and Developmental Disorders study](#), researchers found promising evidence of the effectiveness of teaching students with Autism Spectrum Disorder and severe problem behavior with Ozobot.

Equity & Accessibility

Ozobot can be used with or without tablets/computers. Lessons can be taught using the included self-paced instructional videos or with printable text instructions for students who cannot access audio. The platform allows students to participate in creating with technology, even if they have limited or inconsistent access to computers and WiFi.

Professional Development & Support

Ozobot offers regular professional development training via [free, live webinars](#), plus optional private webinars for 1:1 Program schools and districts. The Ozobot Classroom platform also contains [self-paced teacher training](#) and a full Help center. The platform is integrated with Google Classroom, meaning teachers can seamlessly import classes and sync grades without managing additional student accounts.

Social Emotional Learning (SEL)

School closures can make it difficult to monitor and support the mental health of students. Ozobot Classroom makes it **easy for educators to check in on students' social emotional well-being**. Within the platform's student view, students can choose emoji that communicate their feelings about assignments to their teacher. The platform also makes SEL lessons available.

Data Safety & Security

Ozobot recognizes its responsibility for the privacy and security of student data and personally identifiable information and is [COPPA and FERPA compliant](#).

Learn more about how to put your COVID relief funds toward both near- and long-term priorities, whether with Ozobot or other tools, with this free resource from EAB: [How to Make Effective Use of CARES Act Dollars](#).

Part II

Ozobot and COVID Relief Funds

Section B: Letter Template

(Download an editable [template here.](#))

Dear [Name],

I am writing to request that you partner with me to release [American Rescue Plan/CRRSAA/CARES Act relief funds] to invest in flexible, equitable learning with use of the Ozobot Platform at [name of school/district]. [Description of problem you would like to solve. Example: Despite my best efforts to motivate students to participate in learning, student engagement has not reached the level it was prior to COVID-19.]

Ozobot is a STEAM tool trusted in over 30,000 schools. Ozobot makes it easy to teach coding and STEAM by integrating them into all subjects, anywhere. Students code Ozobot robots two ways—on screens with blocks and screen-free with markers. Teachers use Ozobot Classroom to launch plug-and-play lessons remotely or in person.

An Ozobot Program provides for flexible instruction across remote, in-person, and hybrid learning formats, and meets the guidelines for procuring [ESSER funding]. With a backpack-friendly robotics pack for every student and remote-friendly lessons for core subjects, Ozobot can quickly transition in and out of the classroom, making it a reliable solution for digital learning that balances near- and long-term needs:

- **Engagement & Addressing Learning Loss** - Ozobot empowers students to demonstrate knowledge in core subjects with hands-on, motivating lessons that also build STEM skills. 74% of Ozobot users use Ozobot to teach core subjects like Math, English Language Arts, and Science, with 95% of teachers reporting increased engagement.
- **Equity & Accessibility** - Ozobot can be used with or without tablets/computers and provides self-paced instructional videos for learning. It allows students to participate in creating with technology, even if they have limited access to computers and WiFi.
- **Social/Emotional Learning (SEL) Support** - Students use emojis to communicate how they are feeling about the material they are learning. Ozobot also has SEL lessons available for students to complete to help them process and share their emotions.
- **Professional Development & Support** - Ozobot offers regular professional development training via free, live webinars, plus optional private webinars for Ozobot program schools and districts. The Ozobot Classroom platform also contains self-paced teacher training and a full Help center.
- **Data Safety & Security** - Ozobot recognizes its responsibility for the privacy and security of student data and personally identifiable information and is COPPA and FERPA compliant.

If you have any questions for the Ozobot team, they are offering [free demos](#) to show their solution in action. Thank you for your time and consideration, and I look forward to hearing from you soon!

Sincerely,
 [[Your Name]]
 [[Your Title]]
 [[School/District Name]]
 [[Email and/or phone number]]



Part III

Common Grant Themes, Requirements, & Tips

Throughout the remainder of this funding tool, we provide real-world samples and excerpts from successful Ozobot grants created by Certified Educators and other teachers and administrators. Use their learnings to inform your own grant applications and planning.

While every grant application is unique, there are some common themes and required sections.

Grant Application Themes & Requirements

1. **Needs Statement** – Statement of the Problem
2. **Project Description** – Summary of key details, i.e. where, who, why
3. **Program Costs and Duration** – Funds needed, how funds will be used, duration, and reach
4. **Program Goals**
5. **Criteria for Evaluation**

Grant-Writing Tips

- Be sure the goals of your classroom project align with the specific goals of the Grant Provider.
- Follow the Grant Provider's exact format and instructions. Every grant is different.
- Give specific and succinct information and avoid unnecessary acronyms or jargon.
- Be brief!

Part IV

Needs Assessment Samples

Statement of the Problem and Who Will Be Served

The issue in my classroom is...

- Students need to connect classroom learning to real world problems and career opportunities.
- Students need to develop critical thinking skills.
- Students need to develop creative thinking skills.
- Students don't get real-life, hands-on learning opportunities.
- Students' interest or engagement are low.
- Our science curriculum does not integrate Next Generation Science Standards.
- Need project-based learning opportunities.
- Students need to develop basic literacy in the language of technology, coding and robotics.
- Students with an extreme diversity of abilities.
- Students underperforming.
- Students need to work effectively in teams.

For underserved populations:

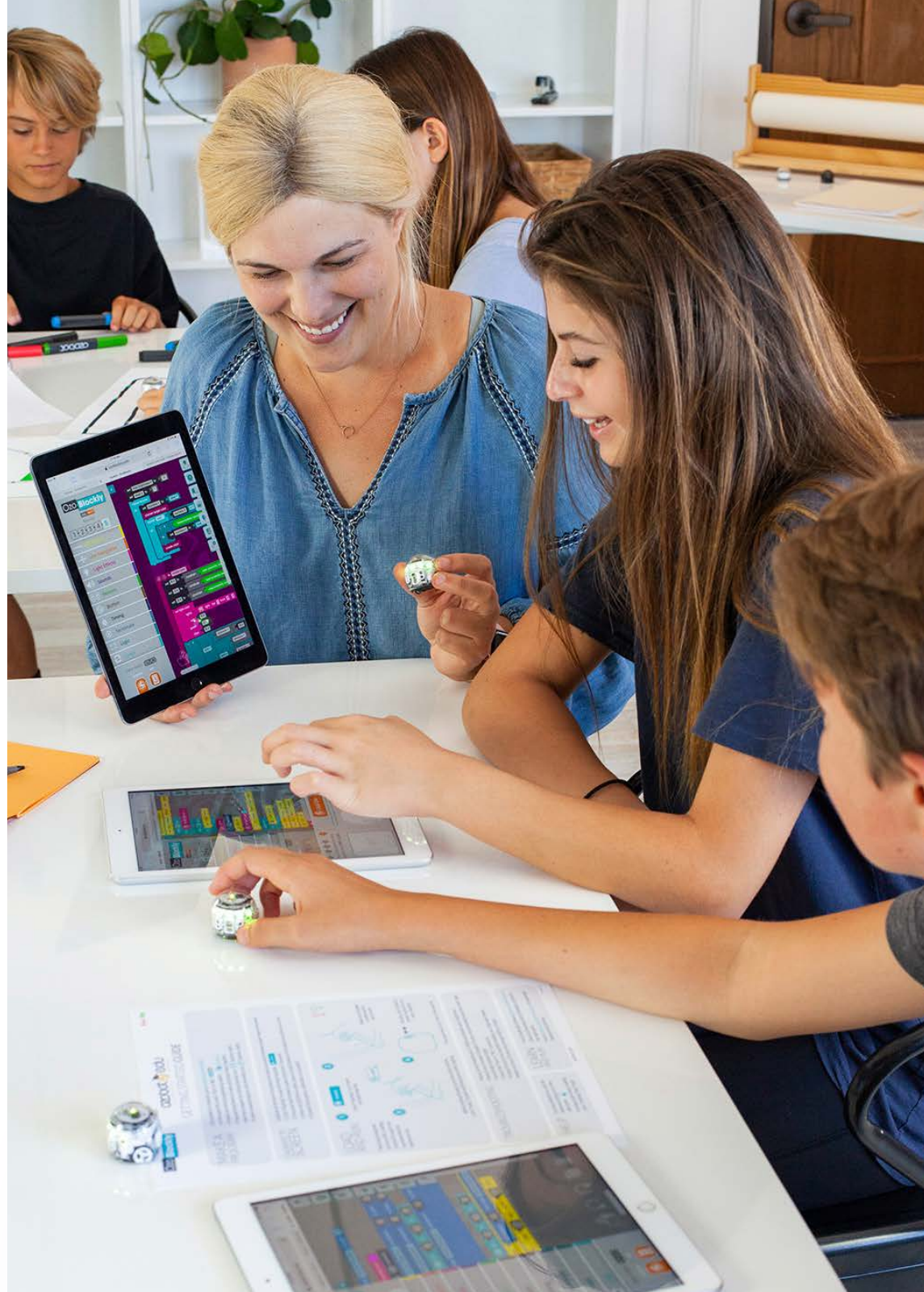
- “Many of my students come from single parent homes or are beings raised by a guardian. Some have never left the area to see what is outside the town/community in which they live. Higher education has not been within reach. But, that is changing. STEM has opened new opportunities. These young students know that they can make a career of programming computers and robots.”
- “I teach in a Title I school where most of my students come from low income families and receive free or reduced lunch. My school is fortunate to have a diverse community with many students speaking more than one language and represent many different cultures.”
- “70% of my students come from a socioeconomic disadvantage. As children who come from low-income homes, my students deserve the same opportunities that other schools are given.”

For GATE students:

- “My class is comprised of high achieving and gifted students. They are enthusiastic learners performing above grade level and need to be pushed with hands-on, inquiry projects, and STEAM based learning.”

For All-Girl Schools:

- “The gender gap in Computer Sciences is getting worse. Today only 24% of Computer Scientists are women. Tech jobs are among the fastest growing in the country, yet girls are being left behind.” - Source: GirlsWhoCode.org 2018



Part V

Program Costs and Duration Samples

Funds Required:

- \$[XXXX] for Ozobot Evo Classroom Kit, includes 18 Robots and accessories.
- \$[XXX] for Ozobot Evo Educator Entry Kits.
- \$[XX] for [X] DIY Accessory Packs for Evo
- \$[XX] for [X] Color Code Marker sets
- “This program will cost \$[XX] to reach [XXX] students with [XX] instructional hours per student. Cost per instructional hour per student is just [XX] cents.”

Program Duration:

- “The Ozobot curriculum incorporates over 120 instructional hours of teacher-led and self-guided activities.”
- “My classroom kit includes 12 robots, that students will work with in pairs. The kit will service 10 classrooms over a 12-week period delivery hands-on robotics and programming experience to near 250 students.”
- “Over 120 hours of Ozobot curriculum are available at no charge online via the Ozobot Lesson Library.”
- “Beyond the initial 120 hours instructional content, Ozobot Kits can be used to present hands-on robotics, coding and creative learning to other student grades, afterschool programs and clubs.”
- “The Ozobot robots are guaranteed to last for 12 months and purchases are protected by consumer warranty.”

Part VI

Program Goals Samples

- “The primary goal of our program is to develop students’ basic robotics and coding literacy through the Ozobot program, and therefore gain key 21st century skills to unlock future academic and career opportunities. The 21st century skills they will develop include collaboration, communication, creativity, critical thinking, and problem solving”.
- (Potentially Insert information on current scores in mathematics, science, etc. plus increases you hope to achieve using this program.)
- “I want to give our students the opportunity to feel empowered with the knowledge of coding and programming, so they can tackle the digital world with confidence.”
- “The Ozobot curriculum is designed to nurture development of the eight NGSS core science and engineering practices:
 - asking questions and solving problems
 - modeling
 - prototyping
 - investigating
 - analyzing and interpreting data
 - computational thinking
 - creating evidence based arguments
 - obtaining, evaluating, and communicating information. “
- “The CoSN 2017 Horizon report states that there are currently over 500,000 computer science and robotics jobs open in the United States and less than 40K college graduates qualified to fill them. Additionally, the same report indicates that by 2020, the global robot population will grow to 4 million, a shift that will impact business models and economies worldwide. Tomorrow’s leaders need to know how to collaborate with robots.”

Part VII

Project Description Samples

Key Details: Where, Who, Why

General (Grades K–12):

- The Ozobot is a small but powerful robot that is programmable using simple markers or block based computer programming. We plan to use the Ozobot in teams, collaborating to create a code to get their robot to achieve missions that increase the challenge to program more complex tasks.”
- “The Ozobot Learning System is rooted in De-Constructivism – the concept that people learn best by curious exploration of real world examples. In essence, Ozobot offers learning by “taking apart” or “deconstructing” examples presented in a meaningful context. Student can discover not only how the technology around them works, but also create better versions of that technology and new applications for using technology.”
- “This program will reach (XX) number of students and cover over [20] hours of curriculum per student leveraging the Ozobot Lesson library of over 120 hours on content for grades K-8. Students will collaborate to brainstorm, analyze, test, and report findings. These experiences allow students to build robotics and coding literacy in a fun, unthreatening and gradual learning environment. Additionally, these experiences will help students hone their communications skills as they present their ideas and listen to others’ ideas.”
- “Ozobot is a tiny, smart robot. There is no end to the possibilities, as students create different adventures, games and coding with Ozobot. Imagine, a learning toy that opens the doors of computer science, STEAM education, robotics and coding, making your child one step ahead of the learning curve in school and in life.”
“Using Ozobot, the children will develop perseverance through the ‘debugging’ process to problem-solve, analyze, and predict the robot’s outcomes.”

Younger Students (Grades K–4):

- “Students will begin with basic programming concepts in a 100% screen-free environment, using Ozobot to read color codes on paper. As students advance, they will progress to using intuitive drag and drop block-based computer programming incorporating advanced concepts like variables, functions, loops, logic and conditional statements. The Ozobot curriculum was designed to support Next Generation Science Standards and can also be used to integrate learning across subject areas to encourage a deeper level of inquiry and understanding.”
- “Our classroom plans to use the Ozobot robots to engage students in a collaborative and creative learning environment that is hands-on. The use of Ozobot robots helps become more independent learners and develop 21st century skills including problem solving, comprehension, communication, creativity and critical thinking.”
- “Students will develop social skills to enjoy cooperative planning and the managing of activities.
- “Children ages 6+ can use Ozobot to learn general coding concepts such as algorithms, the exact order and details of programming. Most of the kindergarten students can read, understand, and duplicate Ozobot’s color sequence language and are ready to develop math foundation that includes sequencing and patterning, comparing, sorting and matching, and basic mapping and measurement concepts. This age bracket also has the fine motor skills to color the codes on a black line.”

Older Students (Grades 4–12):

- “Students will begin by hands-on exploration of robots performing real world applications built with the same programming tools with which they will be working. Next, students will be introduced to the intuitive, block-based coding foundation behind the robotic commands. Students will be challenged to deconstruct and rebuild the code to improve the robots’ functionality. As students advance, they will progress to leveraging more complex concepts like variables, functions, loops, logic and conditional statements. Students will also be empowered to create new applications that fully leverage Ozobot optical and proximity sensors to react to its environment.”
- “The Ozobot curriculum was designed to support Next Generation Science Standards and can also be used to integrate learning across subject areas to encourage a deeper level of inquiry and understanding.”

Integration with the Arts:

- “This project is created with the idea that students will be working collaboratively to enhance their understanding of coding and programming while incorporating performing arts. We will incorporate all the curricular components of a STEAM project with lesson plans provided on the Ozobot website. These lessons incorporate mathematics, robotics, programming and coding. Furthermore, we will incorporate the “A” in STEAM with the use of the Ozobot apps “OzoDraw” and “OzoGroove” with our classroom iPads. As a culminating project, students will choreograph an Ozobot dance to deepen their programming and performing arts skills then have an Ozobot Dance Off!”
- “The project I have in mind will inspire my students to utilize the technology component of the Ozobots to create a scene from a play, a choreographed dance, or story. They will be able to modify the Ozobots by decorating them as characters. They will also design and build a set for the performance. They will work collaboratively coding the movements of their tiny Ozobot characters.”

Part VIII

Criteria for Evaluation Samples

- “Program will follow a three phase tracking system:
 - Phase 1 includes mission tracking through curriculum materials. Students will be tracked as they progress through 20+ subject modules each covering a key programming or robotics concept.
 - Phase 2 directs students to create new robotic missions in a collaborative group project.
 - Phase 3 is summarizing and presenting to the class.”
- “Students will be tested on understanding of core programming concepts before and after the program. Students will also be surveyed on overall interest in pursuing computer science, robotics or programming for higher education and a career before and after the program.

Ozobot is here to support your school or district with grant and funding opportunities. [Book a demo with our team](#) to learn more about how to fund and launch your Ozobot program and start improving student outcomes in all subjects, anywhere.

