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Screen-Free Coding At Home For Early Elementary

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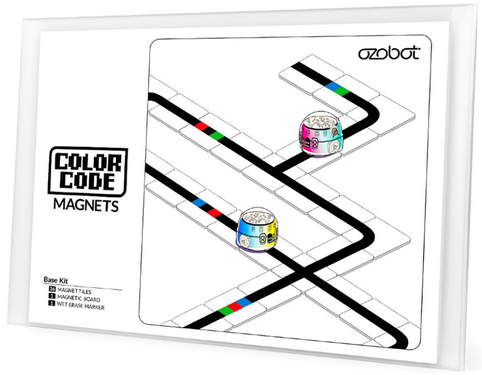
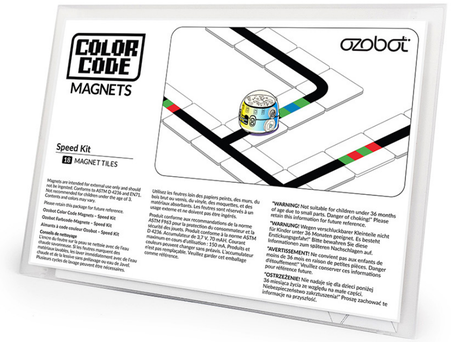
This bundle is perfect for parents seeking to maintain their early elementary student's interest in STEM throughout the summer! With over 8 hours of screen-free activities divided into 20-30 minute sessions, our bundle ensures continuous engagement.

Bundle Includes:

- 1 Evo Entry Kit
- Bundle of Ozobot's Color Code Magnets
    - Base Kit
    - Speed Kit
    - Special Moves Kit
- Curated offering of Ozobot's Currciulum (see next page)





Color Code Magnets Base Kit Lessons

The 100% screen-free way for your youngest coders to enjoy Ozobot.
Simply print the PDFs, follow the lesson steps, and put Ozobot and its simple magnet tiles in the hands of your child!

Lesson Link & Title	Time	Description
CCM Base Kit Lesson 1: Learning About Evo	25 min	Introduce Evo to learners through a coloring page depicting Evo's basic hardware. Learn to calibrate Evo. Help students lay out the Color Code magnets to form simple lines or paths. Demonstrate correct placement of the magnet tiles.
CCM Base Kit Lesson 2: Ozobot's New Adventure	20 min	Students will start to explore the Color Code magnets using just the straight lines. The placement of each magnet is important and can affect how Ozobot moves along the route.
CCM Base Kit Lesson 3: Finding Your Way Around	30 min	Student groups will create new routes for Ozobot to follow using the Start, Turn, and Win/Exit magnets. Students will work together to see if they can help Ozobot navigate its way around some new challenges.

Lesson Link & Title	Time	Description
CCM Base Kit Lesson 4: Telling a Story	30 min	Telling a story and writing a program have a lot in common because the sequence of events is important in each one. An engaging story follows a logical sequence of events and a successful program has a correct sequence of code.
CCM Base Kit Lesson 5: Which Way Do I Go?	30 min	Adventures don't always follow a defined path and often have crossroads. The 3-WAY INTERSECTION tile introduces a choice Ozobot has to make. Students will add intersections to their path and watch how Ozobot reacts. Note how choices change outcomes.
CCM Base Kit Lesson 6: What Happens Next?	20 min	Ozobot's base programming tells it to choose a random direction when it arrives at an intersection. This presents fun surprises throughout Ozobot's adventure story. Students will create different possibilities for their story to continue.
CCM Base Kit Lesson 7: The Conflict in the Adventure	30 min	Students will brainstorm situations where it is essential to make a choice. Use these ideas to inspire a conflict in the story students are creating. With the Left and Right at Intersection magnets, students can tell Ozobot which way to turn.

Lesson Link & Title	Time	Description
CCM Base Kit Lesson 8: More Random Choices	20 min	The 4-Way Intersection magnets add more options for this adventure. Discuss where 4-way intersections are found in real life like street intersections where we find stop signs or traffic signals. Discuss safe street crossing habits.
CCM Base Kit Lesson 9: Straight at Intersection	20 min	Students have learned to program Ozobot to go left and right at intersections. The Straight at Intersection code is the only Color Code from the basic kit we haven't used yet.
CCM Base Kit Lesson 10: Maze Challenge	30 min	Now that students have been introduced to all the magnets from the Color Code Magnets Base Kit, they will create a maze for their peers to navigate.

Color Code Magnets Speed Kit Lessons

Now that your young coder has mastered color codes, it's time to take out your Speed Kit and give them some practice with speed codes!

Lesson Link & Title	Time	Description
CCM Speed Lesson 1: Fast and Slow- Opposites	20 min	Students will practice their knowledge of opposites and observe the difference between the Slow Color Code and the Fast Color Code.
CCM Speed Lesson 2: Fast and Slow Races	20 min	Students will create tracks to discover if the placement of the Fast and Slow Color Codes is important in finishing a race first.
CCM Speed Lesson 3: Turbo and Cruise	20 min	Students will create a costume for Ozobot to wear while demonstrating the Cruise and Turbo Speed Codes.

Lesson Link & Title	Time	Description
CCM Speed Lesson 4: Speed in Order	20 min	Students will use what they've learned to put the Speed Codes in order from slowest to fastest, then from fastest to slowest.
CCM Speed Lesson 5: Nitro Boost and Short Super Slow	20 min	Students will discover the two asymmetrical Speed Codes: Nitro Boost and Short Super Slow. Then, a Venn Diagram will be used to compare the codes.
CCM Speed Lesson 6: Speed Review	25 min	Students will use everything they've learned about Speed Color Codes to place the codes in order from slowest to fastest, then identify and explain the two asymmetric codes.

Color Code Magnets Special Moves Kit Lessons

Next we'll delve into specialized color-coding techniques with Special Moves! In these lessons, students will first observe demonstrations of moves such as zigzag, u-turn, and line switch. After watching, they'll have the opportunity to practice these techniques themselves.

Lesson Link & Title	Time	Description
CCM Special Moves Lesson 1: Spin and Tornado	25 min	Students will observe the asymmetric codes Spin and Tornado, practice mimicking the movement, and compare and contrast the codes using a T-chart.
CCM Special Moves Lesson 2: Zigzag and Backwalk	20 min	Students will observe the asymmetric codes Zigzag and Backwalk, predict the action of the bot, and compare and contrast the codes using an Everybody and Nobody Chart.
CCM Special Moves Lesson 3: Two Kinds of U-Turn	25 min	Students observe two types of U-Turn codes used in different situations. They create their own story about changes in direction and run the bot with the story.

Lesson Link & Title	Time	Description
CCM Special Moves Lesson 4: Loops	20 min	Students will use their understanding of two different types of U-Turn codes to program Evo to perform loops.
CCM Special Moves Lesson 5: Line Switch	30 min	Students will discover the action of the bot when programmed using the Line Switch Color Codes and create a maze for a friend to solve.
CCM Special Moves Lesson 6: Kangaroo Loops	20 min	Students will use the Line Switch and U-Turn codes to complete a maze.
CCM Special Moves Lesson 7: All Together Now!	30 min	Students will create a cross-country course using a variety of the codes they've learned.

Thank You

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