

Getting Started

Challenge Mat: Ultimate Soccer

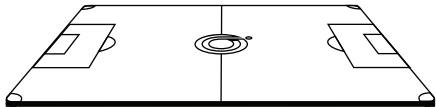
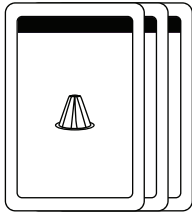
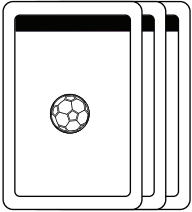
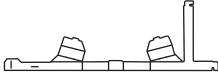
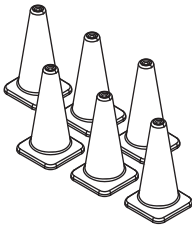
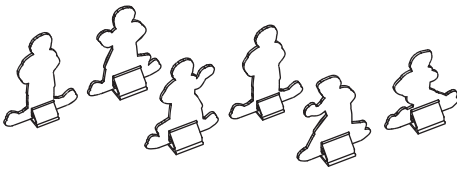
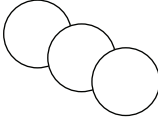
How to Use the Challenge Mat with Your Students:

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. Soccer Challenge Mat Lesson 1: The Invite & Dribbling
 - b. Soccer Challenge Mat Lesson 2: Passing with Purpose
 - c. Soccer Challenge Mat Lesson 3: Finishing vs Shooting
 - d. Soccer Challenge Mat Lesson 4: Agility Challenge
- 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>Soccer Mat x1</p> 	<p>Blockly Basics Cards x17</p> 	<p>Challenge Cards x15</p> 	<p>Evo Robot Legs x3</p> 
<p>Cones x6</p> 	<p>Defenders x6</p> 	<p>Soccer Balls x3</p> 	<p>Soccer Goal x2</p> 