



Dances with Ozobots


The Arts program at your school is putting on a production of Swan Lake for their Winter Show, but the lead ballerina broke her toe and won't be able to perform. Luckily, Ozobot is willing to help out and fill in as the White Swan! In order to get ready for the big performance Ozobot needs to practice a few new dance moves, and she needs your help to train!

Objective:


Help your Ozobot move through the map and practice four new dance moves. Watch out for the traps along the way, or your Ozobot's training will hit a dead end!

Directions:

Fill in the blank codes on the map to direct your Ozobot through her training. Blanks with four squares will be used for dance move codes and blanks with three squares will be used for directional codes. As you direct Ozobot, make sure you avoid getting stuck in a dead end or her training will end. Don't forget to consider the direction your Ozobot will be traveling, which will affect how you code the move. After you have practiced all four moves, direct Ozobot to "Dance it Out" with some choreography of your choice using her trained moves!



Color code reference chart



SPEED

DIRECTION

TIMERS

COOL MOVES

WIN/EXITS

COUNTERS

FIVE DOWN TO STOP

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