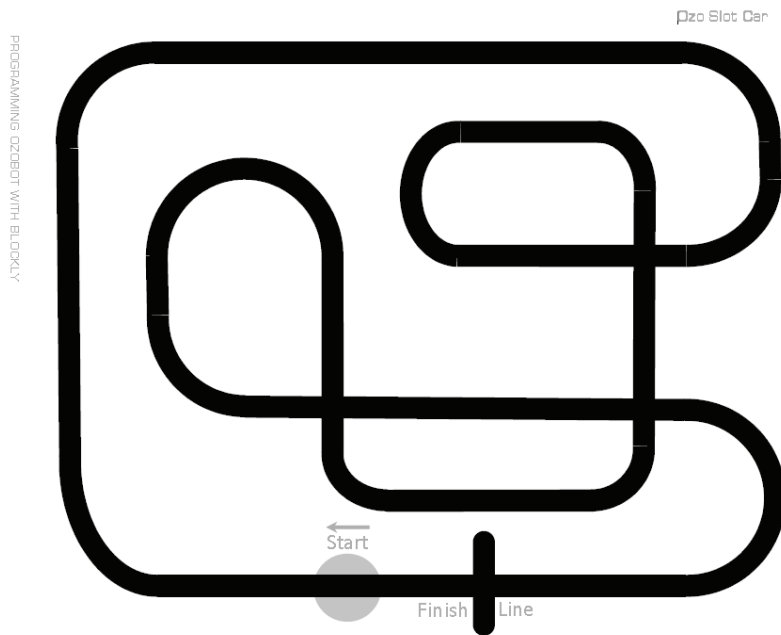# ozobot

OZOBOT BIT CHALLENGE: SLOT CAR RACE TRACK

BY RICHARD BORN
ASSOCIATE PROFESSOR EMERITUS
NORTHERN ILLINOIS UNIVERSITY
RBORN@NIU.EDU

Slot car racing has been of interest to many for years and years. In this challenge you will be creating an OzoBlockly program that makes Ozobot Bit behave like a slot car. Create your program so that Ozobot will run five laps. Please download and print the corresponding map of the race track. A small version is shown in the figure below for ready reference.

Here are the requirements

1. Use Mode 3 (Intermediate) or higher for programming this challenge.
2. Ozobot should be moving at its "very fast" speed during its five-lap race.
3. Ozobot should begin at "Start" in the direction shown by the arrow.

4. Anytime that Ozobot encounters an intersection, Ozobot must go straight through the intersection, as in regular slot car racing tracks.

5. First time around the track, Ozobot should have a RED light, next time around an ORANGE light, third time around a YELLOW light, fourth time around a GREEN light, and BLUE on the final lap. (Note that colors are in rainbow order—ROYGB.) This makes it easy for the player to know which lap Ozobot is on.

6. When reaching the finish line on lap 5, Ozobot should execute a 360° spin right, then blink its LED GREEN five times and turn off.

7. Be sure to calibrate OzobotBit on paper first before starting the race.