



OzoClaus

Created by

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Topics

Robotics, Computer Science, Programming

Ages

K-5

Duration

30-45 min



Students will use previous knowledge of Ozobots and OzoCodes to program OzoClaus to deliver presents on Christmas Eve.

Grade Levels: K, 1, 2, 3, 4, 5

Duration: 30-45 min

Materials: OzoBot (1.0 or higher), markers, printable course templates, scissors & tape (optional)

Objective: Help OzoClaus deliver presents to the houses on Christmas Eve, but beware of the Grinch !

Prerequisites: Knowledge of how OzoCodes work



Your Mission:

Help OzoClaus deliver presents to the houses of the good girls and boys before the time runs out on Christmas Eve !

You must program OzoClaus to:



Avoid the Grinch



Stop at each house to deliver presents



Take a quick break for milk and cookies



Return to the North Pole before Christmas morning



Use your OzoCode cheat sheet, and printed course template, to complete your mission.



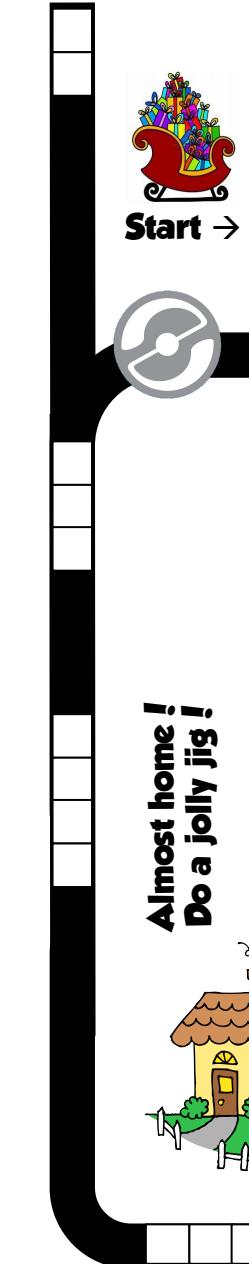
Start →





Hurry! Don't
be late!

Almost home!
Do a jolly jig!





Game
over



Start →



straight

left



Almost home!
Do a jolly jig!



pause

right



pause



left

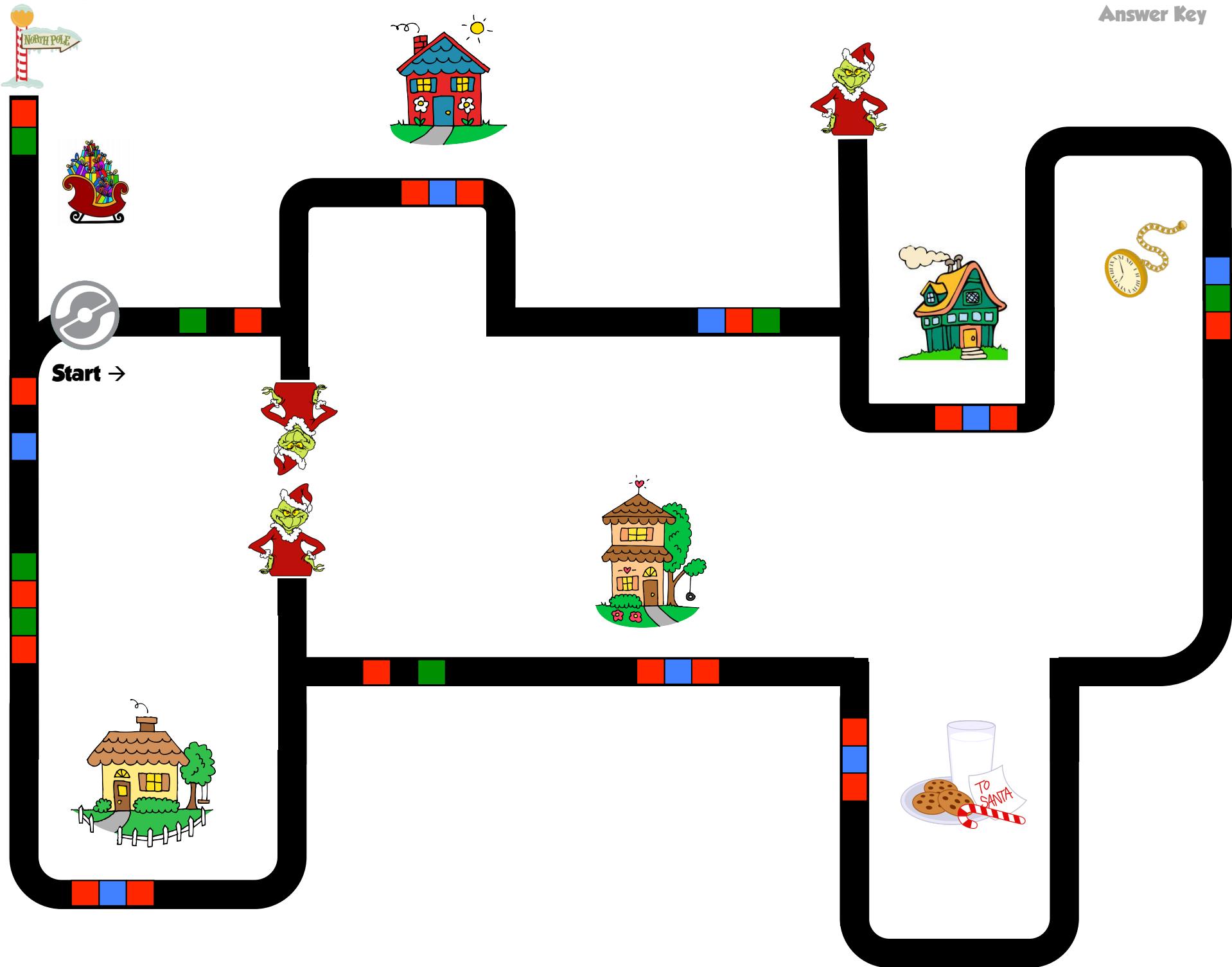
pause



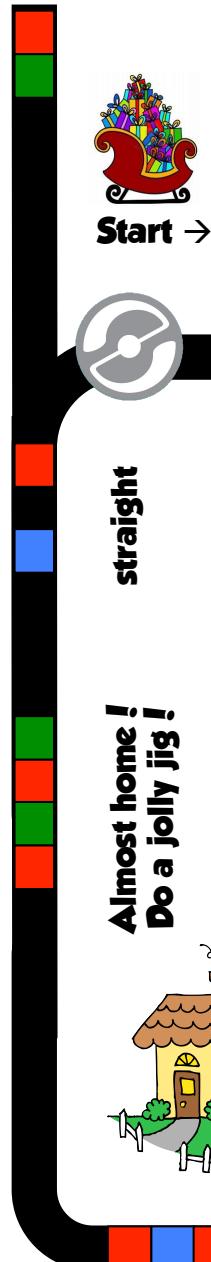
Hurry! Don't
be late!

pause

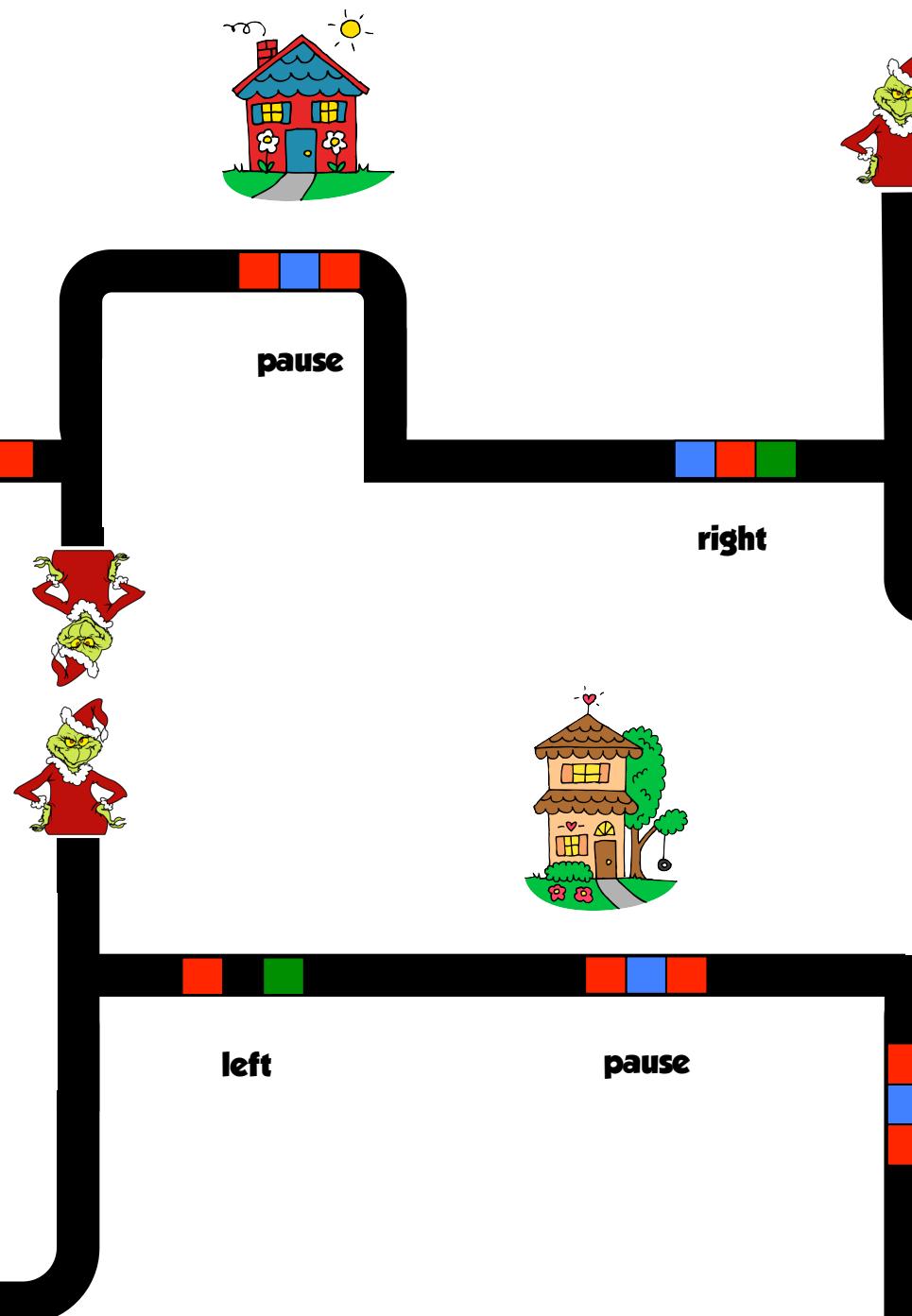




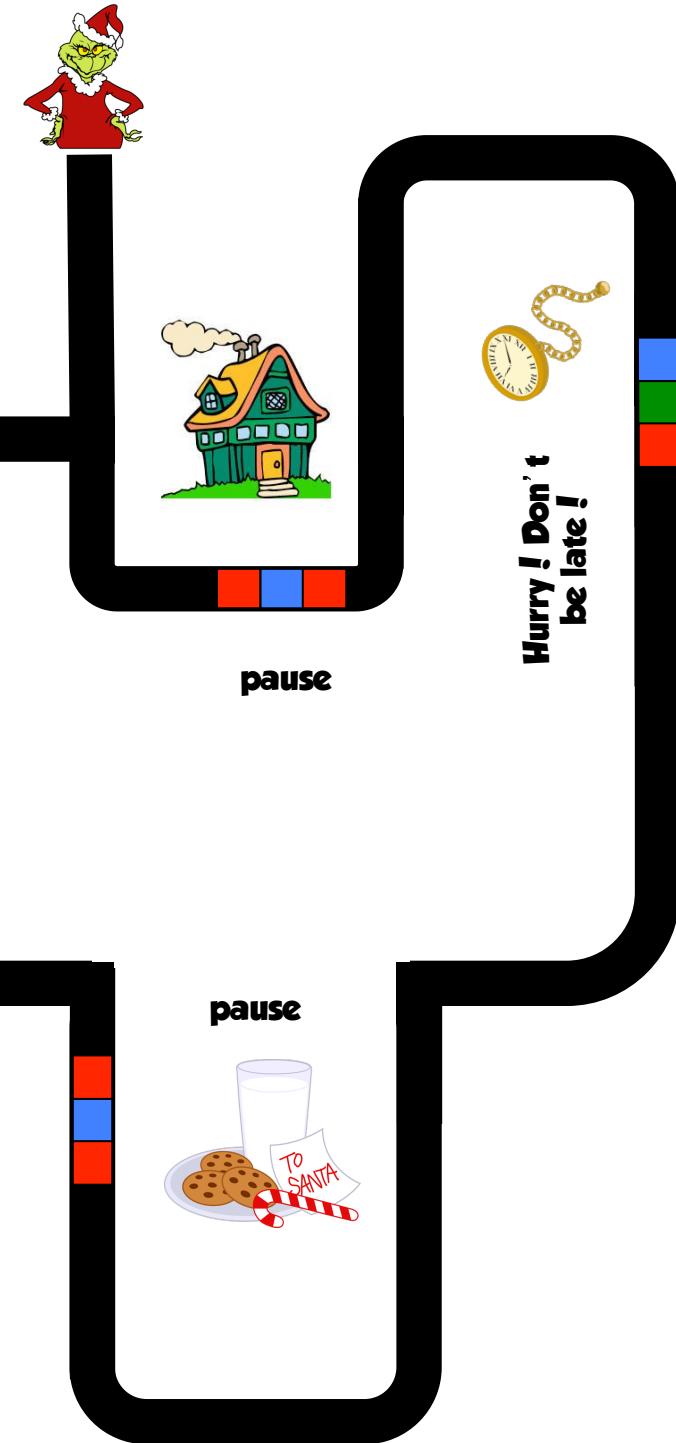
Game over



pause



pause



OzoCode Cheat Sheet

	turn left
	turn right
	pause (3sec)
	fast
	turbo
	nitro boost
	tornado
	spin
	win/exit (game over)

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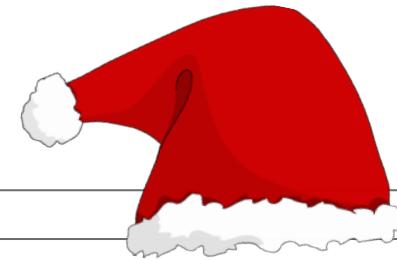
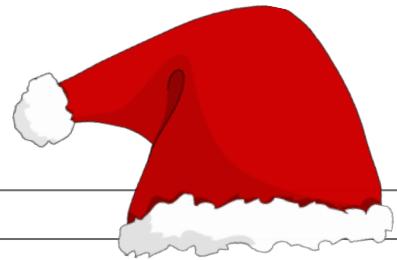
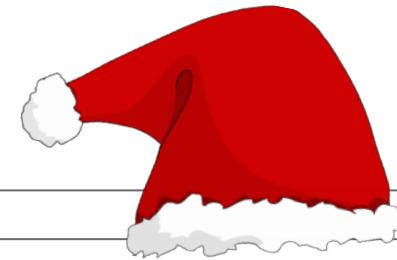
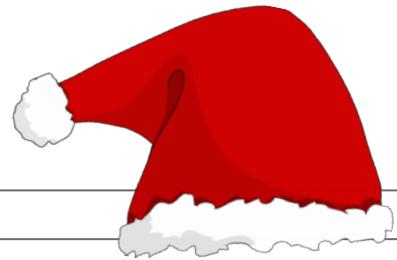
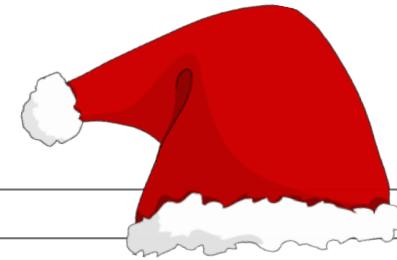
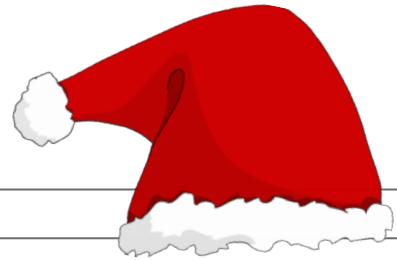
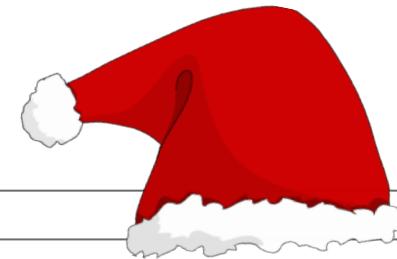
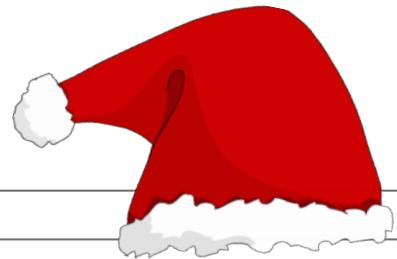
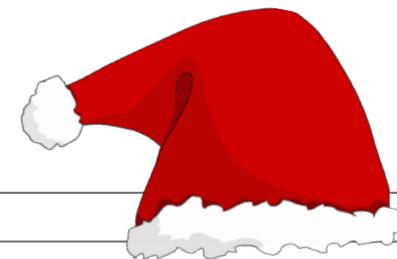
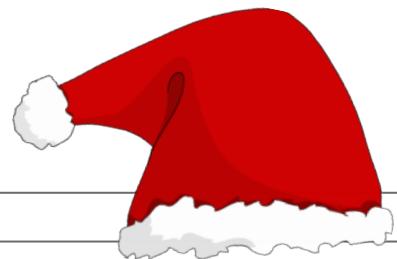
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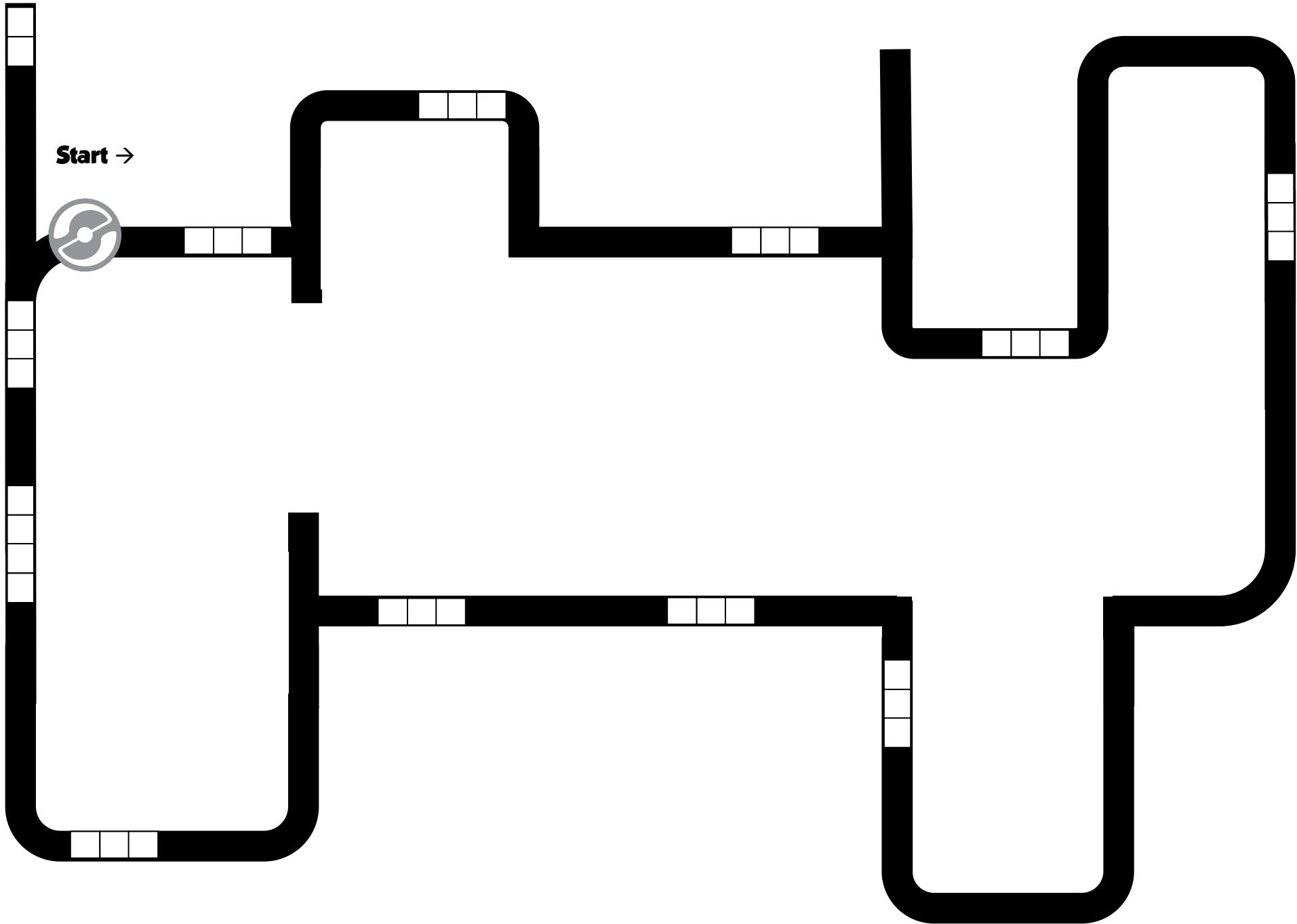
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Optional Resources

- Santa hat Ozobot costume**
 - Blank template for students to draw their own houses or make up their own course**
- *Additional ideas: make 3D pop-up houses and characters for the course**





Questions?

**Please feel free to contact me with any
questions or lesson suggestions !**



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**Use the hashtags #OzoClaus & #OzoNation
to share photos of your students on social media !**