

OzoBlockly Editor—**Keep Ozobot in Jail Challenge**—Student Guide

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Escape artists engage in what is known *escapology*. They escape from handcuffs, straitjackets, cages, coffins, barrels, bags, burning buildings, fish tanks, and steel boxes, among many other things. They also escape in combination, as in both a straitjacket and barrel at the same time. Don't try any of these dangerous things!

Your challenge is to keep Ari or Evo from escaping from jail. You will be provided with a printout of a full-size Ozomap jail similar to the smaller one shown in the figure below.



Upon placing Ozobot in the jail, that is, inside the heavy black boundary, use *movement* blocks and *surface color* to keep it moving continually about **but without escaping**. You don't want Ozobot to be an escape artist!

One other thing. Have its top light color toggle between red and green after each successive rotation. Take a look at the video provided by your teacher to see Ozobot in action. This will give you a better feeling for the ultimate goal of this challenge.

Can you keep Ozobot from escaping from jail?