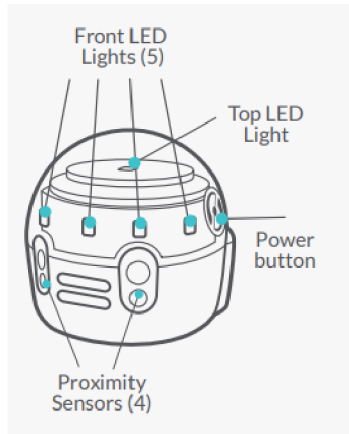


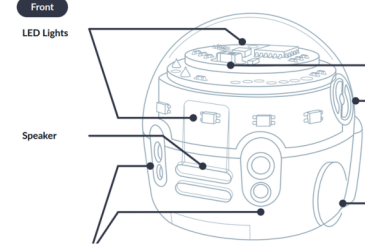


Power button

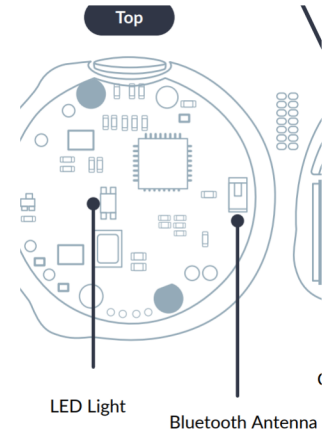
Power Button



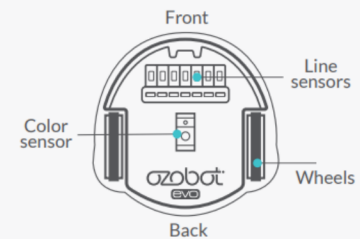
LED Lights



Speaker



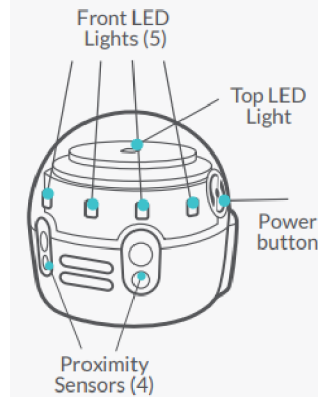
Bluetooth Antenna



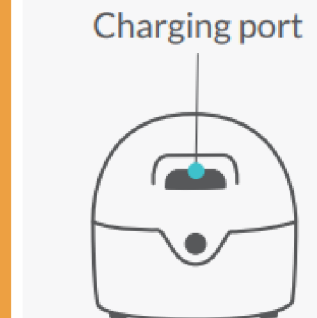
Wheels



Hardware



Proximity Sensors



Charging Port

Wheels

Connected to the motor and battery. Wheels allow Evo to move in a variety of ways.

Hardware

The physical parts of a computer or robot.

Proximity Sensors

One of the three types of sensors. This sensor can determine objects in front and behind the bot.

Charging Port

To charge Evo's battery, use the MicroUSB charging port and plug n it's cable, then into an outlet. Evo fully charges in one hour and will display a green LED Light.

Power Button

There are three reasons for the power button. To turn Evo on and off, to run programs, and to calibrate Evo's sensors.

LED Lights

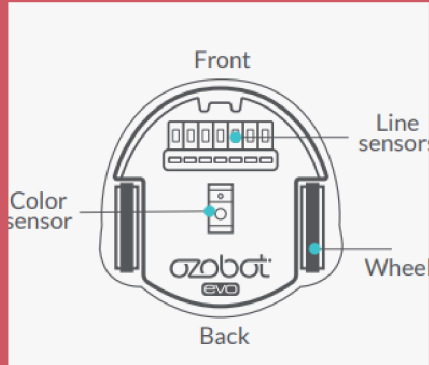
There are six LED Lights. One on top of Evo and five in the front, Evo will display colors based on the color line it is following or they can be programmed using OzoBlockly.

Speaker

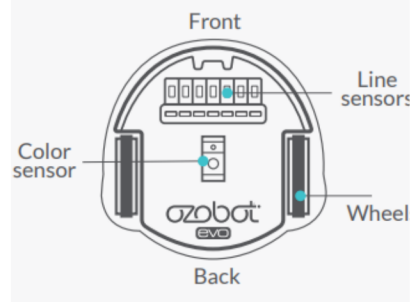
Evo can be programmed to play sounds and to speak using Ozoblockly.

Bluetooth Antenna

Located on the Motherboard. It allows for bluetooth connectivity so you can transfer your Ozoblockly programs to Evo.



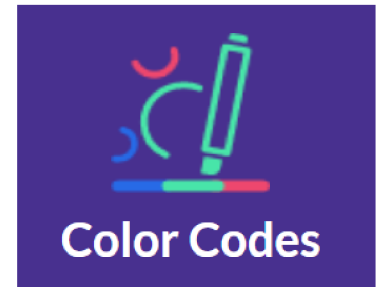
Color Sensors



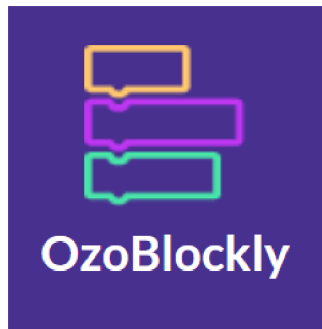
Line Following Sensors



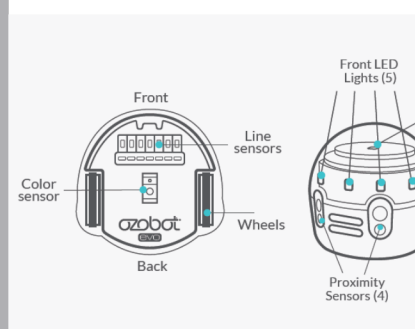
Motherboard



Color Codes



OzoBlockly



Sensors



Polycarbonate Shell



Carrying Case

OzoBlockly

A visual programming language that uses drag-and-drop blocks to code Ozobot Evo.

Sensors

There are three different types of sensors: infrared proximity sensors, line following sensors, and color sensors.

Polycarbonate Shell

A clear, tough, and strong thermoplastic plastic that protect EVO's hardware components.

Carrying Case

A protective container for Evo that should be stored out of sunlight in a cool, dark place.

Color Sensors

Optical sensors that can read a range of colors and line widths, enabling Evo to perform different movements.

Line Following Sensors

They detect the difference between a line and the white paper around it in order to direct the bot.

Motherboard

A circuit board that houses the components to control the robot.

Color Codes

A Color Code is a short sequence of 2 to 4 colors that Evo can read and responds by speeding up, slowing down, changing direction, or making cool moves.