

Evo—The Skip Count Companion

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Introduction

Are you an elementary teacher who teaches skip counting or its relationship to multiplication? If so, then *Evo—The Skip Count Companion* may be just what you need. Regardless of whether you are teaching skip counting by 2s, 3s, 4s, 5s, etc., this classroom application can help handle the job for you. As a side benefit, your students will find the process of skip counting to be fun!

The Ozomap for Evo

Figure 1 shows the Ozomap for *Evo—The Skip Count Companion*. It is easily constructed by printing the last page of this document, cutting the figure on the dotted lines, and taping the three strips together.

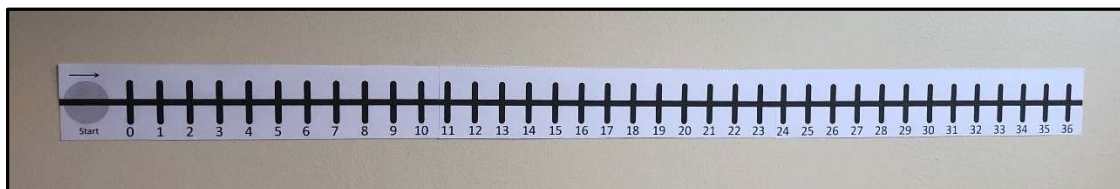


Figure 1

Preparing the OzoBlockly Program

You will need to load the OzoBlockly program with share code **3k2i5q** into Evo. The only program blocks that you need to deal with are the first two blocks, as shown in Figure 2.

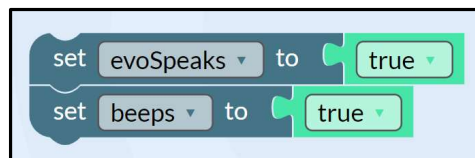


Figure 2

There are two variables that you can set to control Evo's behavior—*evoSpeaks* and *beeps*. The default values of these variables are both set to *true*.

When *evoSpeaks* is *true*, Evo will speak the skip counts as he moves from left to right on the Ozomap. When *evoSpeaks* is *false*, Evo will pause at the skip count on the tape for one second but will not speak the skip count, allowing the student to speak the skip count without verbal prompts from Evo.

When *beeps* is *true*, there will be a short beep at **every** number on the Ozomap as Evo moves from left to right. This is convenient for the students when learning skip counting. For example, when skip counting by fives, there would be five beeps between each count. When *beeps* is *false*, there will be no beeping as Evo moves from left to right.

You can change the value of these variables from *true* to *false* by clicking on the down-arrow to the right of the word *true* and selecting *false* from the dropdown box. See Figure 3.

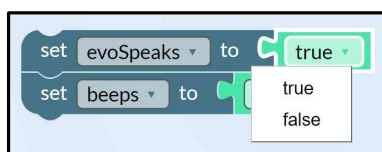


Figure 3

Working with the OzoBlockly Program

1. After adjusting the *evoSpeaks* and *beeps* variables as desired and loading the program into Evo, place Evo at the location labeled *Start* on the far left of the Ozomap facing the direction shown by the arrow.
2. Start the program by turning Evo on and then pressing the button two times. The top light will turn white and Evo will move to zero on the number line.
3. When the top light turns green, you will have nine seconds to press the button the number of times representing the skip count. For example, if you want Evo to skip count by fives, you would press the start button five times. Evo will quickly blink white each time you press the button to indicate that he has recognized your button press. At the end of the nine seconds, Evo will speak your inputted skip count value as a double-check that the count is as you specified. He will then begin moving to the right while skip counting in the manner expressed by the *evoSpeaks* and *beeps* variables.

If you want to extend the number line beyond 36, print the next two pages, cut on the dotted lines, and tape together to make a longer number line. You will also need to adjust the value of the variable *highestNumberOnTape*, shown in Figure 4

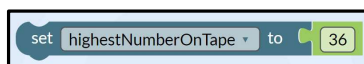


Figure 4

