

Partner A: _____ Partner B: _____

Imagine your Ozobot Story

How can you, use an Ozobot to retell a scene or an entire story?

Materials: large paper, pencil, Ozobot, code sheets, code markers, art supplies

Constraints: 1. Must include 4 events 2. Must include at least 6 codes 3. Must have a beginning and end the Ozobot gets to every time

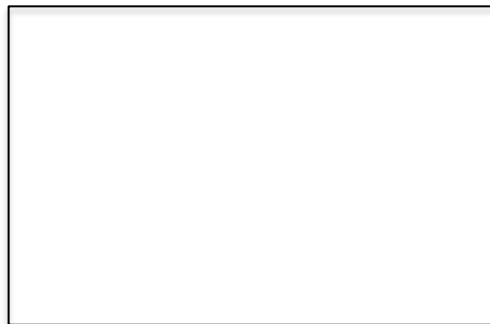
Sketch your 4 main events. Write about what happens at each event and the codes you will use.

We will retell (circle one) **The whole story** **One event** _____

Event 1: _____

Event 1: _____

Codes we will use : _____



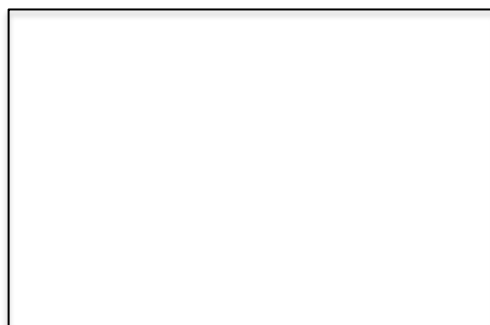
Event 2: _____

Codes we will use : _____



Event 3: _____

Codes we will use : _____



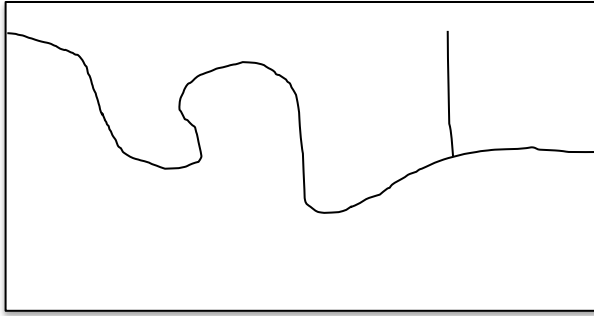
Event 4: _____

Codes we will use : _____

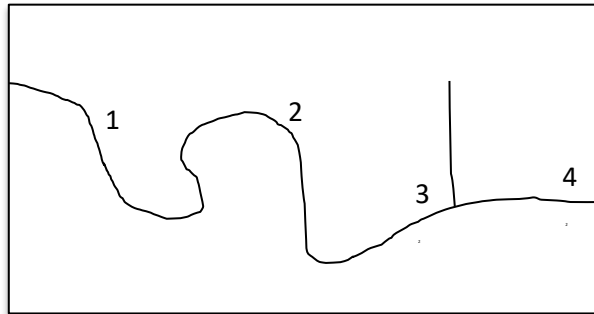


Plan Your Story Map

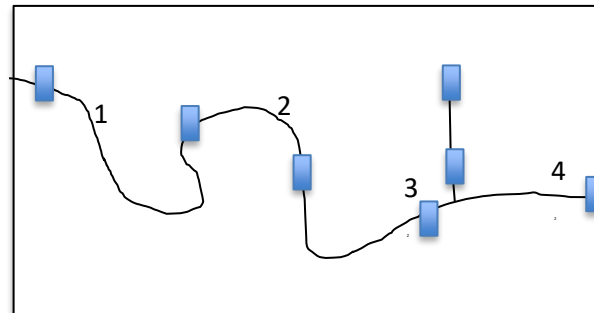
1. Using a pencil, and only a pencil, draw out your story path.
- 2.



3. Mark on your paper where each event will happen.



4. Label where you will place your codes.



Get your Story Map approved _____.

Create Your Story Map

1. Gather your coding supplies.
2. Start by adding the codes you need in the correct location
3. Then fill in the black line over the rest of your path.
4. Add the details to make your story map more exciting using art supplies.

Create your Roz

1. Using a pencil. Draw a picture of your character.
2. Get a strip of paper and make it the correct size to go around the base of the Ozobot. Attach your character to the ring.
3. Have Your character travel through your story map.

Test and Improve

Answer the following questions with your group.

One thing that went well during our build is _____

A change we will make is _____

Think about the skills of a good communicator: 1. Speaks Clearly 2. Listens to Other's Ideas 3. I ask and answer questions

Asks and answers questions. Answer the below questions with examples from your build.

We communicated well when we _____

We could communicate better if we _____

Draw a sketch of your improved design