

OzoTown- Level 1

Instructional Tips and Tricks

- Explain to students that like ShapeTracer 1 & 2, they will use OzoBlockly to solve challenges.
- Introduce the concept of line following
 - Just like the Ozobot follows lines in real life, we will use OzoBlockly code to program the bot to line follow in OzoTown



OzoTown- Level 2

Instructional Tips and Tricks

- Use the blocks to help navigate Evo through the intersections



OzoTown- Level 3

Instructional Tips and Tricks

- Set the speed before passing the speed signs
- Review directionality with students



OzoTown- Level 4

Instructional Tips and Tricks

- Remind students to pay close attention to speed, and to program the speed before the bot passes the speed sign



OzoTown- Level 5

Instructional Tips and Tricks

- Remind students that there are a few tricky things to look out for:
 - Extra stop
 - Line navigation back to the intersection
 - Speed Sign
- Remind students to set the speed before the bot passes the sign
- Review directionality
 - When the bot “Pick(s) direction: back” it actually does a u-turn. This will affect the direction it turns at the intersection.



OzoTown- Level 6

Instructional Tips and Tricks

- Remind students that there are a few tricky things to look out for:
 - Extra stop
 - Wait
 - Line navigation in multiple intersections
 - Speed Sign
- Remind students to set the speed before the bot passes the sign
- Review directionality
 - When the bot “Pick(s) direction: back” it actually does a u-turn. This will affect the direction it turns at the intersection.



OzoTown- Level 7

Instructional Tips and Tricks

- Remind students that there are a few tricky things to look out for:
 - Multiple stops
 - Wait
 - Line navigation in multiple intersections
 - Speed Sign
- Remind students to set the speed before the bot passes the sign
- Review directionality
 - When the bot “Pick(s) direction: back” it actually does a u-turn. This will affect the direction it turns at the intersection.



OzoTown- Level 8

Instructional Tips and Tricks

- Remind students that there are a few tricky things to look out for:
 - Extra stops
 - Ordered
 - Wait (applies in both directions)
 - Line navigation in multiple intersections
 - Speed Sign
- Remind students to set the speed before the bot passes the sign
- Review directionality
 - When the bot “Pick(s) direction: back” it actually does a u-turn. This will affect the direction it turns at the intersection.



OzoTown- Level 9

Instructional Tips and Tricks

- Remind students that there are a few tricky things to look out for:
 - Extra stops
 - Ordered
 - Wait (applies in both directions)
 - Line navigation in multiple intersections
 - Speed Sign
- Remind students to set the speed before the bot passes the sign
- Review directionality
 - When the bot “Pick(s) direction: back” it actually does a u-turn. This will affect the direction it turns at the intersection.



OzoTown- Level 10

Instructional Tips and Tricks

- Remind students that there are a few tricky things to look out for:
 - Extra stops
 - Ordered
 - Wait (applies in both directions)
 - Line navigation in multiple intersections
 - Speed Signs
- Remind students to set the speed before the bot passes the sign
- Review directionality
 - When the bot “Pick(s) direction: back” it actually does a u-turn. This will affect the direction it turns at the intersection.

