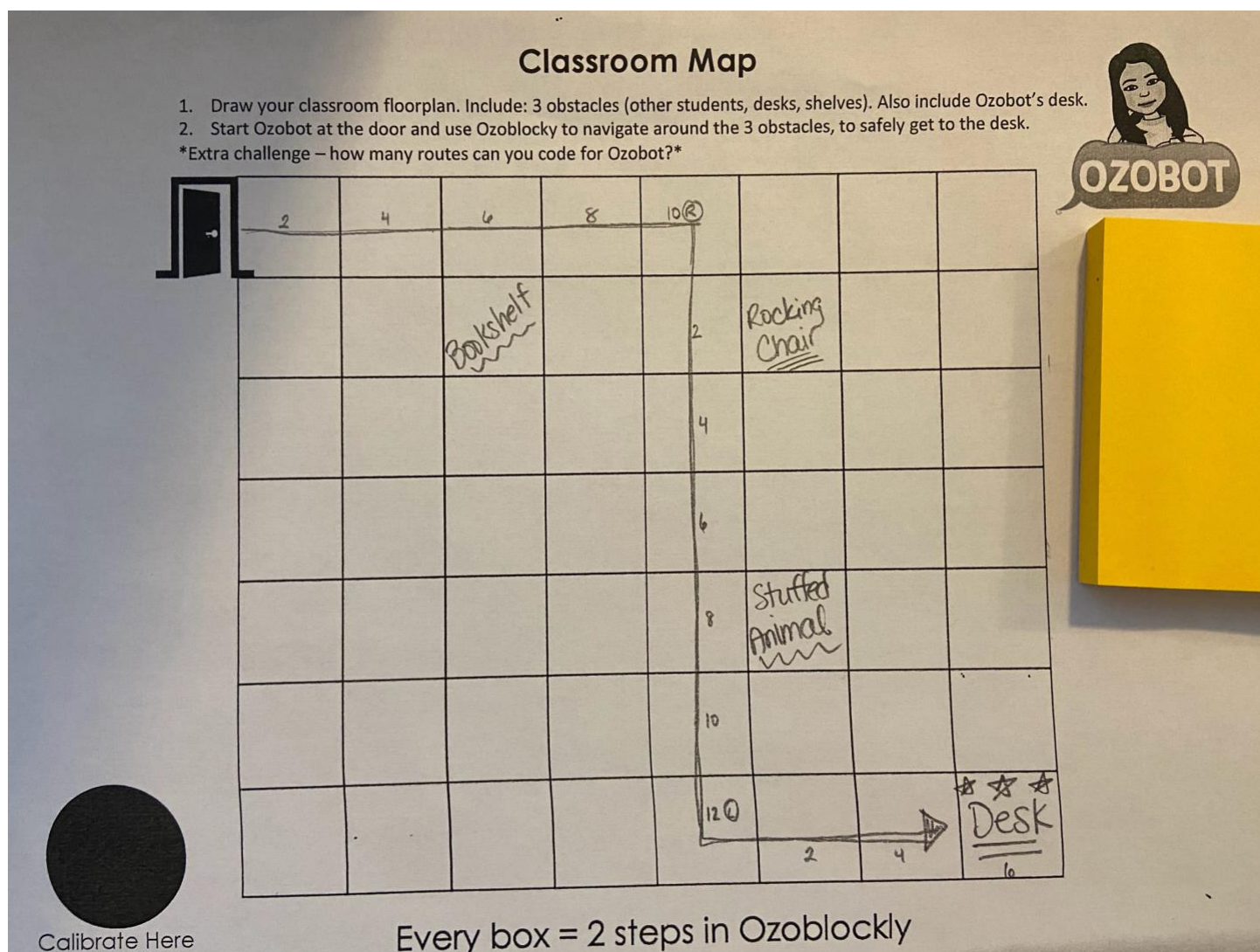


Ozoblockly Classroom Map Breakdown



In this example, the student has:

1. drawn their 3 obstacles: bookshelf, rocking chair, and stuffed animal
2. drawn the ozobot's desk, which is the ending point
3. drawn out the path that the Ozobot must travel to ensure that the Ozobot walks by each obstacle (the path does not need to be drawn, but can)
4. counted out how many steps must be programmed and indicated a Right turn or Left turn (this does not have to be written out on the map, but can be)

Once these steps have been done (1 and 2 are mandatory, 3 and 4 are optional), the student then programs the steps and turns into Ozoblockly.

Make sure to sync the Ozobot to Ozoblockly (via Bluetooth or using the flashing Ozobot option within Ozoblockly).

Press "Run Program" within Ozoblockly!