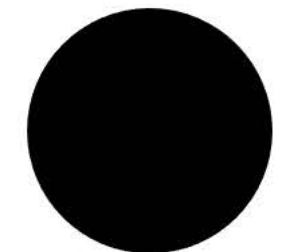
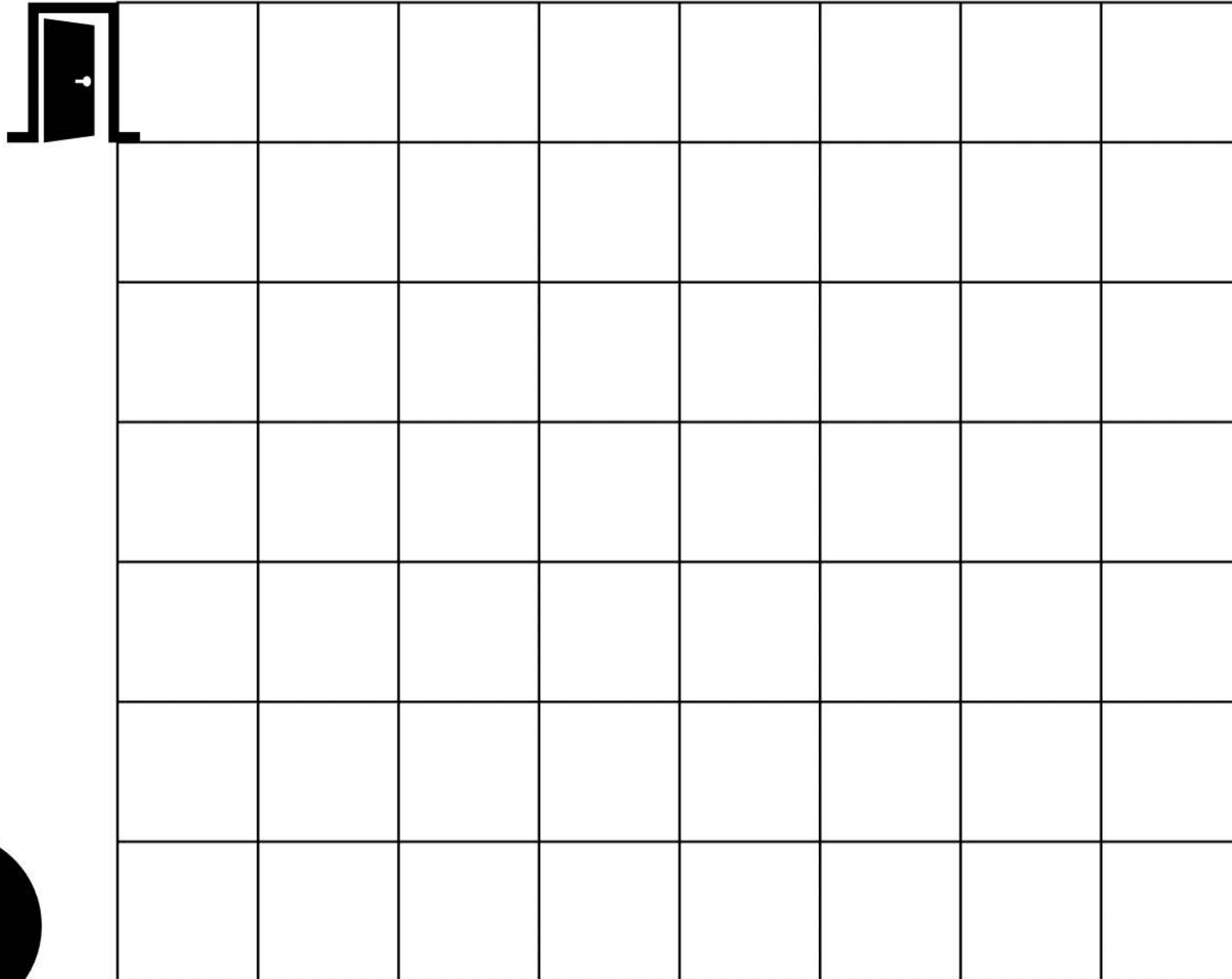


Classroom Map

1. Draw your classroom floorplan. Include: 3 obstacles (other students, desks, shelves). Also include Ozobot's desk.
 2. Start Ozobot at the door and use Ozoblocky to navigate around the 3 obstacles, to safely get to the desk.
- *Extra challenge – how many routes can you code for Ozobot?*



Calibrate Here

Every box = 2 steps in Ozoblockly