

Orientation with Ozobot

Planning Sheet Example

Name: _____

Date: _____

Ozobot's Class Schedule	
Period	Class
1	Homeroom
2	Language Arts
3	Math
4	Social Studies
5	Music
6	P.E.

School Name:
<i>OzoAcademy</i>
Which Counter Code will you use to make your map? How will you use it?
<i>I will use the Enable Point Counter code at homeroom. Then every time Ozobot goes to a class period, there will be a -1 point counter code. Once it gets to the last class period, Ozobot will stop.</i>

Color Codes Checklist:
☒ Counter Code (1) • Enable X-ing Counter • Enable Turn Counter • Enable Point Counter
☒ Win/Exits (2) 1. Play Again 2. Game Over
☒ Direction (4) • Left, right, or straight at Intersection • Line switch left, right, or straight
☒ U-Turn (2)
☒ Speed (4)
☒ Special Moves (4)
☒ Timers (3)