

®OZOBOT sequences the ALPHABET
Printable Interactive Ozocard Track Pack
Sequence the Alphabet, Problem Solve, and
Learn to Code with Ozobot!



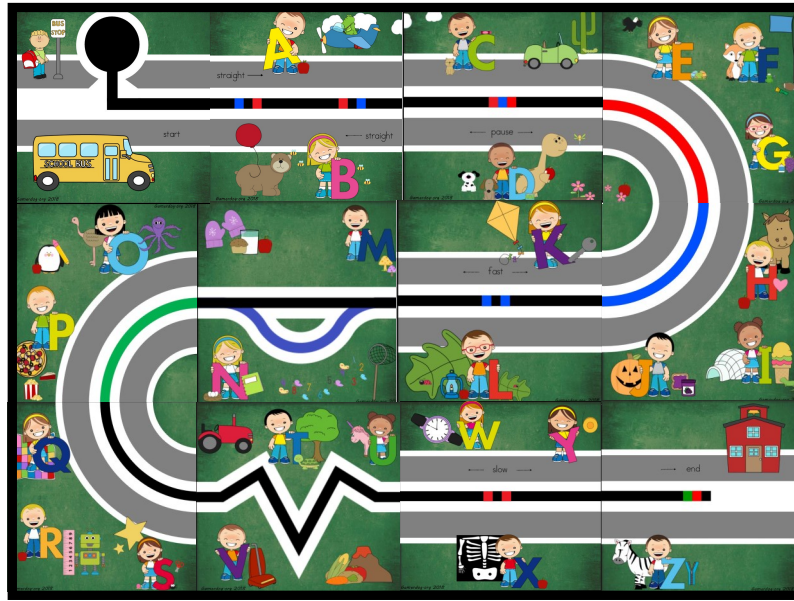
Robotics and Early Programming
ages 3-6



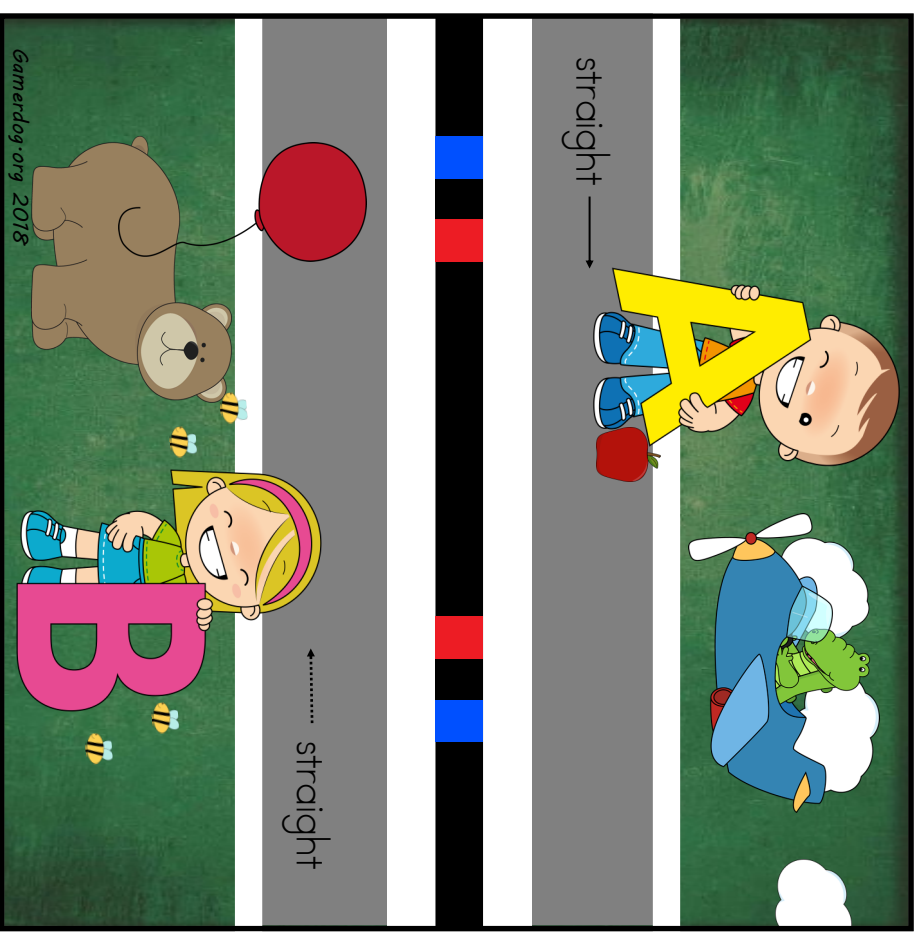
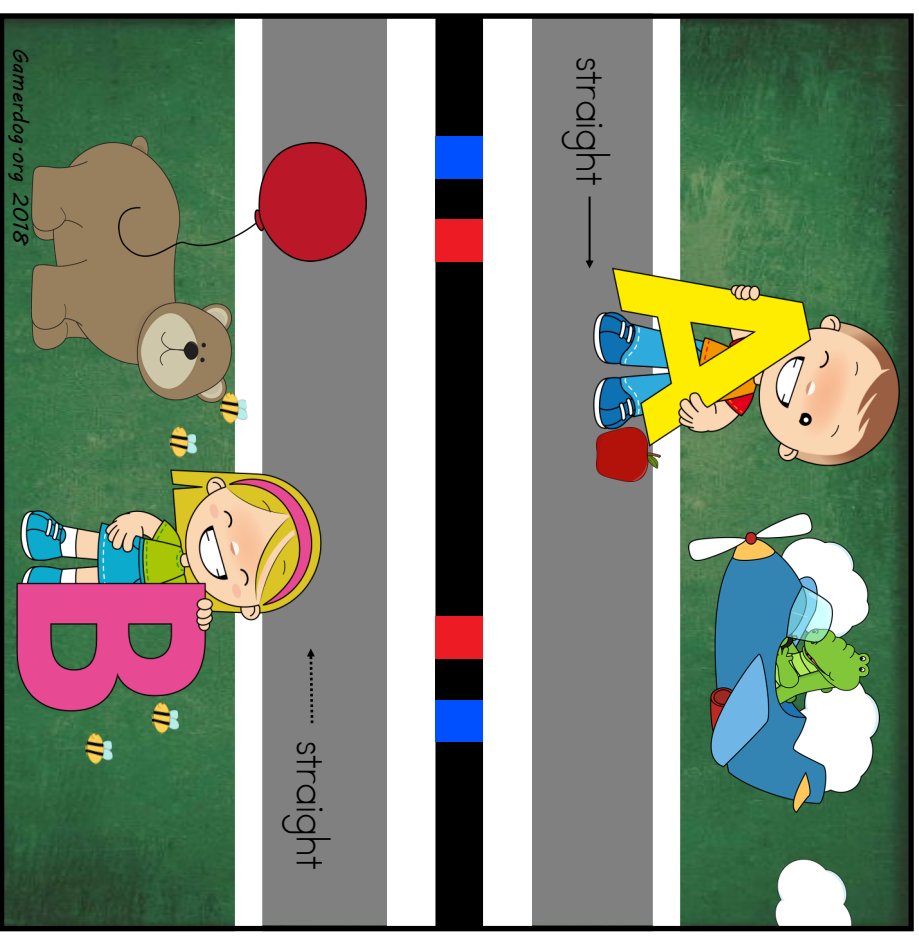
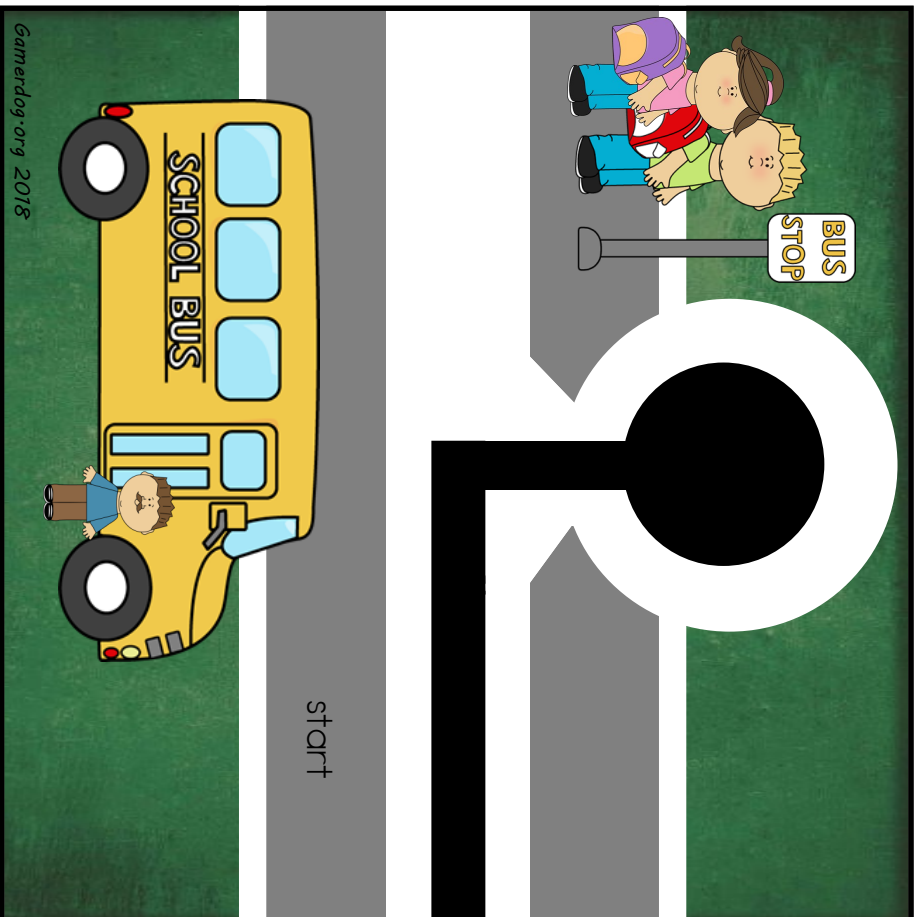
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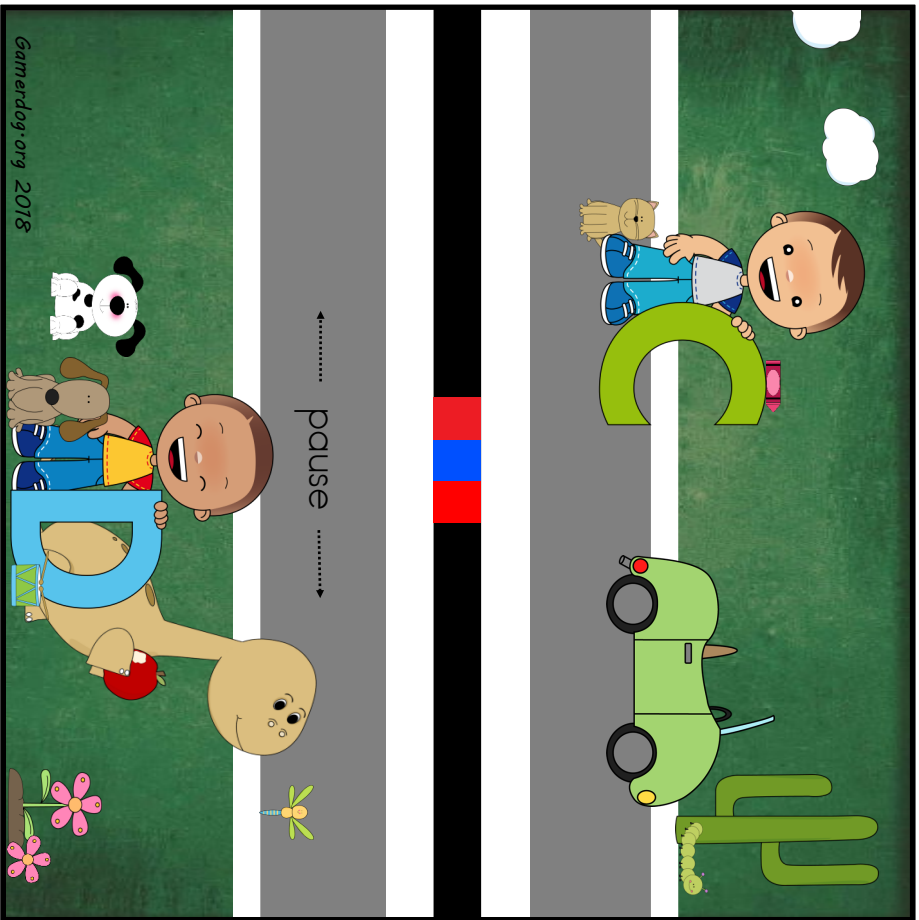
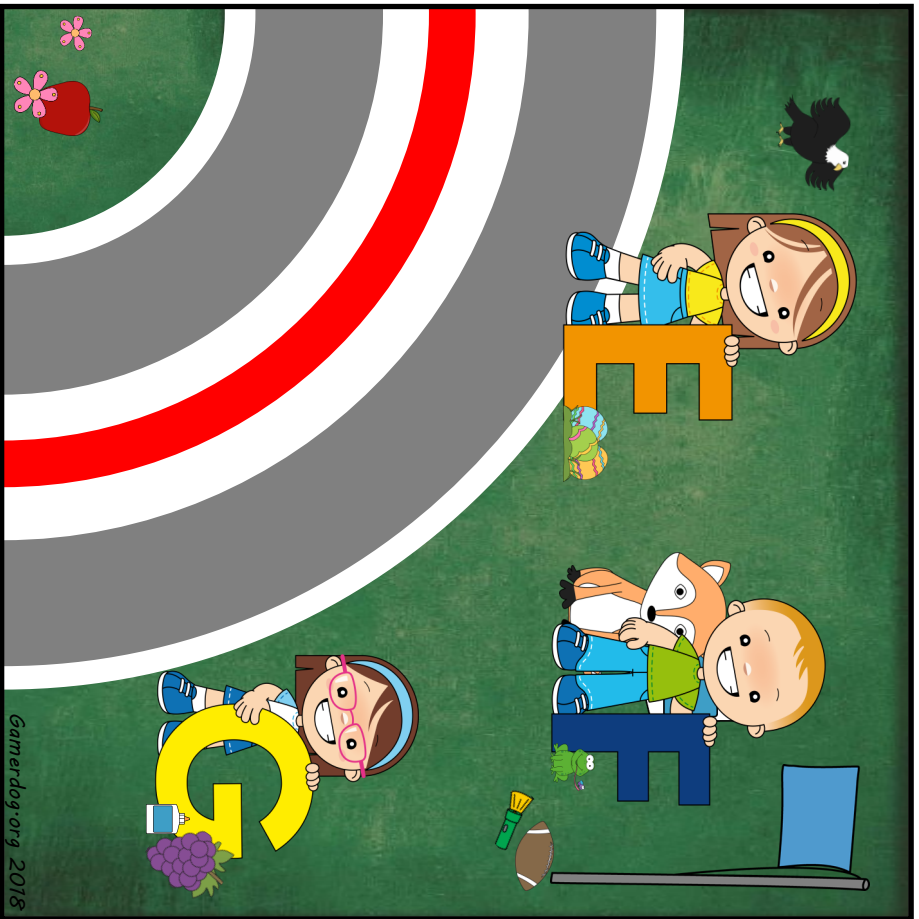
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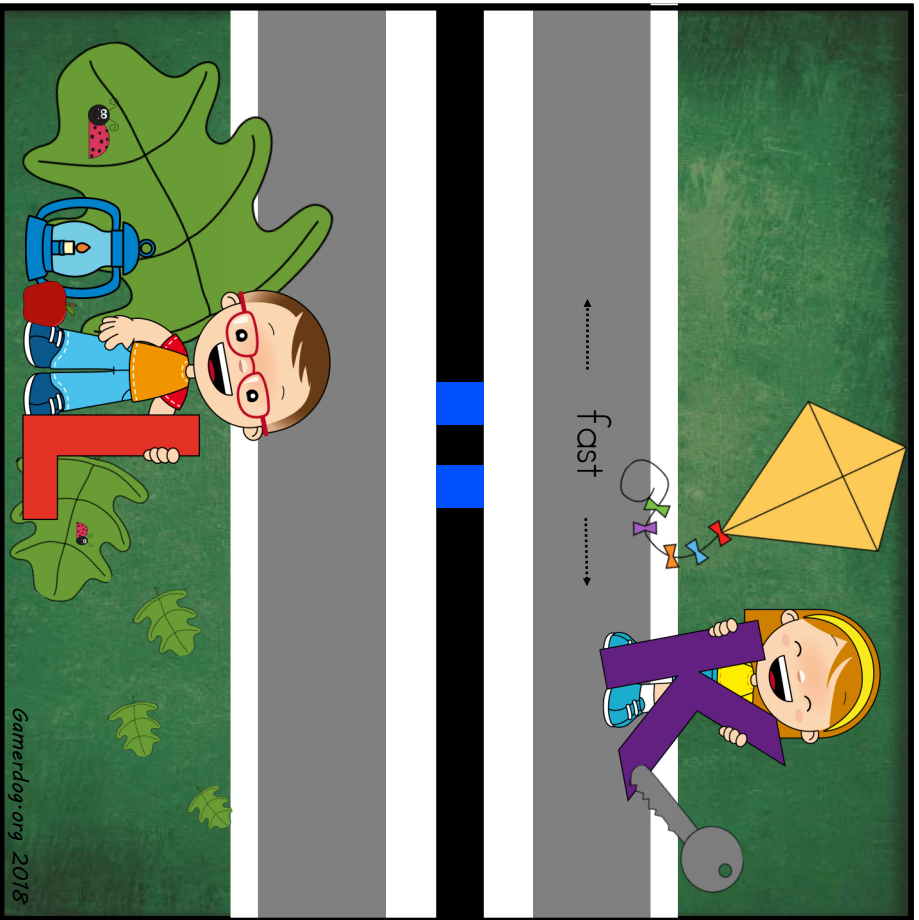
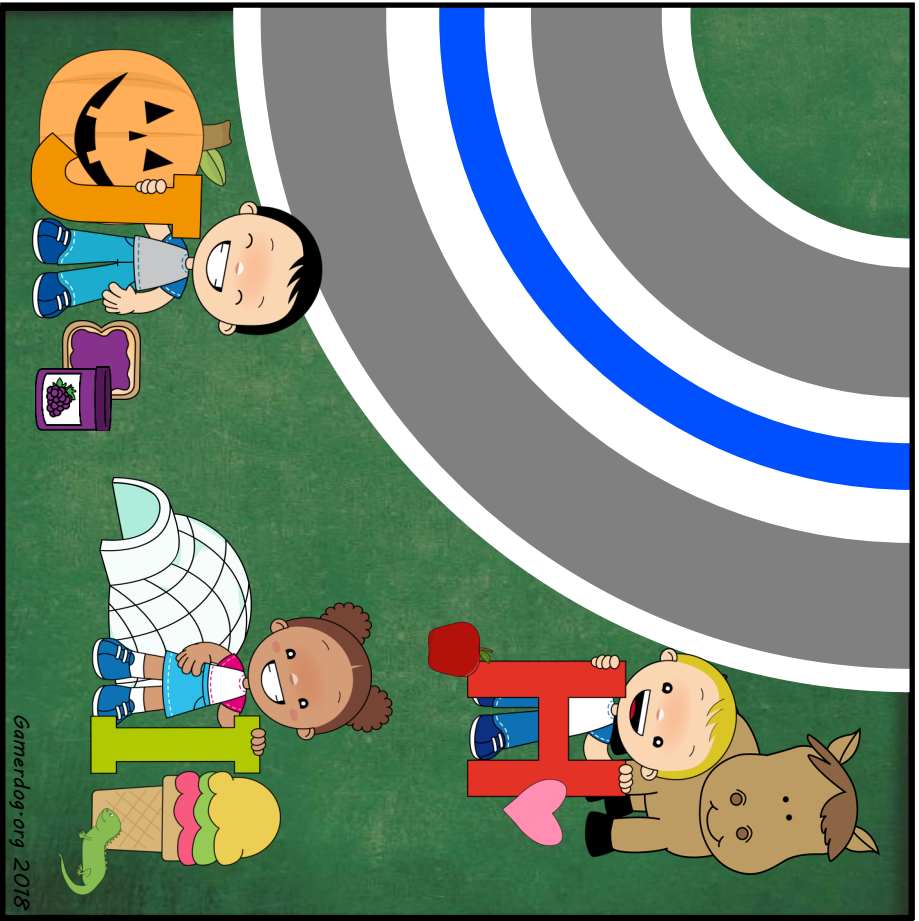
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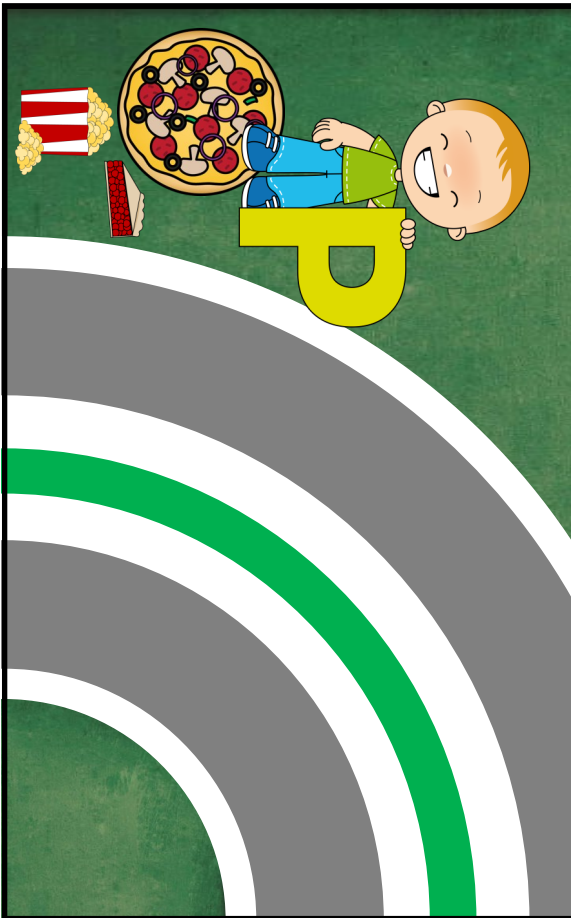
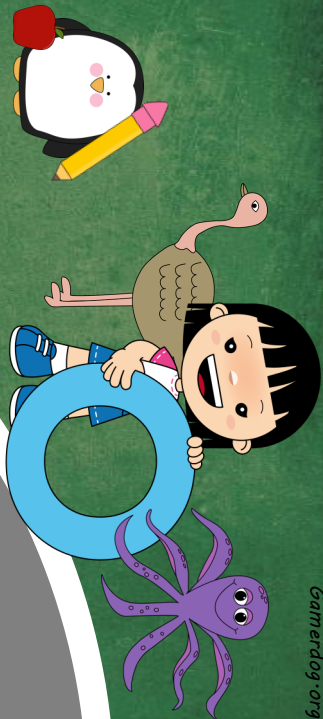
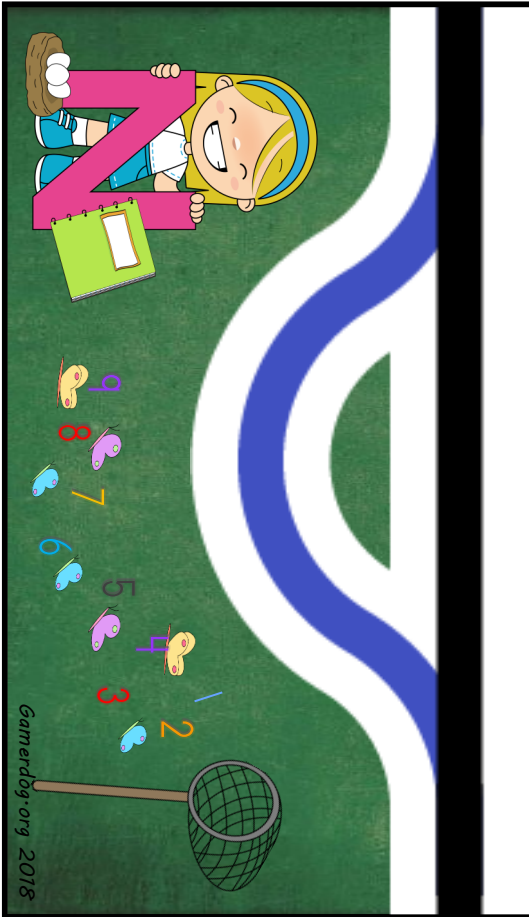
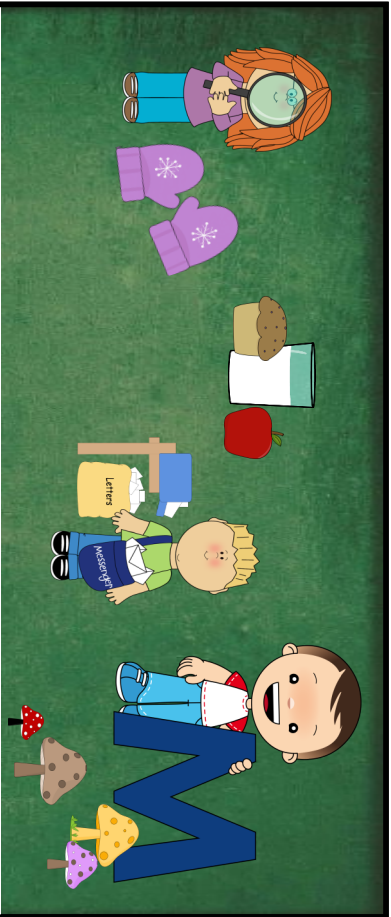


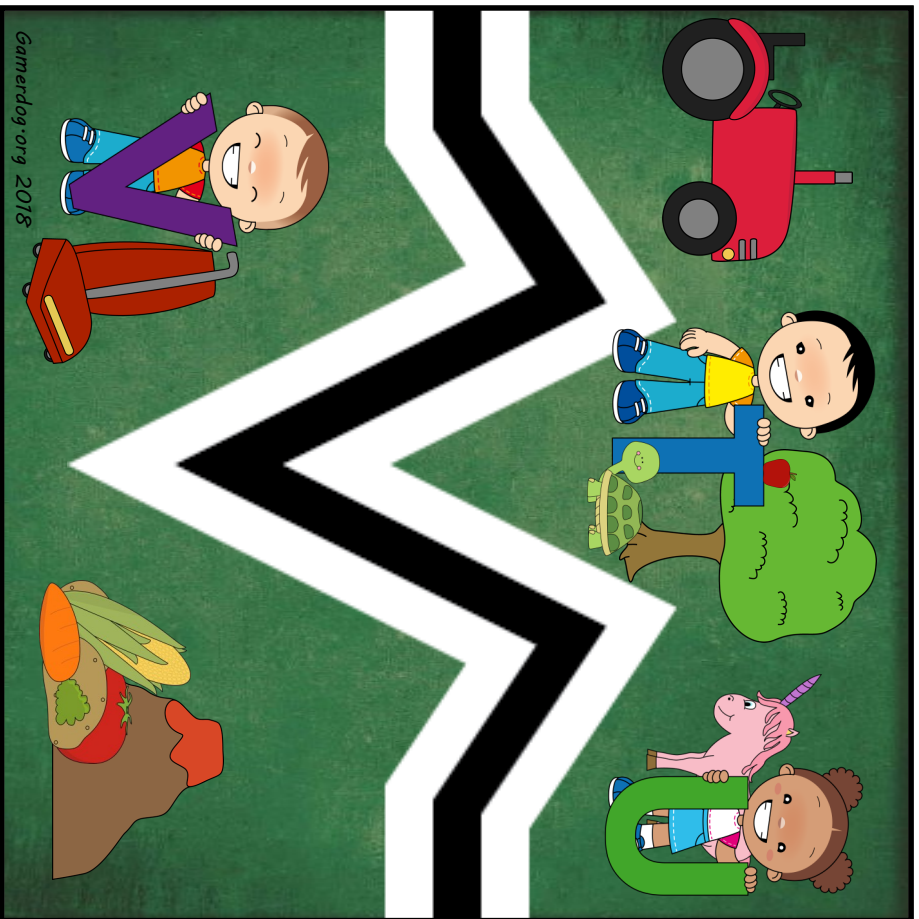
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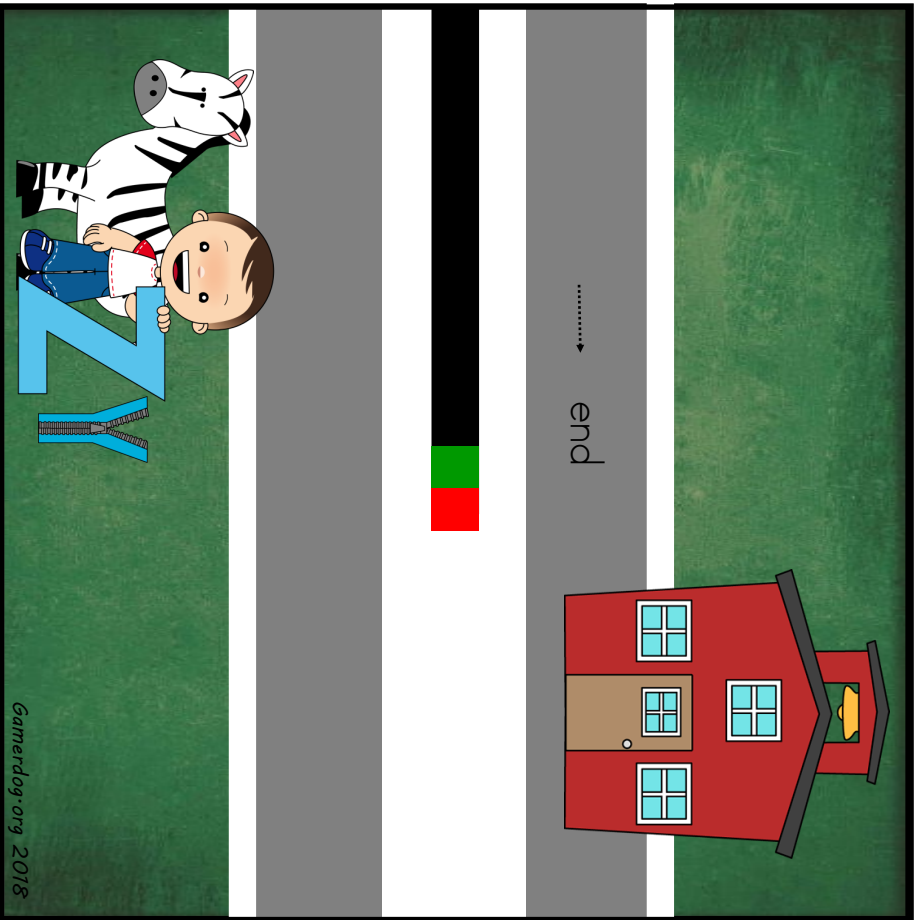
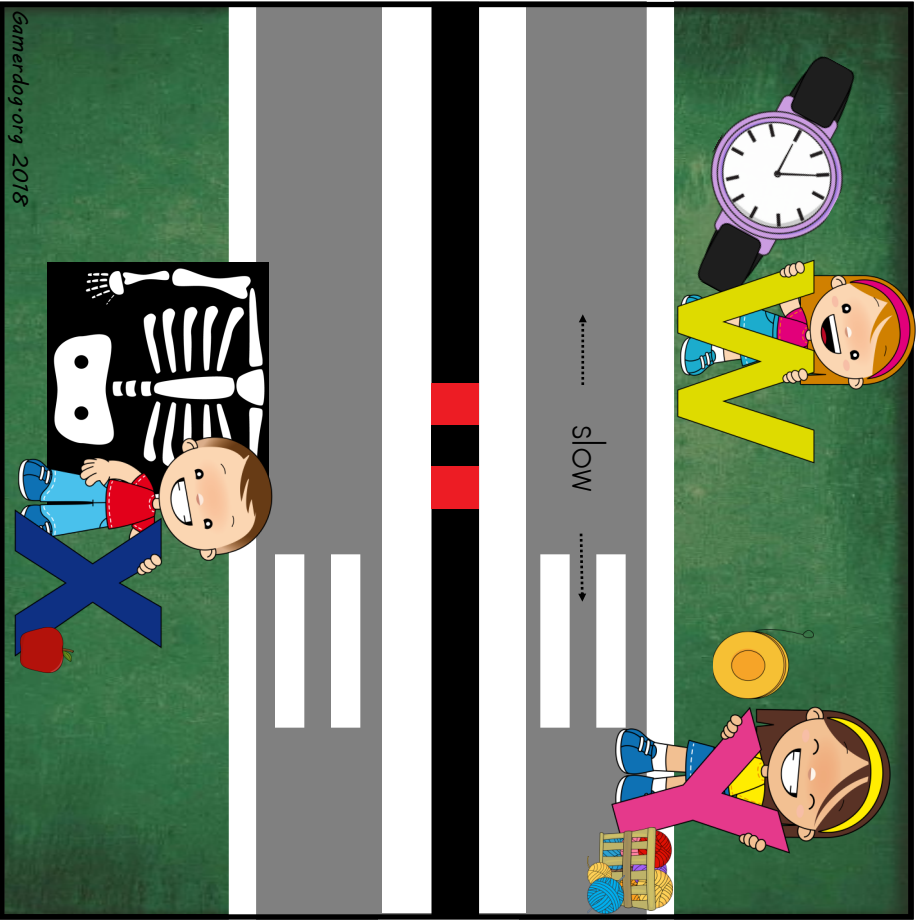












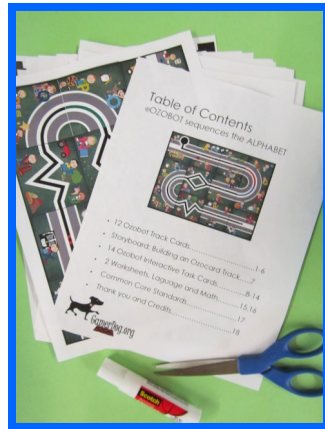
Storyboard

Building an Ozocard Track

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1. Print: Ozobot sequences the Alphabet Track Cards.

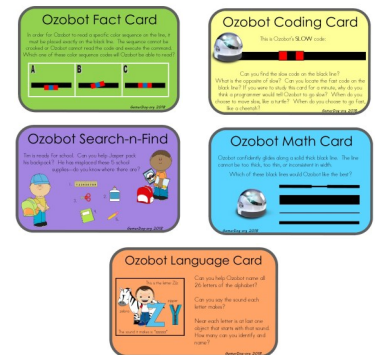
Gather supplies needed: paper, scissors, glue.



2. Cut out Track Cards.



3. Cut out Interactive Task Cards.



4. Sequence the cards from Start to End, letters A-Z.

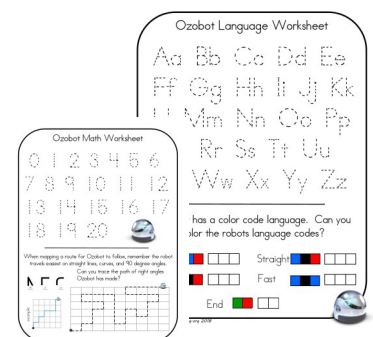
5. Glue in place, or laminate.

6. Check the black line and fill in any gaps.

7. Calibrate and run Ozobot.



8. Use the Interactive Task Cards to support early coding concepts.

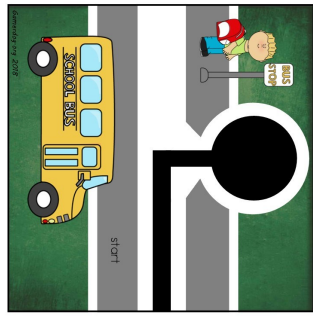


9. Print and copy Ozobot's worksheets



Ozobot Coding Card

This is Ozobot's START Card.



For consistent behavior, you should always **calibrate** your little robot. To do so:

- Hold down the power button on Ozobot for 2 seconds.
- Release button and place Ozobot in the middle of the black dot.
- Ozobot will move forward and should flash green. If red flashes, start again.

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Ozobot Coding Card

This is Ozobot's PAUSE code:



Can you find the pause code on the black line?

- How many seconds does the robot stop and wait?
- What letters are located on the pause code card?

GamerDog.org 2018 A. 3 seconds B. C and D C. Cat, crayon, dog, dinosaur

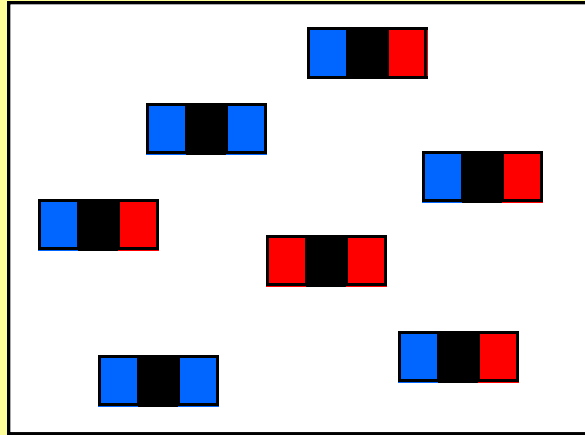
Ozobot Coding Card

This is Ozobot's
STRAIGHT code:



Can you find the
straight code on the
Alphabet Line
Program?

Can you find the 4 straight codes below?



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Ozobot Coding Card



This is Ozobot's SLOW code:



Can you find the slow code on the black line?

What is the opposite of slow? Can you locate the fast code on the black line? If you were to study this card for a minute, why do you think a programmer would tell Ozobot to go slow? When do you choose to move slow, like a turtle? When do you choose to go fast, like a cheetah?

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Ozobot Coding Card



This is Ozobot's FAST code:



Can you find the fast code on the black line?

- A. Can you list the six speed codes that can be used to program, or tell Ozobot, what to do?
- B. What letters in the alphabet does the little robot speed through? How fast can you sing the entire alphabet?



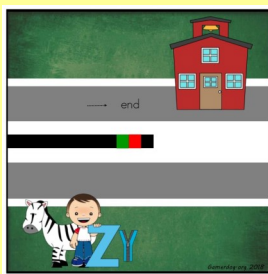
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A. Snail, Slow, Cruise, Fast, Turbo, Nitro. B. L, M, N, O, P, ...

Ozobot Coding Card



This is Ozobot's END code:



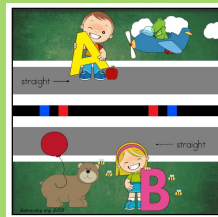
Ozobot's journey began at the start card with the school bus. The robot traveled through the alphabet, from beginning to end. As Ozobot moved from A to Z, how many children did the robot pass along the route?

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Ozobot Fact Card

This little robot is highly programmable and customizable. Ozobot can be programmed to run a specific course using its color language.

Unless instructed by a specific color code,



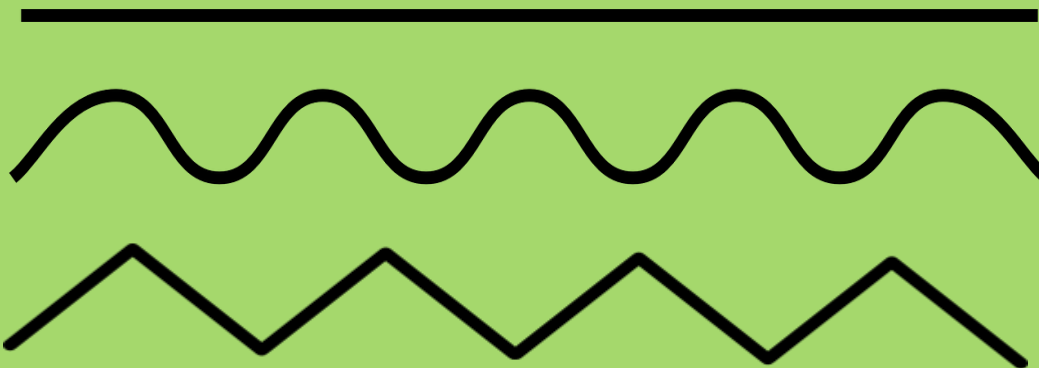
Ozobot will randomly choose a pathway.



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Ozobot Fact Card

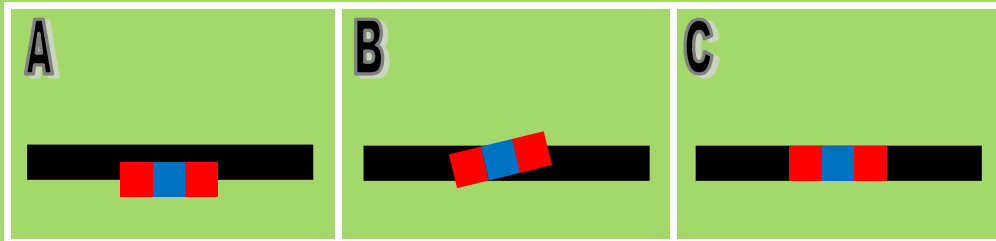
Ozobot uses light sensors to follow a solid thick black line drawn on white paper. Use your finger to follow the black lines below:



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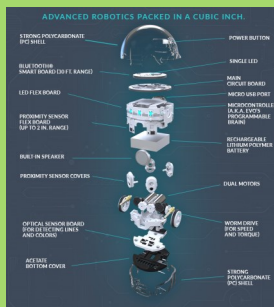
Ozobot Fact Card

In order for Ozobot to read a specific color sequence on the line, it must be placed exactly on the black line. The sequence cannot be crooked, or Ozobot cannot read the code and execute the command. Which one of these color sequence codes will Ozobot be able to read?

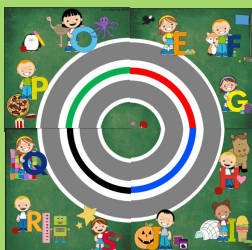


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Ozobot Fact Card



Underneath, Ozobot has 5 light sensors. These 'eyes' helps the mini robot to see where the white and where the colored parts are, allowing it to know where the line is. The middle sensor is larger and detects the colors red, blue, and green.



How many letters on the Alphabet track are...?



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Ozobot Search-n-Find

Help! The teacher's basket with all of their apples tipped over! Can you help the teachers find 10 apples on the Alphabet track before mouse finishes his apple below?



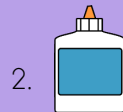
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Ozobot Search-n-Find

Tim is ready for school. Jasper needs help getting ready. He has misplaced these 5 school supplies. Can you help Jasper find them?



1.



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Ozobot Math Card

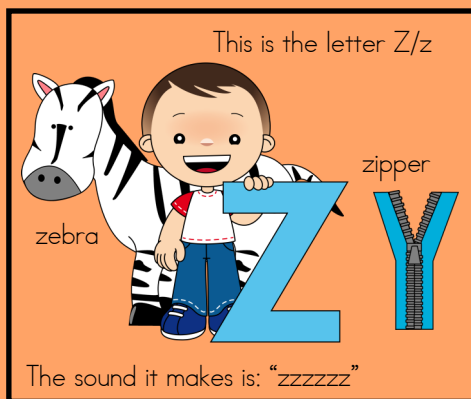
Ozobot confidently glides along a solid thick black line. The line cannot be too thick, too thin, or inconsistent in width.

Which of these black lines would Ozobot like the best?



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Ozobot Language Card



Can you help Ozobot name all 26 letters of the alphabet?

Can you mimic the sound each letter makes?

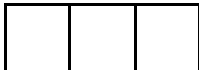
Each letter has at least one object nearby which starts with that sound. How many can you identify and name?

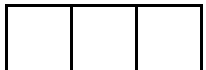
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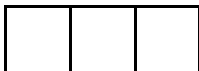
Ozobot Language Worksheet

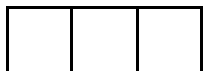
Aa Bb Cc Dd Ee
Ff Gg Hh Ii Jj Kk
Ll Mm Nn Oo Pp
Qq Rr Ss Tt Uu
Vv Ww Xx Yy Zz

Ozobot has a color code language. Can you color the robot's language codes?

Pause  

Straight  

Slow  

Fast  

End  



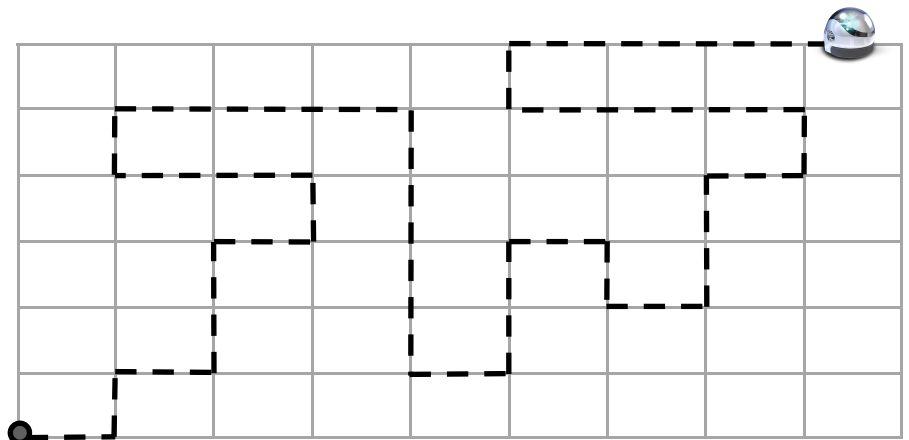
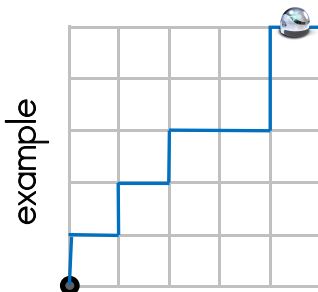
Ozobot Math Worksheet

0 1 2 3 4 5 6
7 8 9 10 11 12
13 14 15 16 17
18 19 20



When mapping a route for Ozobot to follow, remember the robot travels easiest on straight lines, curves, and 90 degree angles.

Can you trace the path of right angles Ozobot has made?



Common Core Standards

Computer Science:

- 1A-A-5-2: Pair programming—construct a program to accomplish a task both individually and collaboratively.
- 1A-A-5-5: Decompose (break down) a larger problem into smaller sub-problems individually or with guidance.
- 1A-A-3-8: Analyze and de-bug (fix) an algorithm without a computing device.
- 1A-C-7-10: Use appropriate terminology in naming and describing common computing devices and components.
- 1A-D-4-14: Create a model of an object or process in order to identify patterns and essential elements.

Math Standards:

- KCCA1: Know number names and the count sequence.
- KCCB4: Count to tell the number of objects.
- KMDA1: Describe and compare measureable attributes.
- KMDB3: Classify objects and count the number of objects in each category.
- CCSS.MP1: Make sense of problems and persevere in solving them.
- CCSS.MP5: Use appropriate tools strategically.
- CCSS.MP7: Look for and make use of structure.

Language Standards:

- RFK1: Recognize and name all uppercase letters of the alphabet.
- RFK3: Demonstrate basic knowledge of one-to-one letter sound correspondence by producing the primary sound for each letter.
- SLK6: Presentation of knowledge and ideas.
- Comprehension and collaboration—participate in conversations with diverse partners.



Thank You and Credits

A huge thank you to every teacher who strives to make the world a better place for each of us to live in. Classrooms can do without a lot of things, but not a teacher. Thank you for showing up each day and giving your best to those around you! It is noticed and appreciated.

It is my hope that **®Ozobot sequences the ALPHABET** will help prepare little learners for their future STEM challenges, opening the doors of computer science, robotics, and coding. Our goal is to create activities that will support early exploration of coding and computer concepts, provide practice to help build new skills, deepen understanding, and strengthen confidence as delightful explorers and excellent programmers!

A big thank you to Ozobot for their commitment to creativity and coding!

These activities and games would not be possible without the graphics, used with permission from Ozobot, MyCuteGraphics, DeviantArt, and Chapulines Collection. Thank you to Nathaniel A. for assisting with tech questions and design. Ozobot's amazing teacher costume was designed by Marcela Ferioli. Thank you for joining our chain of loyal customers. If you have any questions regarding this product, feel free to contact me.

Rene' Perry
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