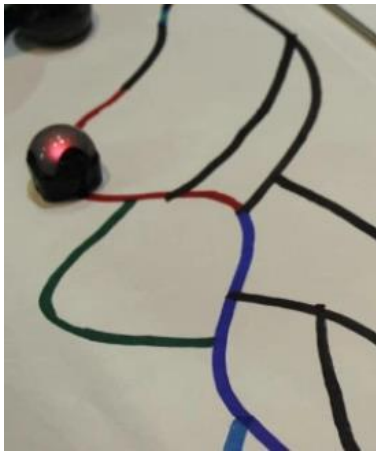


OZOBOT BIT

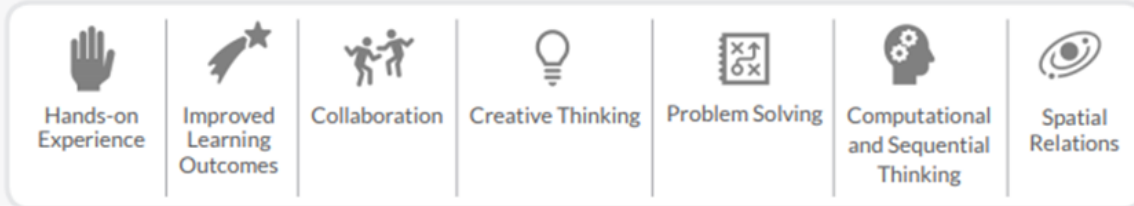


- Ozobot is a little toy robot that blends the physical and digital worlds — and teaches kids programming.
- It is very basic programming, as you simply train the robots to follow patterns on the surfaces that they roll over.
- With the bots, even the youngest among us can code! The robot detects lines and colors and codes on both digital surfaces, such as an iPad, and physical surfaces, such as paper and can be easily controlled with the Ozobot markers (or any other thick marker).

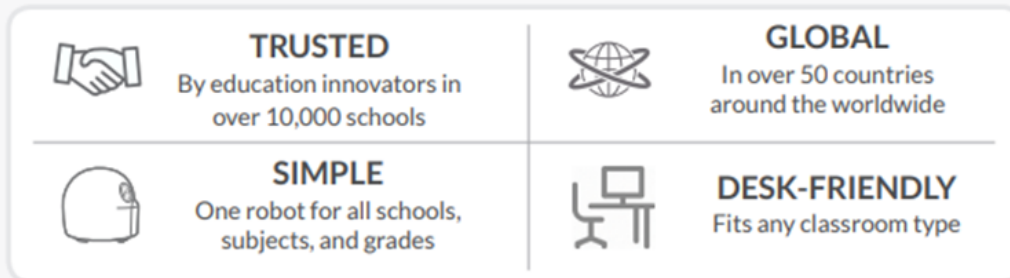
About the Ozobot System

Why Robotics in Your Classroom?

Build 21st century skills and bring digital concepts to life.



Why Ozobot?



Versatility Meets Power

- Approachable for youngest coders
- Yet powerful enough for college students
- Screen-free coding, 5+ programming levels, bot-2-bot programming, and more

STEAM Made Simple

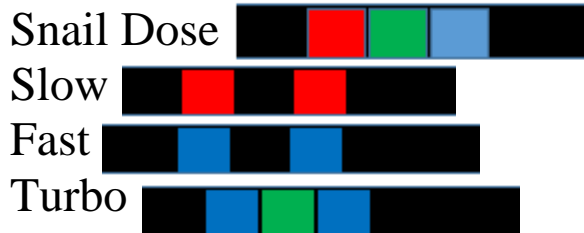
One desk-friendly system for all classroom types, subjects, and grades.

- The Bit detects color combinations (black, white, red, blue, green) and the assigned instructions. Draw lines or patterns with a thick marker and your robot will follow them autonomously. If you draw a black line with a green, then black and then red square, your bot turns left on the next line. If you draw a red line, the LED will illuminate in a red color until the color of the line changes again.

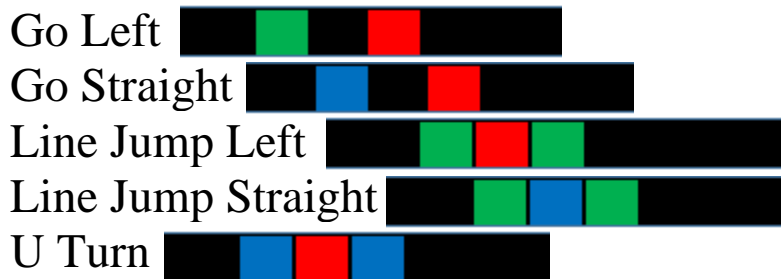


OZOBOT CODES:

Speed:



Direction:



Plan Your Class Session

1. Choose a lesson or activity from the Ozobot Lesson Library or Curriculum Guide.
2. Make sure your bots are charged (40-60 minutes). If you are using Evos, don't forget to get them updated and classroom ready (more info at ozo.bot/evo-classroom-setup).
3. Gather supplies: bots, paper, markers or computers/tablets, and accessories.
4. Plan your bot-to-student ratio. We recommend 1 bot for every 2 students for optimal hands-on collaboration.

Ozobot Lesson Library

Hundreds of lesson ideas for learners at every level. Filter by grade, subject, and way to code.

More info: ozo.bot/lessons

Classroom Handouts

Jump-start your students with these easy handouts

- Tips: How to draw Color Codes with Ozobot: ozo.bot/colorcodetips
- Color Code Reference Sheet (Complete and Young Learners Versions): ozo.bot/colorcodesref
- Student Certificate: ozo.bot/certificate
- Find all classroom handouts at the bottom of the Getting Started page ozo.bot/edu-get-started

K-12+ Curriculum Guide

Plan out a full year's curriculum and see how the Ozobot system offers options to grow with your students year after year. More Info: ozo.bot/curriculum-guide

Bit



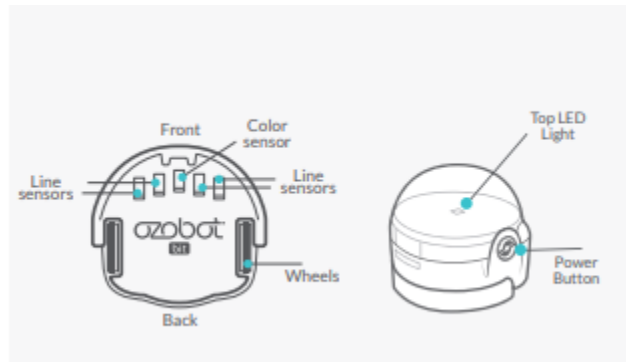
- The original, most affordable Ozobot
- Programmable LED light, optical sensors, and motor

Control Through a Single Button

Power on/off or run programs stored in your bot's memory with a single button.



Single Click	Double Click	Press and Hold
Power On/Off	Run programs	Calibrate



Getting Started

1. Power on or off with a single click of the button.



2. Charge the battery.

If a bot's rear LED blinks red, then the battery needs to be charged. Plug the mini USB charging cable into a computer or multiport charger and plug your bot into the other end. LEDs turn solid green on a full charge. Allow up to 40 minutes to charge Bit and up to 60 minutes to charge Evo. Bots will last for 60-90 minutes between charging.

