

# 2108 Ozobot Robots Report

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Computational thinking, coding, and robotics have gained much attention both in society and education. Ozobots represent a way of bringing these themes into the elementary classroom. Ozobots are small robots that can be programmed using colored markers as well as a form of child-friendly coding called Ozoblockly.

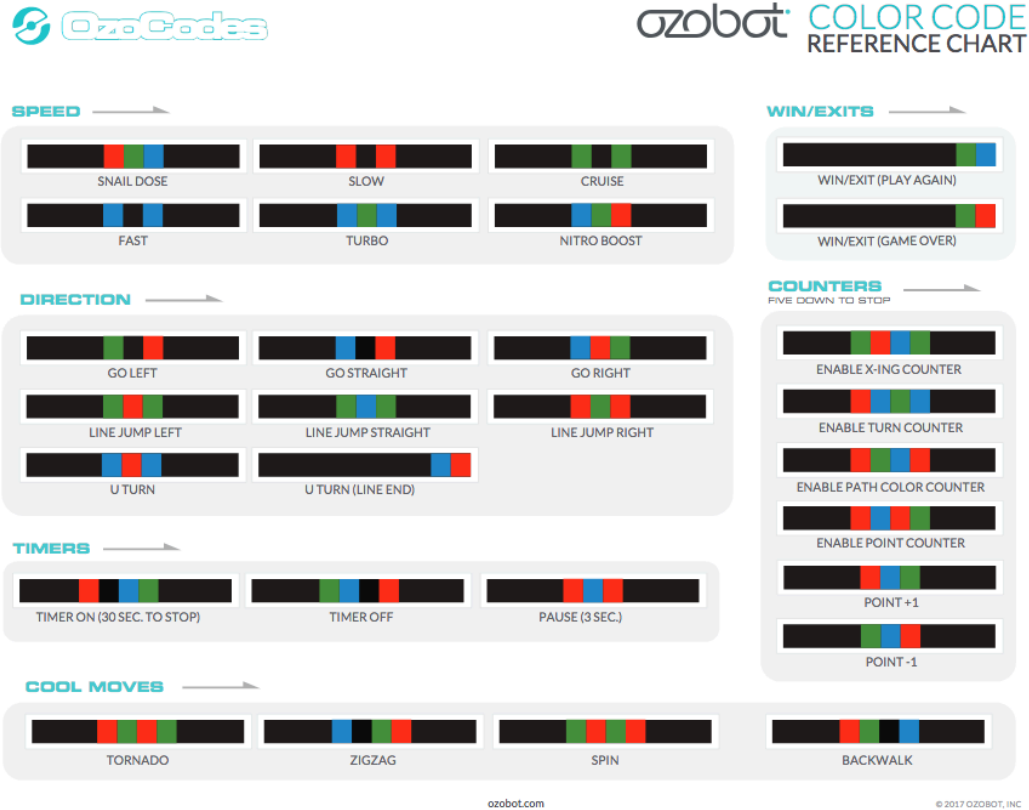


Figure 1. Ozocodes



Figure 2. Ozoblockly

Four Ozobots were purchased to be integrated into the Communication Technology course (EDUC3508). Destination Exploration graciously hosted two hour-long 18-seat workshops for PS I students. A certain number of seats were designated for each section with the goal of having the participants share this experience with their larger groups. The workshop provided an opportunity to work one-on-one with the Ozobots, learning how to code with colored markers and Ozoblockly. The participants were highly engaged throughout the session and left with an enthusiasm for the “cute” robots.

As a part of the Communication Technology course, students were required to give a professional development session and teach a mini lesson to a small group of approximately eight of their peers. Students used the four purchased Ozobots in the presentations giving hands-on experience to all 79 students in the four sections that I instructed.

The Ozobots are an engaging and effective way of bring computational thinking and robotics into the early elementary classroom. The next step is to explore the value of acquiring a class set and their further integration into the Communication Technology classes and other courses.