OzoBlockly

Getting Started

You will need:
Ozobot Bit
Tablet or Computer

To program:

- Go to ozoblockly.com on your computer or tablet.
- In the OzoBlockly Editor, choose a mode and start to drag and drop blocks.
- Load your program onto Ozobot. (See instructions below)

To learn and play:

- Play the OzoBlockly games (games.ozoblockly.com)
- Check out the examples and challenges in the right pane of the OzoBlockly editor.
- Go to Ozobot's STREAM education website (ozobot.com/learnzone) to download lessons, activities and other instructional materials.
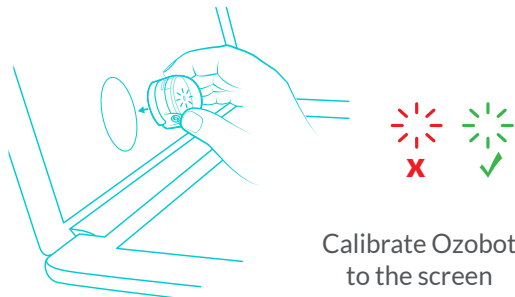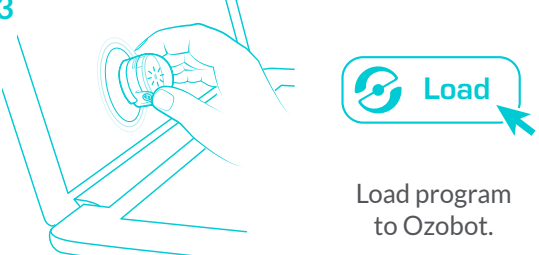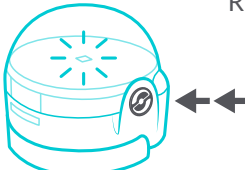
To get help:

- For help with specific blocks, see the reference guide in the right pane of the OzoBlockly editor.
- See calibration and loading help by pressing the "Help" button in the lower left of the opened load tab.

To share:

- In the OzoBlockly editor, save your program using the save icon at the lower right to download the file, then share with friends.
- Share with us by sending your program to **c.konkol@rockvalleycollege.edu**

To load and run:

Click "Help" button in editor for complete instructions

1

Load Ozobot

Press "Load Ozobot" and the load tab will come up from the bottom of the screen

2

x ✓

Calibrate Ozobot to the screen

3

Load

Load program to Ozobot.

4

Run program by double pressing Ozobot's on/off button.

Note: If you are using a printed or drawn map, be sure to calibrate Ozobot on the paper before running program.