

BEFORE WE BEGIN:

- We want to know who is here! Please introduce yourself in the chat: Name and School.
- Please mute your microphone to reduce background noise.
- We will leave time for Q & A. Please submit your questions via the Google form that will be shared in the chat.
- This presentation, along with the questions and answers, will be posted on the WESO website.

iROBOT

WESO 2022

EVENT SUPERVISORS:

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EVENT GOALS

- Simple programming skills (Ozobot)
- Concepts:
 - Basic Computing
 - Robot automation
 - Problem solving
- Teamwork
- Fun

EVENT FORMAT

- Grades: 2,3
- Team Size: 1-2 participants per grade
- Duration: 45 mins (includes instruction)
- The detailed event description can be found at:
<https://wesoscience.org/events/>

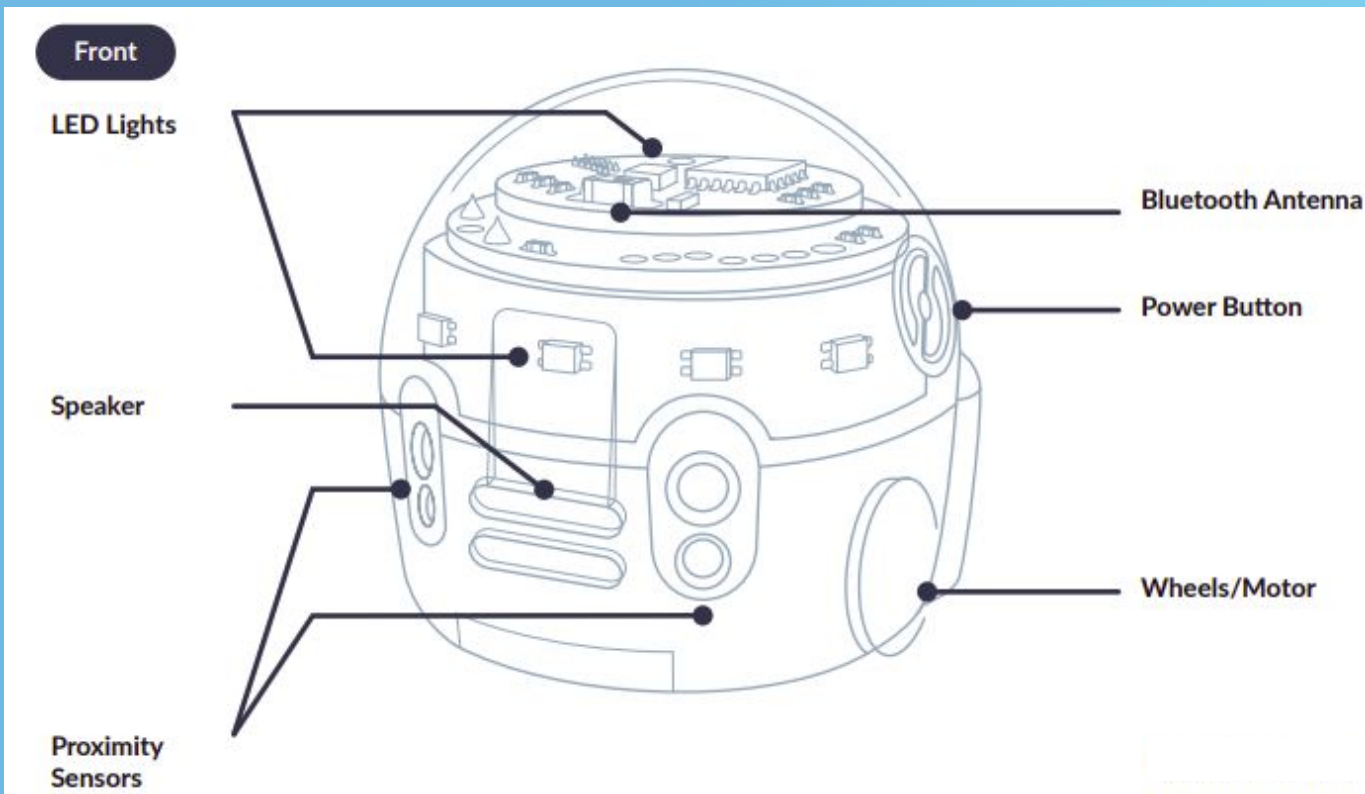
EVENT FORMAT - Section A

- Written test - Multiple choice and matching format
 - Computing and Robotic Basics
 - To test the basic knowledge of software programming languages, robotic sensors, parts and automation, etc.
- Scoring: 5 points for correct answers

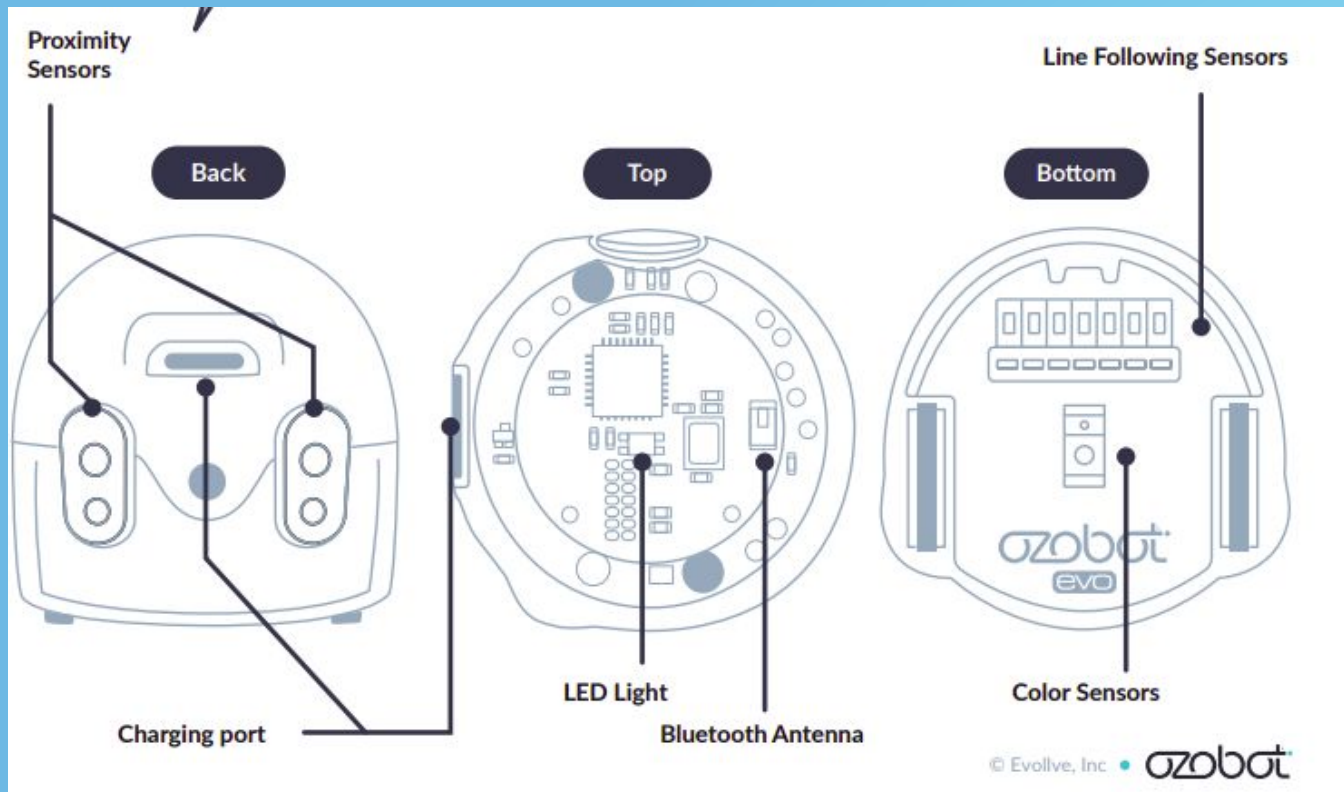
EVENT FORMAT - Section B

- Written Test - Hands-on activities in which each team will be asked to identify Ozobot parts and actions on paper.
- Path Algorithms
 - To test the participant's understanding of how a task can be broken up into separate instructions understandable by a computer program and used to guide a robot to complete a defined objective.
- A set of markers and color coded sticker sheets will be provided so the team can identify or mark necessary color code sequences for a given action. If a marker code is incorrect it can be overwritten using a blank sticker. Teams can use color coded stickers as the last option from a sealed pack, but using markers will be preferred and considered for accuracy and efficiency while breaking a tie.
- Scoring: 25 points for correct answers.

OZOBOT



OZOBOT



OZOBOT

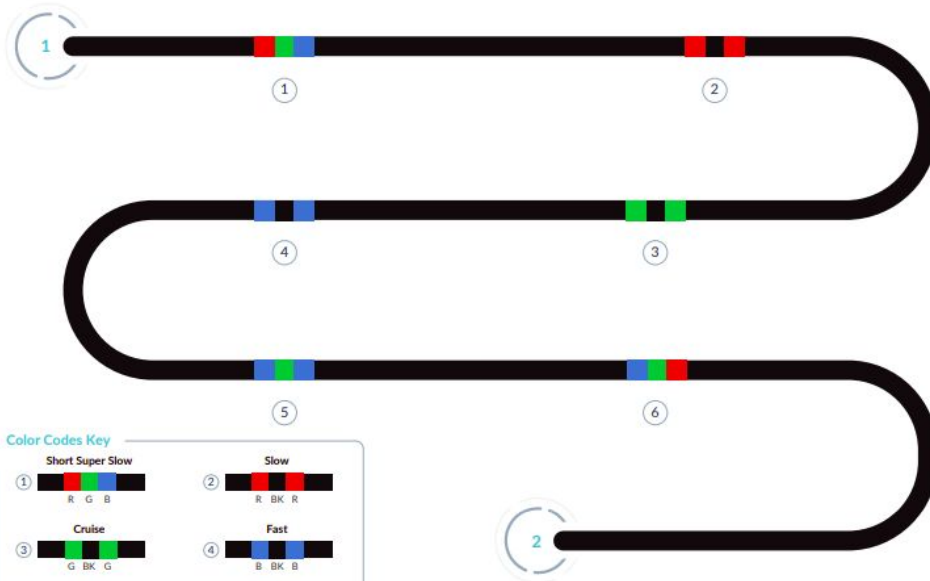
Introduction to Color Codes 02:

Speed

Name: _____

Date: _____

1



Color Codes Key

①	Short Super Slow R G B	②	Slow R BK R
③	Cruise G BK G	④	Fast B BK B
⑤	Turbo B G B	⑥	Nitro Boost B G R

All Grades | Computer Science

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OZOBOT INTRO VIDEOS



Some additional links - (also available in pacing guide)

- [Evo Intro](#)
- [Sensors](#)
- [LED lights](#)

- [Pacing Guide](#) (has links to all lesson plans - follow 1 through 15 for this event)

EVENT FORMAT - Section C

- Practical Computing Challenge using an Ozobot
 - To test the participant's ability to identify the correct sequence of color codes to program the robot to complete an assigned objective. This will be accomplished using the color coded markers (or stickers).
- Each team will have access to exactly one Ozobot along with a set of specific objectives for their robot to complete. We will evaluate the ability of the robot to meet the stated objectives.
- Each team will have access to their own floor space
- Scoring: 20 points
 - 15 points for correct color codes for Ozobot to complete objective successfully. Teams can use markers (preferred) or stickers
 - 5 points for neatness and efficiency

TIE BREAKERS

- First Tie Breaker: Use of markers over sticker codes and fastest completion of code sheets.
- Second Tie Breaker: Neatness of code sheets with least overwrites and efficiency of the code.

MATERIALS TO BE BROUGHT TO THE COMPETITION

- Participants are not allowed to bring anything along with them; all materials needed for the event will be provided.
- Participants can only use the color coded markers and stickers provided to them during the competition.

EVENT MATERIALS DISTRIBUTED BY WESO

- Each school will be given one Ozobot that they have to share with all the participating grades. The Ozobot comes with a basic manual and markers for color coding.
- Sticker sheets with color codes will be provided. The participants should learn using marker color coding and sticker sheets for programming the Ozobot. Additional sticker sheets can be bought from [Amazon](#).

Questions after tonight?

- If you have any questions, please email them to weso.events@gmail.com with the event title in the subject line.
- The reply from the supervisor will be posted on the WESO blog. You can sign up to receive the blog posts at wesoscience.org
- Additional materials, including this presentation and Q & A, will be posted on the blog.

Follow WESO via Email

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FOLLOW WESO

Questions now?

- Please submit your questions now using the Google form that was shared with you in the chat.
- We will answer live and post all questions and written answers to the website following the meeting.

Thank you for serving as an event coach and helping us bring back WESO to our community!



TIPS FOR COACHING

- Know the Ozobot Evo robot, its parts and sensors.
- Try to complete exercises efficiently with minimum changes.
- Memorize the commonly used color codes in all exercises.
- Encourage using markers for color coding over stickers.
- Make sure your 2 students can work as a team and that they have a plan before they start.
- They will not be given additional supplies if they make a mistake.