Before you begin, you need to calibrate your Ozobot! You should calibrate often, especially if Ozobot starts acting odd. When in doubt, calibrate!

1. Hold down the power button on Ozobot for 2 seconds until the LED light turns white.
2. Place Ozobot in the middle of the black dot above.
3. Ozobot will then blink blue, move forward, and then blink green.
4. When Ozobot blinks green, it means that it has successfully calibrated. Start over if Ozobot blinks red.

For tips on how to calibrate for marker play please go to ozobot.com/calibration.

## Tips: Drawing Lines

- **Too Thin!**
- **Inconsistent!**
- **Too Close!**
- **Too Sharp!**

- **Just Right**
- **Just Right**
- **Just Right**
3 Make the Connection!

Use your Markers to connect the paths. Then place Ozobot on the START and it will follow the lines to the finish!

4 Which Way?

Use your Markers to connect the path, then place Ozobot on START. At an intersection Ozobot will randomly decide to go straight, left or right. Try it again, will Ozobot choose the same way back?
Ozobot can read colors!
Start Ozobot anywhere on the circle and watch its colorful light show!

Add more colored paths to make your own Ozobot Light Show!
Ozobot recognizes color patterns and acts differently to each pattern. Can you tell which of these patterns means slow, fast and U-Turn?

Ozobot Color Codes

<table>
<thead>
<tr>
<th>Code Reference Sheet</th>
</tr>
</thead>
</table>

**SPEED**

- **SNAIL DOSE**
- **SLOW**
- **CRUISE**
- **FAST**
- **TURBO**
- **NITRO**
  
**DIRECTION**

- **TURN LEFT**
- **STRAIGHT**
- **TURN RIGHT**
- **JUMP LEFT**
- **JUMP AHEAD**
- **JUMP RIGHT**
- **U-TURN**
- **U-TURN (LINE END)**

**SPECIAL MOVES**

- **TORNADO**
- **ZIGZAG**
- **SPIN**
- **BACKWALK**

**TIMERS**

- **PAUSE (3 SEC.)**
- **TIMER ON (30 SEC. TO STOP)**
- **TIMER OFF**

**WIN/EXITS**

- **WIN/EXIT (PLAY AGAIN)**
- **WIN/EXIT (GAME OVER)**
9 Tips: Drawing Codes

- No Codes on Corners!
- Keep Codes on Straight Lines Away from Corners
- Place Codes Away from Intersections Too Close!
- Codes On Black Lines
- Codes On Colored Lines
- Different Sizes
- White Spaces
- Overlapping Colors
- Too Dark
- Codes On Black Lines

10 Code Creator

Codes can make Ozobot do a lot of fun things. Use your Markers to practice drawing the fun codes below!

- TORNADO!
- BACKWALK!

Copy the code above to practice!
Some codes mean the same thing no matter which way Ozobot is going...but some codes have 2 meanings. Use the number key to color the codes and see what Ozobot does going in both directions.

Code Bank

Go Straight

Go Left

Go Right

11 Code By Numbers

12 Wrong Way!

Ok. You are ready to help Ozobot find the finish line and do a celebration dance! Color the correct code in the path so Ozobot avoids the dead ends!
13 Color to Control

How well can you control Ozobot? Use each color square once to fill both code spaces and avoid the no fun zones!

14 Name Game

Using your markers, connect all letters so Ozobot finds the finish line. Hint: use the U-turn codes to avoid getting stuck!
Your turn! Write your own name with U-turn codes so that Ozobot will follow it to the end.

**Challenge:** On your own paper, try the Name Game again without using any U-turns!

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**Code Sticker Time!**

Put away your markers and take out the Clear Play Sleeve and Code Stickers. We always need to prepare Ozobot when we change play surfaces. First, put this page in your Clear Play Sleeve, then follow the Calibration directions!

1. Hold down the power button on Ozobot for 2 seconds until the LED light turns white.
2. Place Ozobot in the middle of the black dot above.
3. Ozobot will then blink blue, move forward, and then blink green.
4. When Ozobot blinks green, it means that it has successfully calibrated. Start over if Ozobot blinks red.
17 Tips: Using Codes

- Codes On Colored Lines
- Codes On Black Lines
- Lined Up
- Not Lined Up
- No Codes on Corners!
- Keep Codes on Straight Lines
- Too Close!
- Place Code Away from Intersection

18 Brain Teaser
Use your code sticker sheet and find the right codes to guide Ozobot to the finish.

Code Challenge!
Use each code once

- GO STRAIGHT
- GO LEFT
19 Who Needs Lines?

Jump codes lets Ozobot do a little free style... off roading! Choose the right Jump code sticker to get Ozobot to the finish zone.

Jump Codes

Choose One

- JUMP STRAIGHT
- JUMP RIGHT
- JUMP LEFT

20 Jump Challenge

Use 2 jump codes to help Ozobot find the finish line!
Code Challenge!
Use each code once

GO STRAIGHT
GO RIGHT
GO STRAIGHT
GO LEFT

Code Key
Use each code once

JUMP RIGHT
U-TURN
WHITE BAR

21 Brain Teaser II
Can you beat the challenge?
Use only the codes in the code bank to get Ozobot safely to the finish.

22 Brain Teaser III
Now try helping Ozobot safely get to the finish using only the three codes in the Code Key box!
23 The Challenge
Help Ozobot to the finish using only 3 codes...choose wisely!

24 Beat the Clock
Use the codes to help Ozobot find the finish before time runs out!

ozobot
Code Key
Use each code once
GO LEFT GO STRAIGHT GO RIGHT

30 Sec
OzoMatrix

Use the codes to give Ozobot the best chance to reach the finish before time runs out!

Code Key
Use each code once
- GO LEFT
- GO STRAIGHT
- GO RIGHT

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www.ozobot.com
All Codes:

- Pantone Process Blue C
- Pantone 363 C
- Pantone 186 C