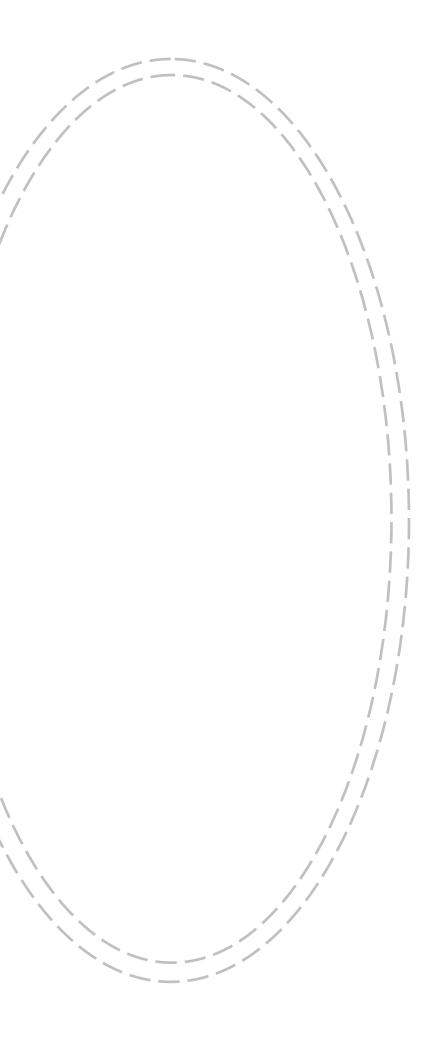
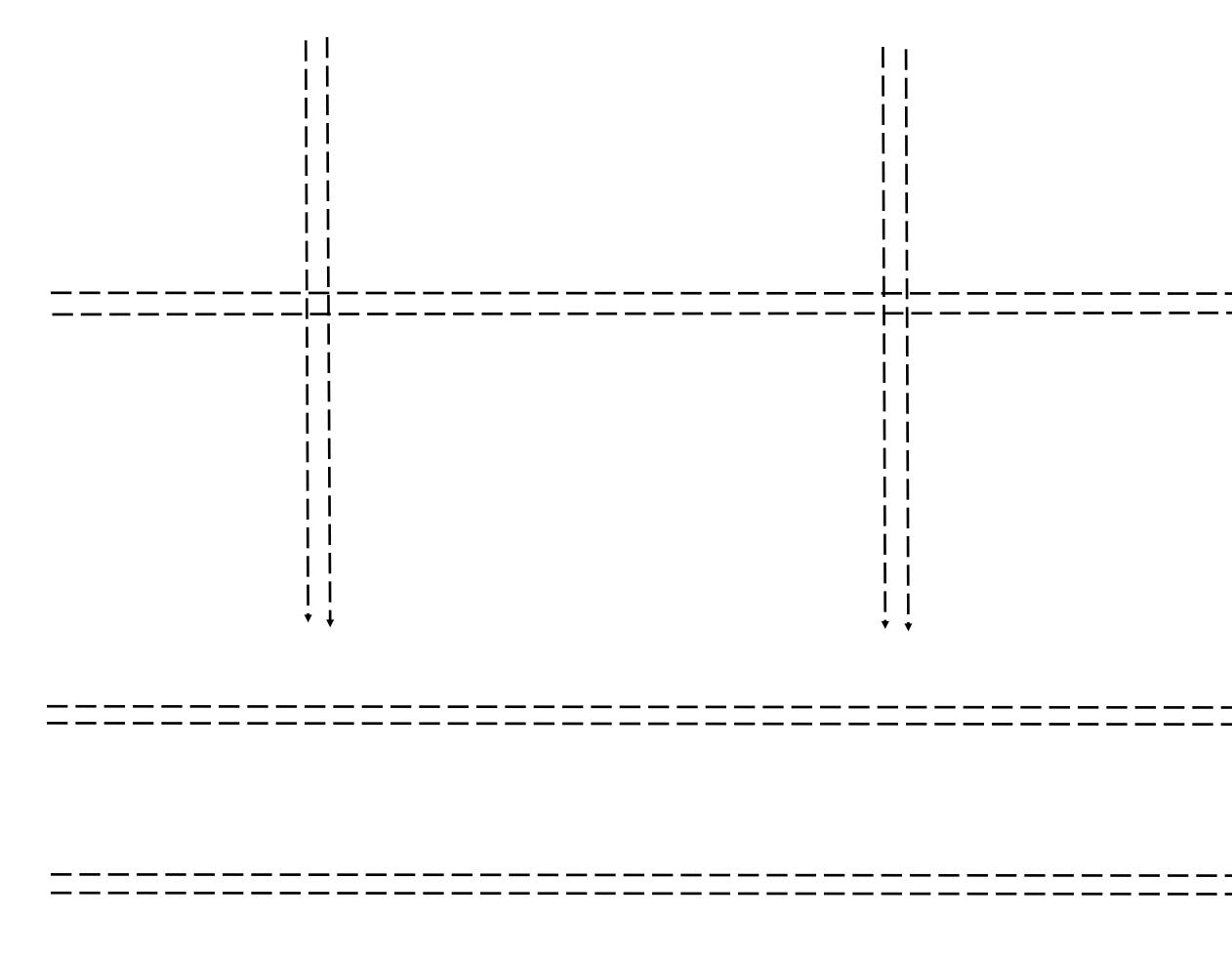
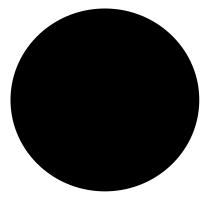


#### Calibrate your Ozobot

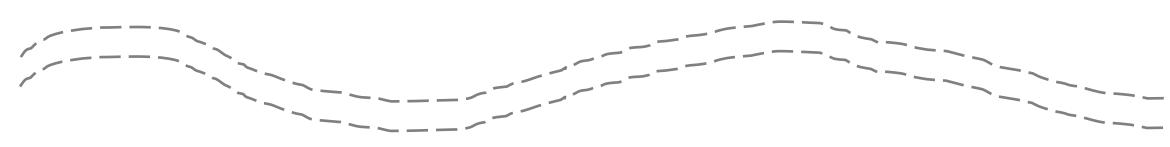
- 1. Press and hold power button for 2 seconds until top light flashes white.
- 2. Release power button and Evo's wheels will quickly calibrate. Place Evo on the black circle.
- 3. Evo will spin, move forward then flash green if calibrated. If Evo flashes red, start over from step 1.
- 4. Evo turns off after calibrating. Press the power button to start playing.

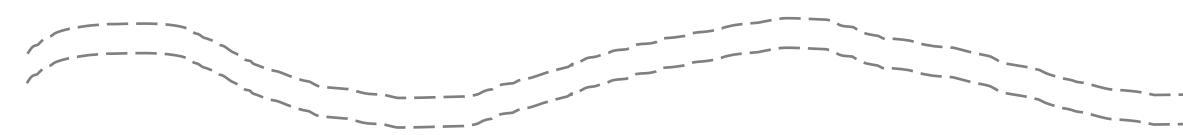


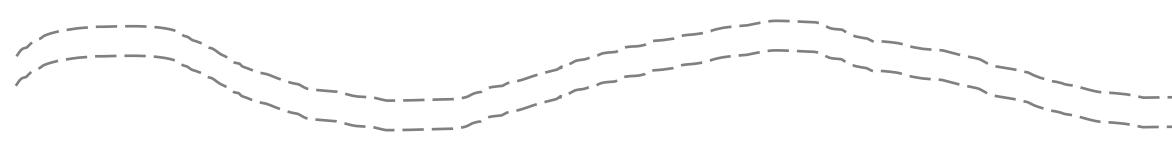


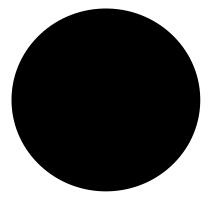












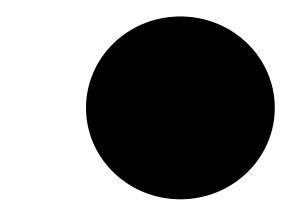
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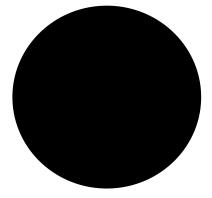
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# We are learning to work together effectively to create line paths for the Ozobot.



## We are learning to develop our skills and add new ones through play and collaborative work.



## We are learning to create code for the Ozobot and discover patterns.



using codes to create an Ozobot story that makes sense.

	Story Fi	ramework
Name:		Date:
Name of Book/Sto	ory:	
somebody		
wanted		
but		
S0		

Adapted from Kylene Beers & Probost

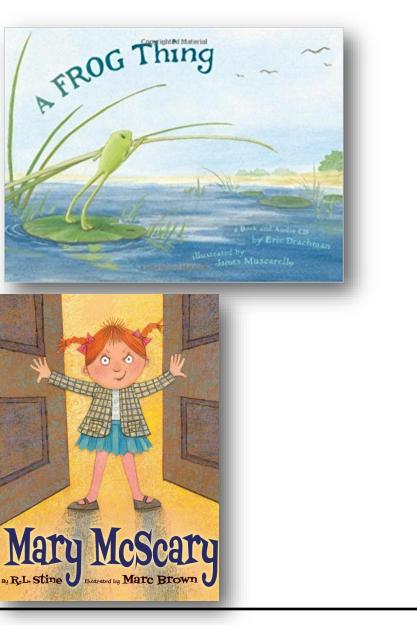
The somebody, Wanted, But, So strategy is a fabulously simple strategy to ensure children are including the main parts of a story and it makes sense. To model this strategy and try it out with students before students create their Ozobot stories, you may want to find either or both of these books:

A Frog Thing by Eric Drachman

2. Mary McScary

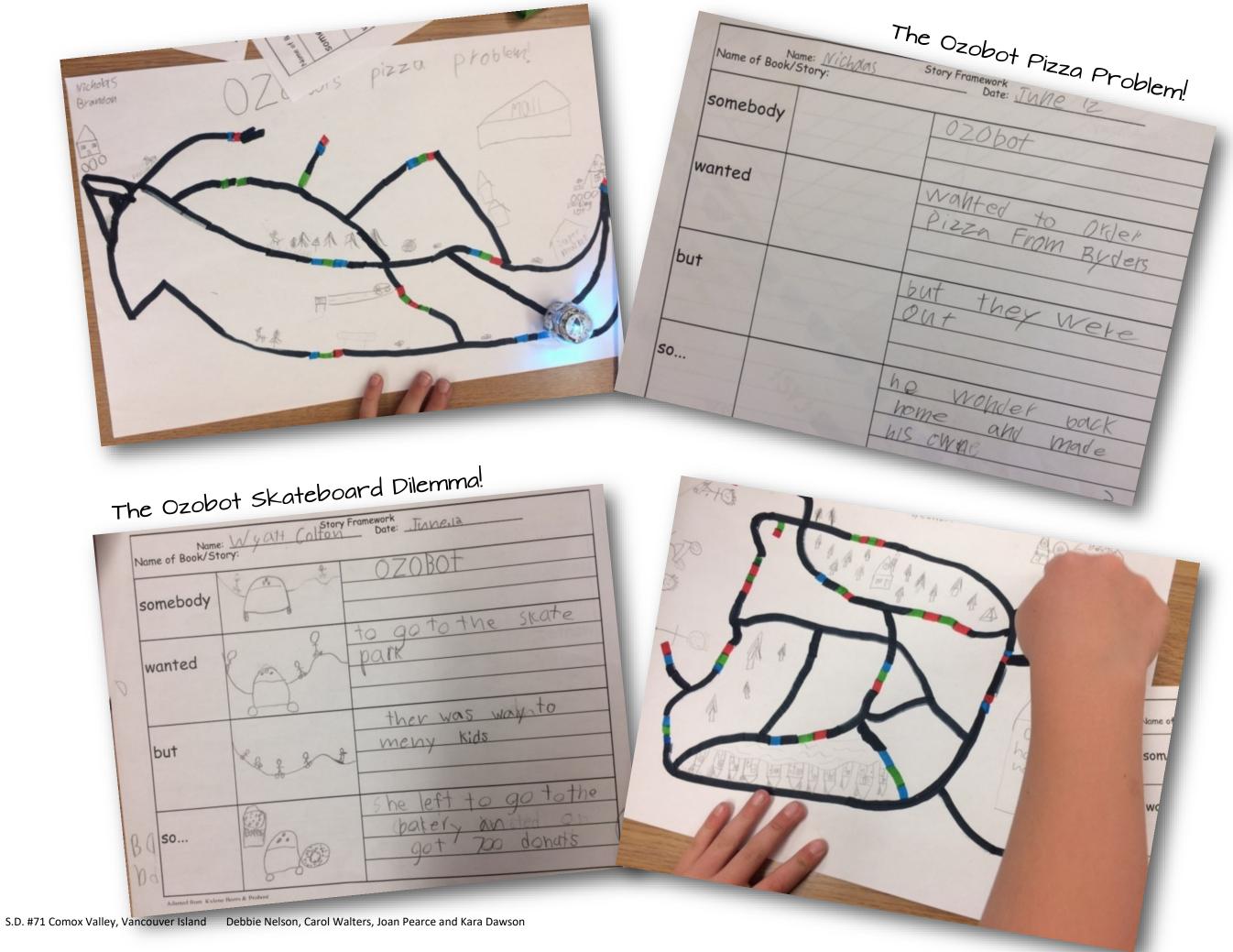
by R. L. Stine

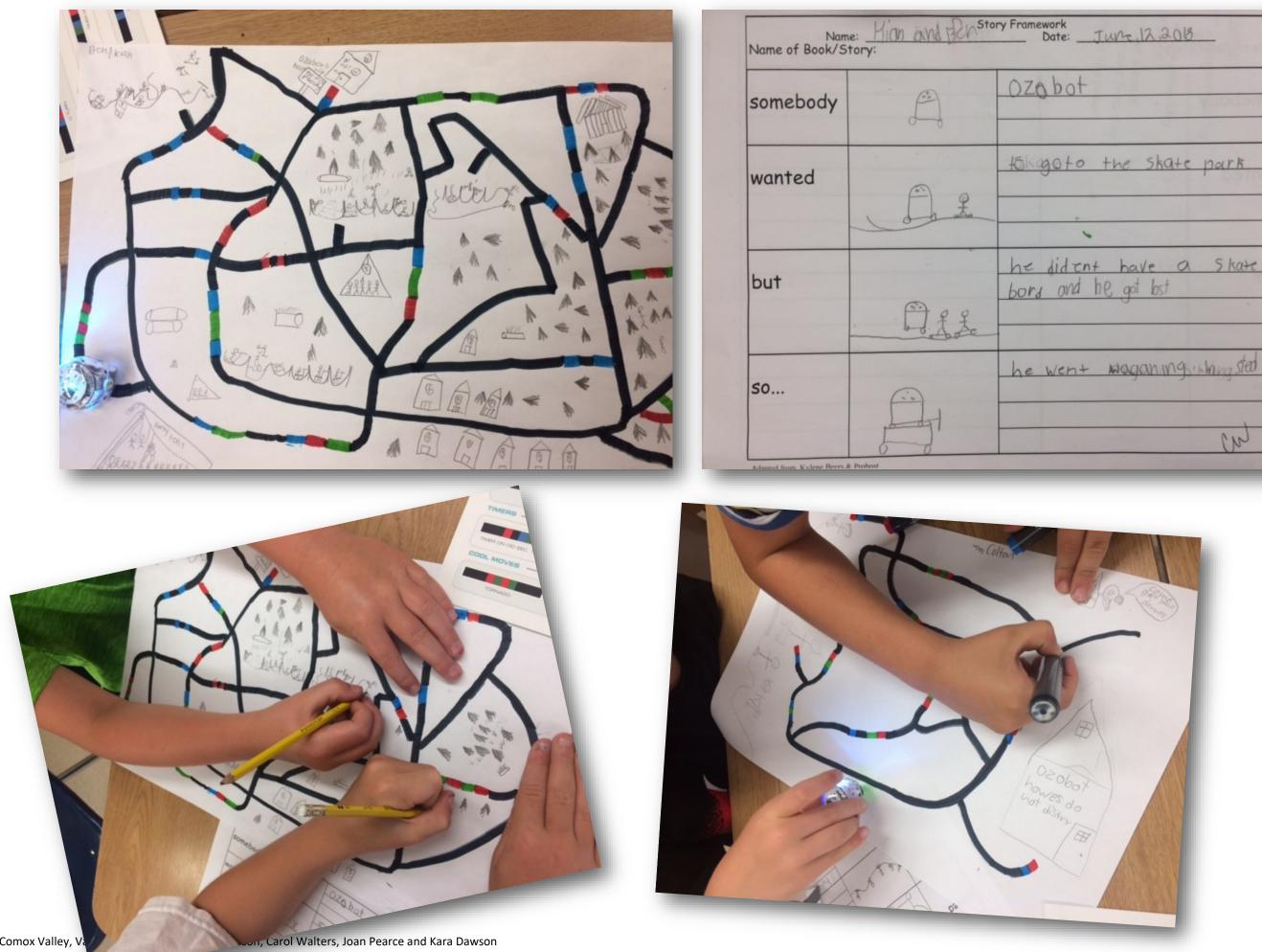
Creating an Ozobot Story



Ž	Sto Name:	Story Framework Date:
somebody		
wanted		
but		
So		
Adapted from Kylene Beers & Probost		
	Sto. Name:	Story Framework Date:
somebody		
wanted		

but	
So	





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