

Social + Emotional Learning With

ozobot®



Agenda

1

Housekeeping

2

2 Ways to Code

3

SEL with Ozobot-
Lesson Library

4

Free Video Lesson
Resources!

5

Funding Resources

6

Q & A

Your Hosts



Melissa Toohey
Director of Education

Former Founding Coding, Engineering, and Design
Thinking Teacher at KIPP Ignite, Computer Science
Coach, & K-1 Teacher UCLA Educational Leadership
Program, Ed.D

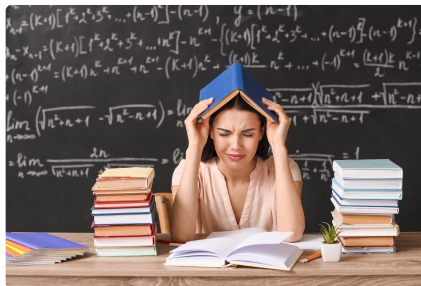


Tara Reynen
Director of Sales- EDU

- Why CS?



States are mandating CS education through adoption of CS standards



Teachers are not prepared to teach the content



Low-SES, highly diverse schools have less access to CS instruction than their high-SES, white-majority counterparts

- What Is Ozobot?

Ozobot makes CS education hands-on for students and easy for all educators. Ozobot is:

A robotic platform

1 Solution for All Students

Trusted in **30K+**
K-12 Schools

//CODiE//
2020 SIIA CODiE FINALIST



Hands-On Engagement

95% of users reporting increased
student engagement



TECH LEARNING
**BEST
SHOW**
AT ISTE 2019
WINNER

Interdisciplinary Learning

74% teach core subjects
with Ozobot



ozobot

- How It Works

1-Inch Robots

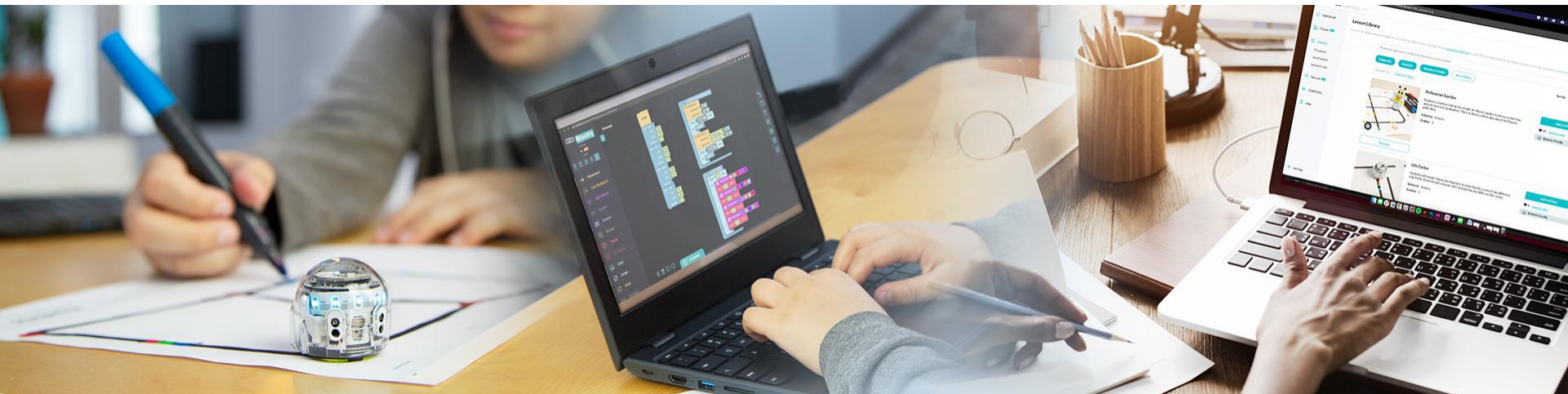
Desk-friendly and Bluetooth-enabled

2 Ways to Code

With and without screens

Content-Integrated Lessons

Integrate coding and STEAM with math, ELA, and more



2 Ways to Code



Screen-free with colors



On screens with blocks

For teacher training:

- Sign up at classroom.ozobot.com
- Select Bot Camp

2 Ways to Code = Flexibility

All grade levels

K-12

All subjects

74%

of users teach core
subjects with Ozobot

Standards: CCSS Math/ELA,
ISTE, CSTA, NGSS, & more

All learning styles

*Journal of Autism Spectrum
Disorders* study – effective for
engaging students with

ASD

+ In person, remote, hybrid instruction

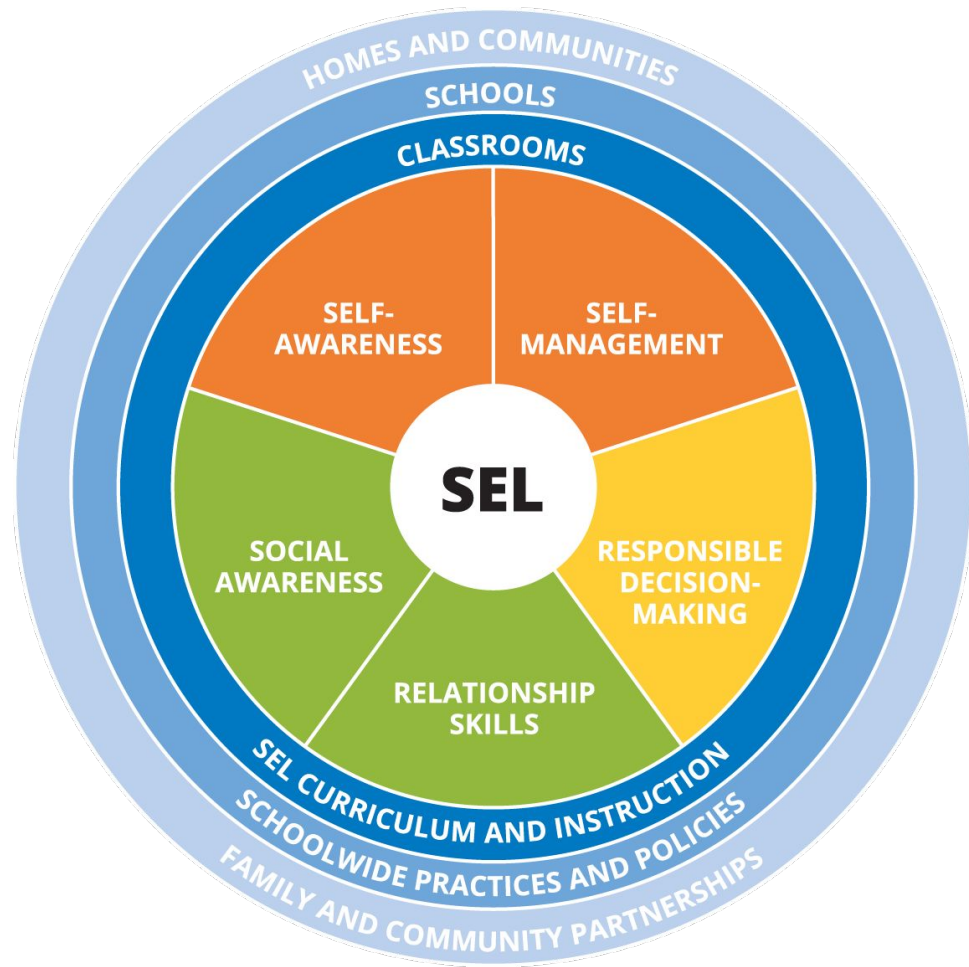
Social Emotional Learning

How do you incorporate SEL in your classroom?
Share in the chat!

"The process through which children and adults acquire and effectively apply the knowledge, attitudes, and skills to understand and manage emotions, set and achieve positive goals, feel and show empathy for others, establish and maintain positive relationships, and make responsible decisions."

Definition from CASEL

(Collaborative for Academic, Social and Emotional Learning)



Ideas for Classroom Implementation

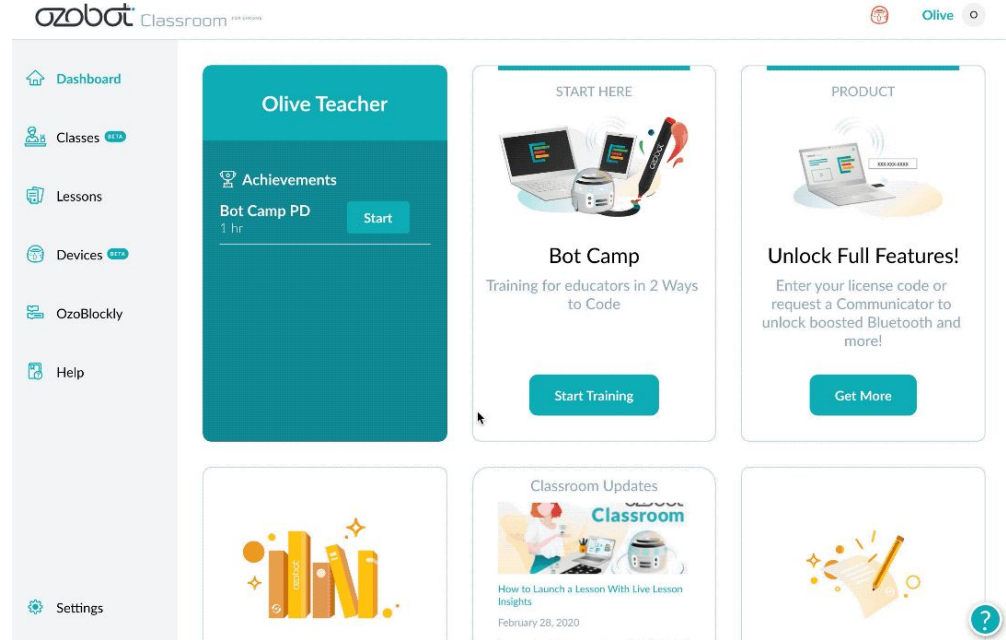
How can I use this with my students?

- Self-Regulation
- Calming Activity
- Design Thinking/Empathy
 - Have students create a map for when their classmates have different feelings. Pool these as a resource that students can pull and use.
- Extend: Program the bot to show how you are feeling
 - Use prompts like:
 - I feel happy when....
 - I feel sad when...
 - I feel scared when...
 - I feel hopeful when...

Ozobot Lesson Library

Lesson Library Includes:

- K-12 Grade Lessons
- All Subject/Content Areas
- Ozobot + Community Generated Lessons
- Remote-Friendly Lessons



Find these lessons (and more!)

[Ozobot Lesson Library](#)

- Content-Integrated Lessons
in Ozobot Classroom

273

CS >

172

Math >

39

SEL >

122

Science >

82

Art >

131

ELA >

85

Social Studies >

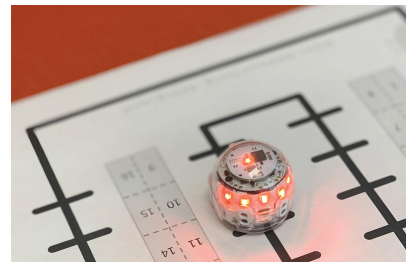
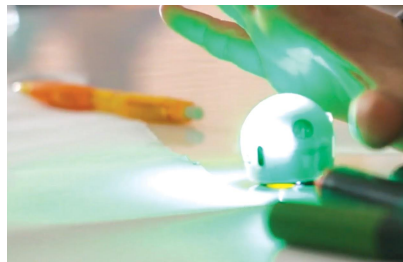
& more!



Jessie's Lessons

Find these lessons (and more!) in the [Ozobot Lesson Library](#)

- Memory Maps: <https://bit.ly/2UADDV3>
- Avoiding Viruses: <https://bit.ly/37llq1P>



Self-awareness

The ability to accurately recognize one's emotions and thoughts and their influence on behavior. This includes accurately assessing one's strengths and limitations and possessing a well-grounded sense of confidence and optimism.

Memory Maps:

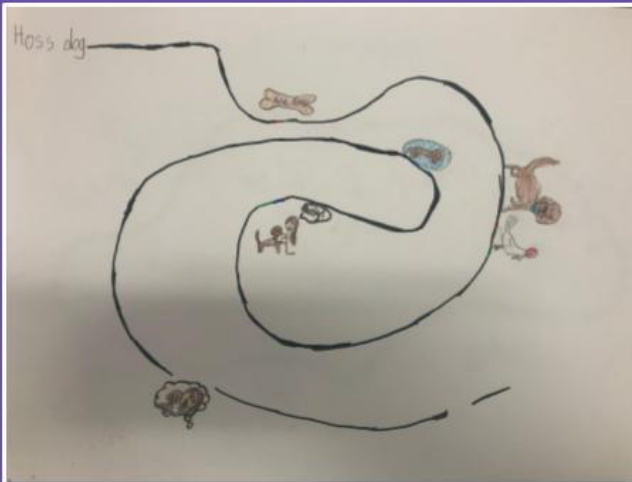
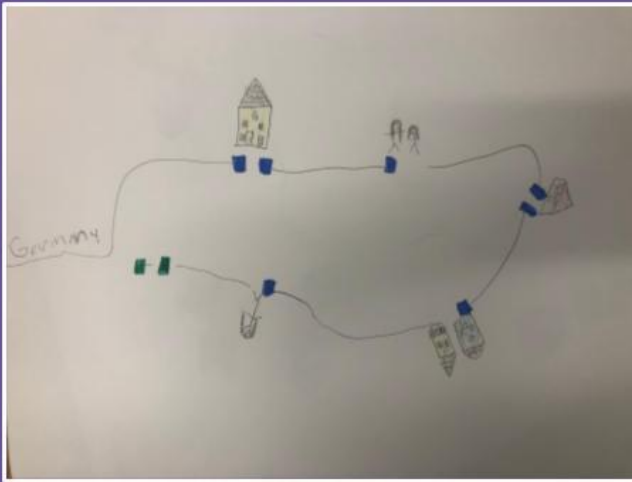
Processing Grief and Mourning through positive memories



[BrainPop Video: Mourning](#)

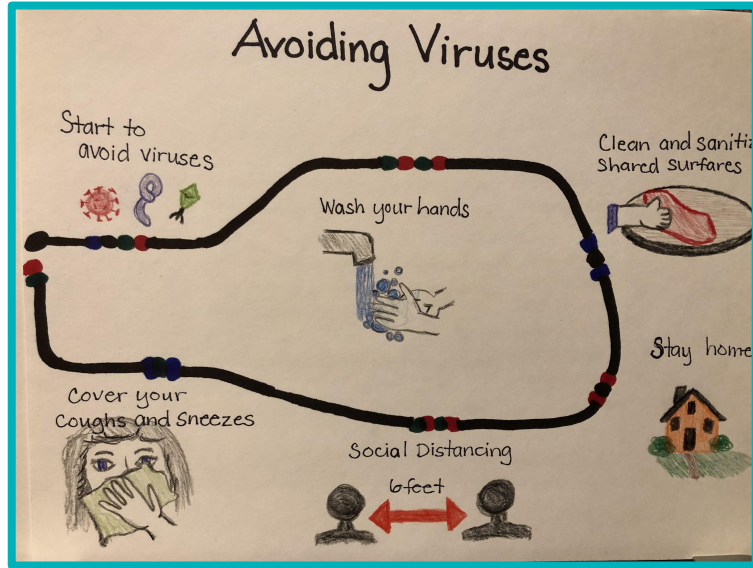
**How does it feel to move?
What do you miss?
Have you lost a pet?
Turn and talk to a shoulder partner about someone
or something you have lost.**

**How did you react to the loss?
Who did you talk to ?
What was easy?
What was hard?**



Memory Maps to celebrate positive memories of something or someone that is no longer in our lives. Ozobots will follow the maps and code we created.

Avoiding Viruses



Avoiding Viruses Path with Ozobot Code

- After you have completed your Make-a-Map
- Take time to write down all of the ways you can protect yourself and others against a virus.
- Now think of how you might draw or illustrate those strategies and techniques.
- What might a map of those strategies and techniques look like?



BrainPop Video: Viruses

The flu, cold sores, chicken pox - all these ailments, and plenty more, are caused by viruses. But what, exactly, is a virus, and how does it make you sick? You'll learn about the physical makeup of a virus, how viruses spread from one person to another, and some of the sicknesses caused by viruses - from simple ones like the common cold to life-threatening ones like Ebola. You'll even find out about harmless viruses, which simply replicate and then move on!



What have you heard about the coronavirus?

What do you want to learn about the coronavirus?

Responsible decision-making: The ability to make constructive and respectful choices about personal behavior and social interactions based on consideration of ethical standards, safety concerns, social norms, the realistic evaluation of consequences of various actions, and the well-being of self and others.

Self-management: The ability to regulate one's emotions, thoughts, and behaviors effectively in different situations.

Focusing on Happiness

Virtual Field Trip:
Discover Happiness -
Mindfulness



BrainPop -
Mindfulness

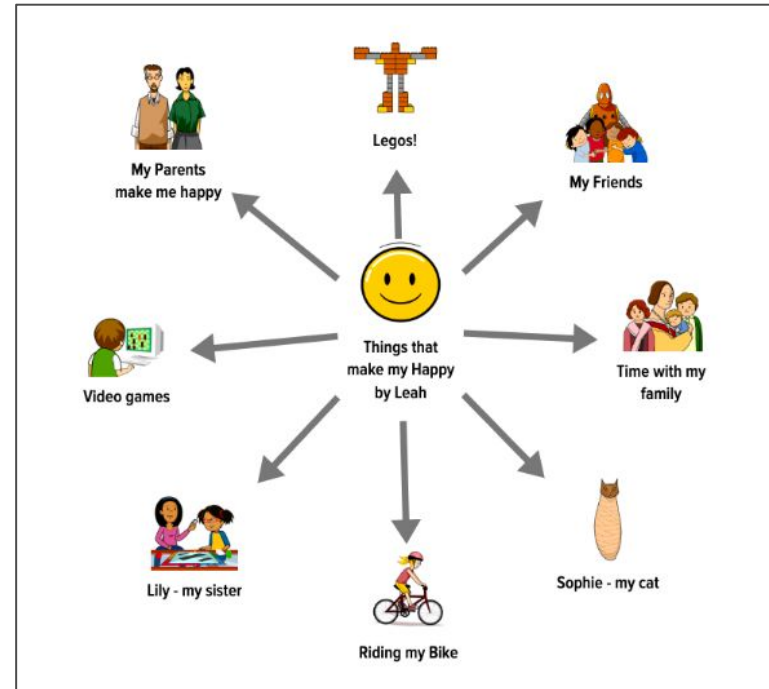
Pharrell Williams
on Happiness

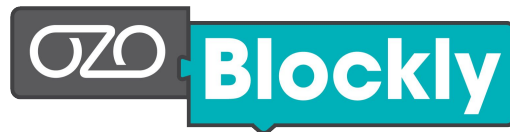
BrainPop -
Faces

Kid President

Happy (with the Minions)

Happiness Web
What brings you happiness?
(Make-a-Map in BrainPop or make
a make a copy of this map tool!)





Creating a Happy Dance for Ozobot

You will be creating and programming a Happy Dance routine for Ozobot!

You will use OzoBlockly to program the dance, test your choreography to make sure it represents your "Happy", and then we will have fun watching each other's "Happy Dances" come alive when Ozobot performs the dances.

Today is your day to learn all about programming Ozobot with blockly.

A video player showing Pharrell Williams performing his "Happy" song. The Vevo logo is in the bottom left corner.

Share your Happy Dance

Apr 19, 2020 [Flip Code: Zca05149](#) [Add Topic Guests](#)

Let your happy creative self shine and record yourself doing a Happy Dance after reflecting on Mindfulness and what in your life makes you happy. You can share a quick list of what brings happiness to your life - then, bust a move and break into your Happy Dance!

[Share](#) [Actions](#)

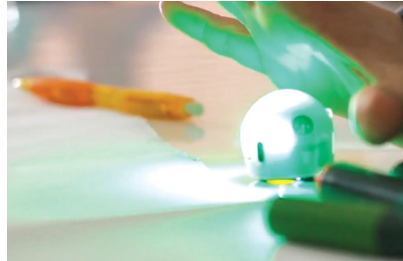
Building Social and Emotional Skills with Ozobot

Find the webinar recording [here](#)



Other lessons:

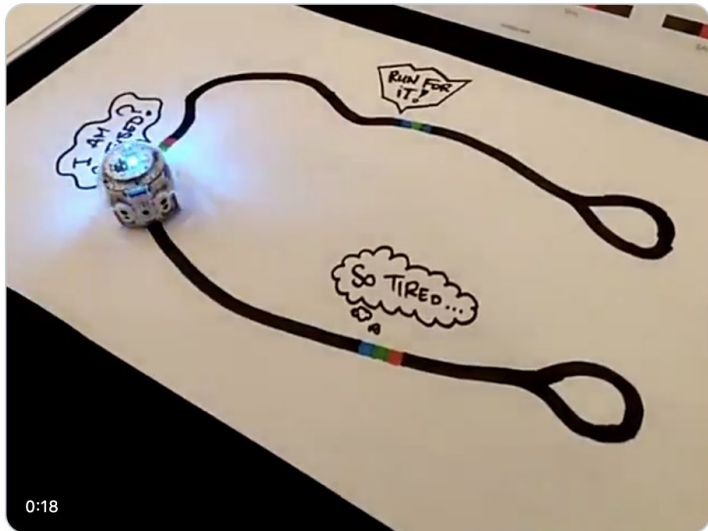
- ♥ **International Day of Happiness** (strategies to better handle stress and find your happy)
- ♥ **Be You**
- ♥ **Mindfulness**
- ♥ **Say Something and Conflict Resolution**
- ♥ **Digital Citizenship**
- ♥ **Resilience and Perseverance**



SEL Integration from the Ozobot Community



Using Color Coding to help understand emotions the way [@MrSchuermann](#) and his [@PeelSchools](#) students have is exactly the kind of blending of tech and art we love to see. Have your students make their own Evo-emotional journey and we'll share them here!

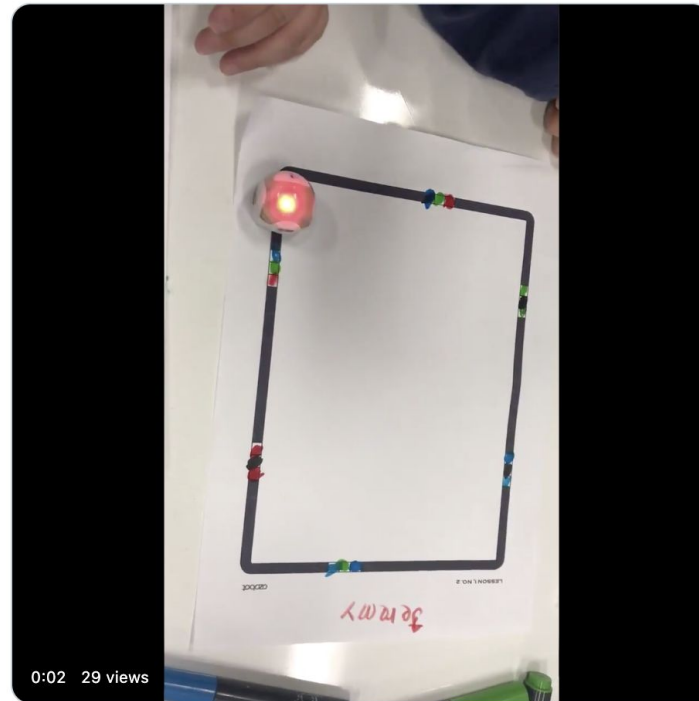


1:30 PM · Mar 7, 2019 · Sprout Social

23 Retweets 6 Quote Tweets 117 Likes



[@Ozobot](#) coding lesson [@LidcombePS](#). Students read the "Fabulous Friend Machine" by Nick Bland and turned Ozobot into Popcorn to recount the emotions she felt throughout the story using ozocodes.



4:54 PM · Sep 9, 2018 · Hootsuite Inc.



Jen Goldberg
@jaguar222

...

Connecting literature and STEM, 2nd graders code [@Ozobot](#) to express how he feels during different parts of a story. We also practiced [#HabitsOfMind](#) like persisting and flexible thinking! Thanks, [@brookem1015](#) and [@CareyRhodes23](#) for the idea. [@LowerMerionSD](#)



12:28 PM · Jan 29, 2020 · Twitter for iPhone

10 Likes



Brooke Mulartrick @brookem1015 · Jan 29, 2020

...

Replying to [@jaguar222](#) [@Ozobot](#) and 2 others

Ooh look at all their writing on their papers! Were they describing the emotions of the character at that point in time? I like that better than the book images! Thanks for sharing :) Check this out

Erik Leitner
@Professor_Erik

...

Teach mood, emotion, and empathy with [@OZOBOT](#) !
Here's today's mood! [@NobiEducation](#)
[@BrowardSTEM](#) [@_drrody](#)



7:56 AM · Mar 18, 2016 · Twitter for iPhone

6 Retweets 11 Likes

ozobot

Other SEL Resources

Check out these resources:

- [3 Top SEL Strategies That Can Help Improve Student Engagement Right Now](#)
- [How to build relationships with students in remote learning environments](#)
- [SEL at Home: Top Resources to Share with Families](#)
- [Teacher Wellness: 6 Resources and Ideas for Self-Care](#)
- [Check-In Check-Out \(CICO\): Intervention Tips and Guidance](#)
- [CASEL](#)

Video Lesson Overview

- 2nd-8th Grade lessons
- Recommended pacing: 1 lesson per week
- 30-45 Minute Activities
- Math, ELA, Science, and CSTA/ISTE standards aligned
 - Each lesson will be aligned with
 - 1 ISTE Standard
 - 1 CSTA Standard
 - 1 Content Standard

Video Lessons include:

- Synchronous Lesson Plan
- Instructional Video
- Student Activity Guide
- Student Activity Sheets
- Teacher Answer Key/Potential Solution

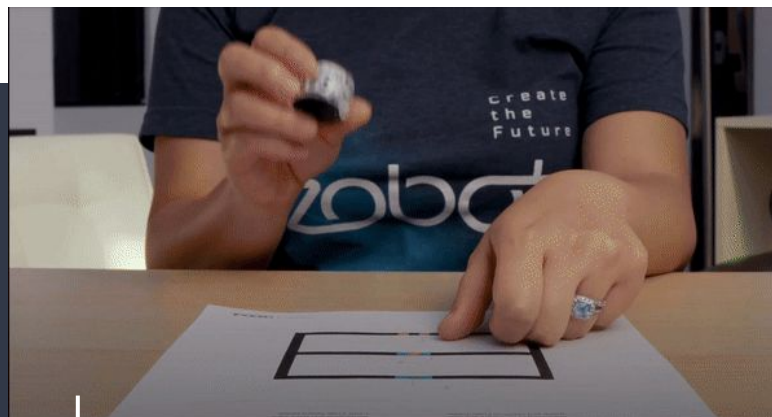
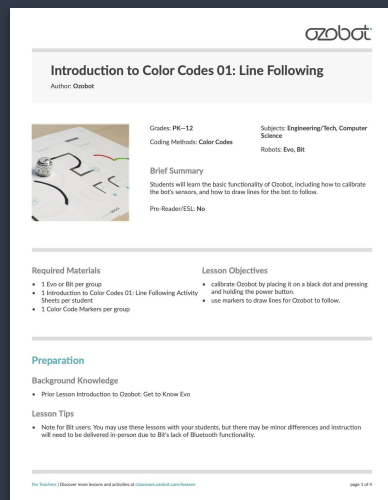
classroom.ozobot.com/lessons

[Lesson Library](#)

The screenshot shows the Ozobot Classroom interface. At the top is the 'ozobot Classroom' logo. Below it is a navigation sidebar with links: Dashboard, Classes (with a 'NEW' badge), Lessons, Devices (with a 'NEW' badge), OzoBlockly, and Help. At the bottom of the sidebar is a 'Settings' link. The main content area is divided into several sections:

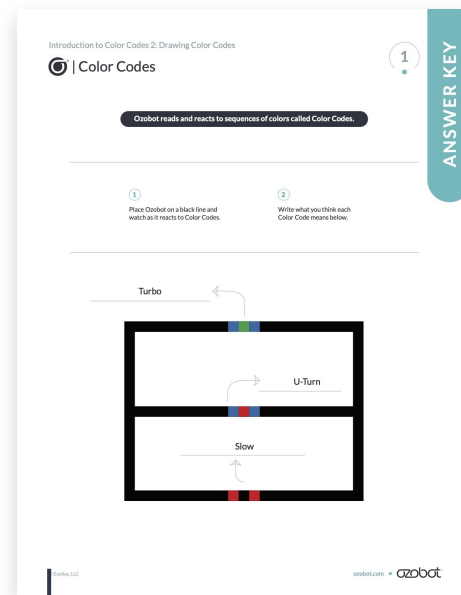
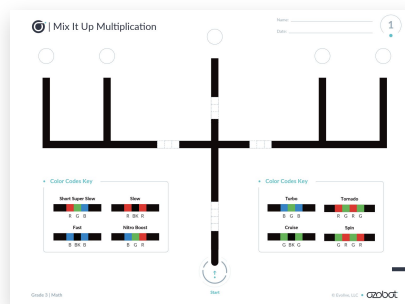
- Sarah Laplace** (User profile header)
- Achievements** section showing 'Bot Camp PD' (1 hr) with a 'Continue' button.
- START HERE** section featuring 'Bot Camp' training for educators in 2 Ways to Code, with a 'Start Training' button.
- PRODUCT** section titled 'Unlock Full Features!' with instructions to enter a license code or request a Communicator to unlock boosted Bluetooth and more, with a 'Get More' button.
- Lesson Library** section with a 'Browse and save K-12 lessons' description and an illustration of a laptop and a robot.
- Classroom Updates** section featuring a video thumbnail titled 'Hands-On, Learn Anywhere Lessons: Halloween Special' dated October 13, 2020.
- Lesson Creator** section with the text 'Create more lessons. You could become a Certified Educator' and an illustration of a robot and a document.

What's in a Video Lesson?



Instructional Videos for Self-Guided Learning

Standards-Aligned Lesson Plans for Synchronous and Asynchronous Sessions



Answer Keys/Sample Solutions

Activity Sheets for Students



Pacing Guides

[Kindergarten](#)

[Grade 1](#)

[Grade 2](#)

[Grade 3](#)

[Grade 4](#)

[Grade 5](#)

[Grades 6-8](#)

Twenty to thirty lessons to get you started with Ozobots.

[Link to Pacing Guides](#)

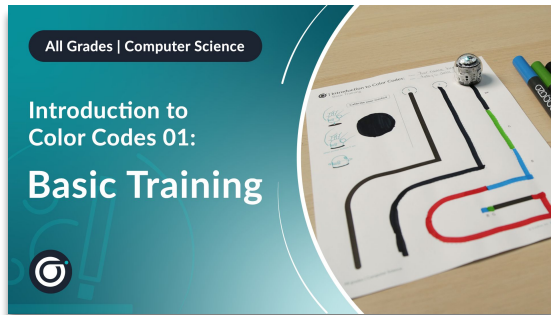
ozobot

The Basics



Introduction to Ozobot: Get to Know Evo

[Evo Diagram](#)

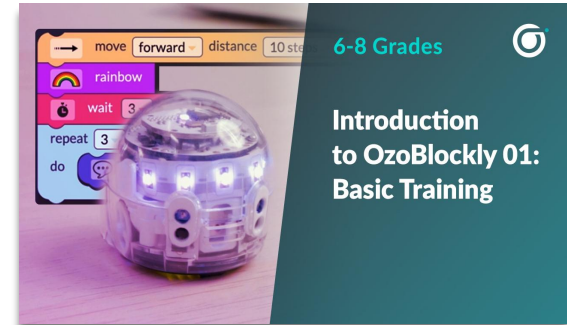


Intro to Color Codes 01: Basic Training

[Activity Sheets](#)

Intro to Ozobot Blockly 01: Basic Training

[Activity Sheets](#)



Video Lessons

Grades K-12

classroom.ozobot.com

Color Codes

1. Introduction to Color Codes 01: Basic Training
2. Introduction to Color Codes 02: Speed
3. Introduction to Color Codes 03: Special Moves and Win
4. Introduction to Color Codes 04: Direction
5. Introduction to Color Codes 05: Skills Check 1 (by grade)
6. Introduction to Color Codes 06: Timers
7. Introduction to Color Codes 07: Line Switch
8. Introduction to Color Codes 08: Counters
9. Introduction to Color Codes 09: Skills Check 2 (by grade)

Video Lessons

Grades 2-5

classroom.ozobot.com

OzoBlockly (Grades 2-5)

1. Introduction to Ozobot Blockly 01: Basic Training
2. Introduction to Ozobot Blockly 02: Sequences
3. Introduction to Ozobot Blockly 03: Loops
4. Introduction to Ozobot Blockly 04: Debugging
5. Introduction to Ozobot Blockly 05: Skills Check 1
6. Introduction to Ozobot Blockly 06: Conditionals
7. Introduction to Ozobot Blockly 07: Variables
8. Introduction to Ozobot Blockly 08: Skills Check 2

Video Lessons

Grades 6-8

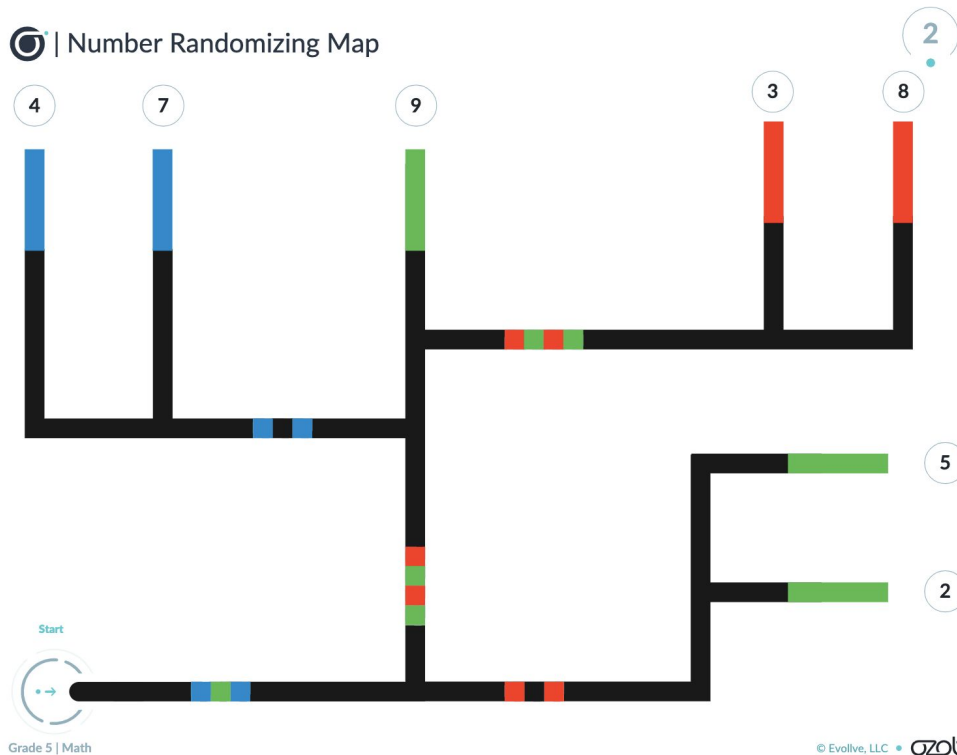
classroom.ozobot.com

OzoBlockly (Grades 6-8)

1. Introduction to Ozobot Blockly 01: Basic Training
2. Introduction to Ozobot Blockly 02: Sequences
3. Introduction to Ozobot Blockly 03: Loops
4. Introduction to Ozobot Blockly 04: Conditionals
5. Introduction to Ozobot Blockly 05: Skills Check 1
6. Introduction to Ozobot Blockly 06: Variables
7. Introduction to Ozobot Blockly 07: Line Following
8. Introduction to Ozobot Blockly 08: Debugging
9. Introduction to Ozobot Blockly 09: Skills Check 2

5th Grade Math

Number Randomizing Map



SAMPLE SOLUTION

Number Randomizer

Place Value & Number Forms Worksheet

Random
Number

1

Standard Form: 4 7 3 . 2 5 8
Word Form: four hundred seventy-three and two hundred fifty-eight thousandths
Expanded Form: 400 + 70 + 3 + 0.2 + 0.05 + 0.008

Random
Number

2

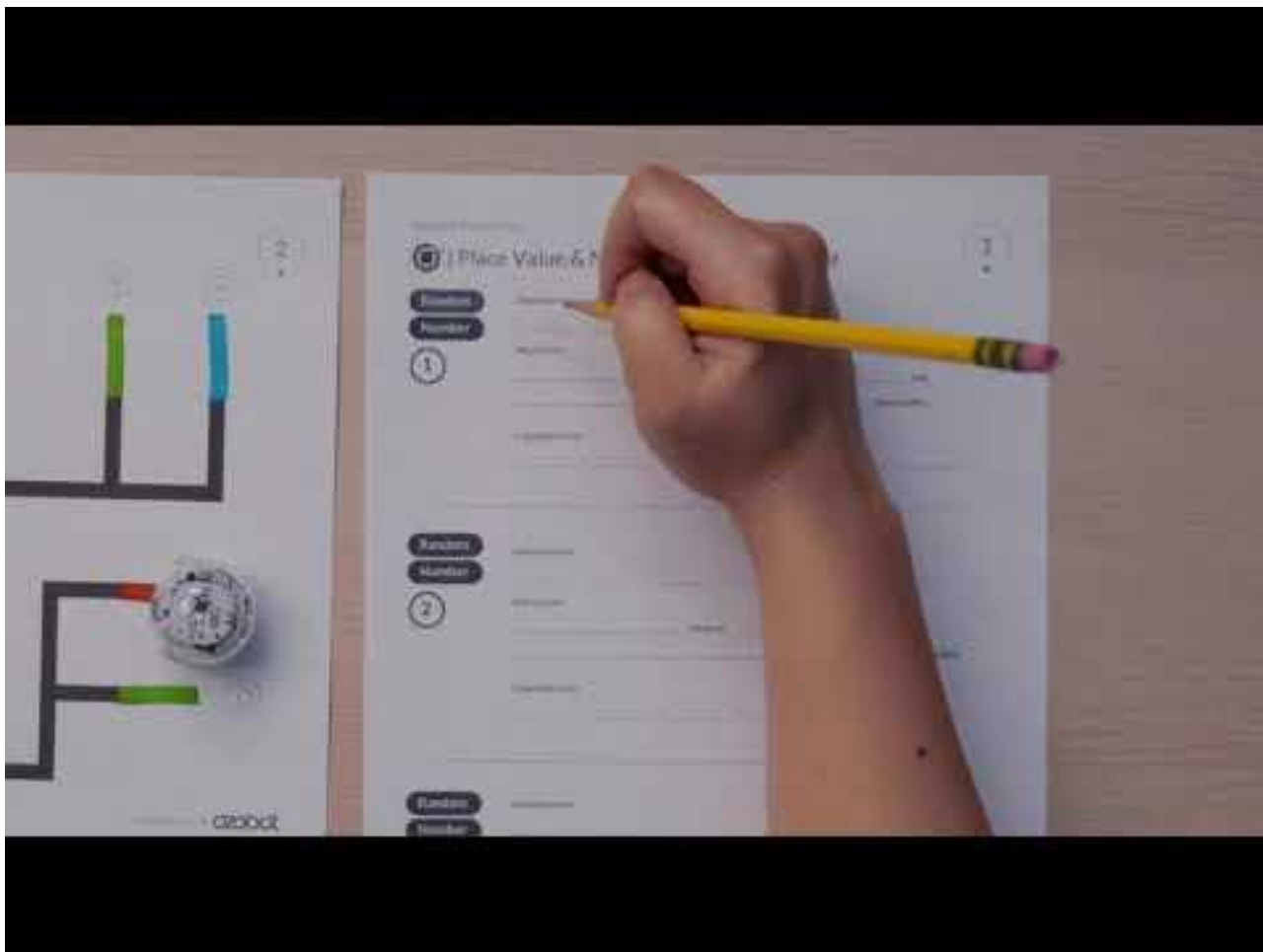
Standard Form: 5 9 2 . 7 8 7
Word Form: five hundred ninety-two and seven hundred eighty-seven thousandths
Expanded Form: 500 + 90 + 2 + 0.7 + 0.08 + 0.007

Random
Number

3

Standard Form: 8 4 8 . 2 9 8
Word Form: eight hundred forty-eight and two hundred ninety-eight thousandths
Expanded Form: 800 + 40 + 8 + 0.2 + 0.09 + 0.008

SAMPLE SOLUTION

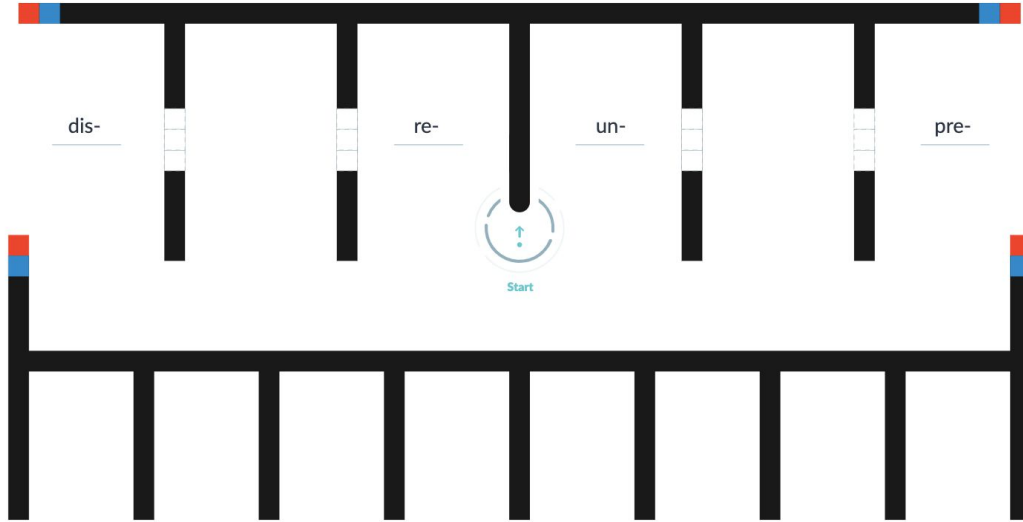


2nd Grade ELA

Random Prefix Prefix Chooser

Name: _____
Date: _____

1



like happy do move appear heat school able lucky

Random Prefix

Random Prefix Activity Sheet

Name: _____ 2

Use your Ozobot to choose a prefix and a root to make a word. Decide if the word is one that is normally used. If yes, circle Y and write the meaning in the far right column. If no, add another prefix to the root to make a word that is normally used, then write the meaning in the far right column. Only write a prefix + root combination one time. If your bot chooses the combo again, go back to start and choose again.

	Prefix	+	Root	What does it make?	Is it a real word?	If no, use the root with a different prefix	What does the word mean?
1		+		=	<input type="radio"/> Yes <input type="radio"/> No		
2		+		=	<input type="radio"/> Yes <input type="radio"/> No		
3		+		=	<input type="radio"/> Yes <input type="radio"/> No		
4		+		=	<input type="radio"/> Yes <input type="radio"/> No		
5		+		=	<input type="radio"/> Yes <input type="radio"/> No		
6		+		=	<input type="radio"/> Yes <input type="radio"/> No		
7		+		=	<input type="radio"/> Yes <input type="radio"/> No		
8		+		=	<input type="radio"/> Yes <input type="radio"/> No		
9		+		=	<input type="radio"/> Yes <input type="radio"/> No		
10		+		=	<input type="radio"/> Yes <input type="radio"/> No		

Grade 2 | ELA

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All Grades STEAM + SEL





Holiday & Seasonal Lessons

- Halloween
- Thanksgiving
- Kwanzaa
- Hanukkah
- Christmas
- Lunar New Year
- Black History Month
- ... And more!

classroom.ozobot.com/lessons

[Lesson Library](#)



Q & A

15 min

Thank You



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