

# Color Codes | Guide

## Markers

To draw Color Codes, you'll need black, red, green, and blue markers (included with your Ozobot).



Dry erase



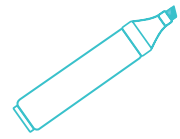
Colored pencil



Crayons



Highlighter



✓ Ozobot Markers

**Alternatives:** Crayola Classic / Crayola Pastels / Sharpie Chisel Tips

## Lines, Corners, & Curves



Too thin



Too thick



Inconsistent

✓ Draw a line Ozobot can follow

**Line Thickness:**  
5mm / 0.2in / 14 pt

**Tips:**  
The flat side of your Ozobot marker's chisel tip is the perfect thickness



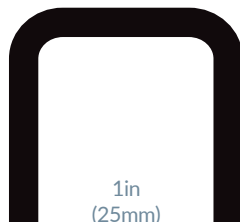
5mm  
(14pt)

### Line Spacing

↔ Lines should be at least 1in (25mm) from another line



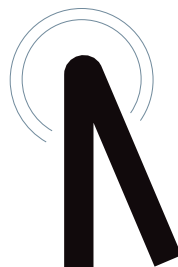
Too close



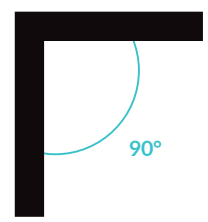
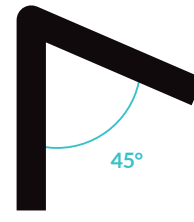
### Angles



Ideal angle: 90°



Too sharp



### Color Guide for Color Codes



RGB: 72/183/73  
CMYK: 72/0/100/0  
#48b749



RGB: 0/131/202  
CMYK: 100/35/0/0  
#0083ca



RGB: 237/28/36  
CMYK: 0/100/100/0  
#ed1c24

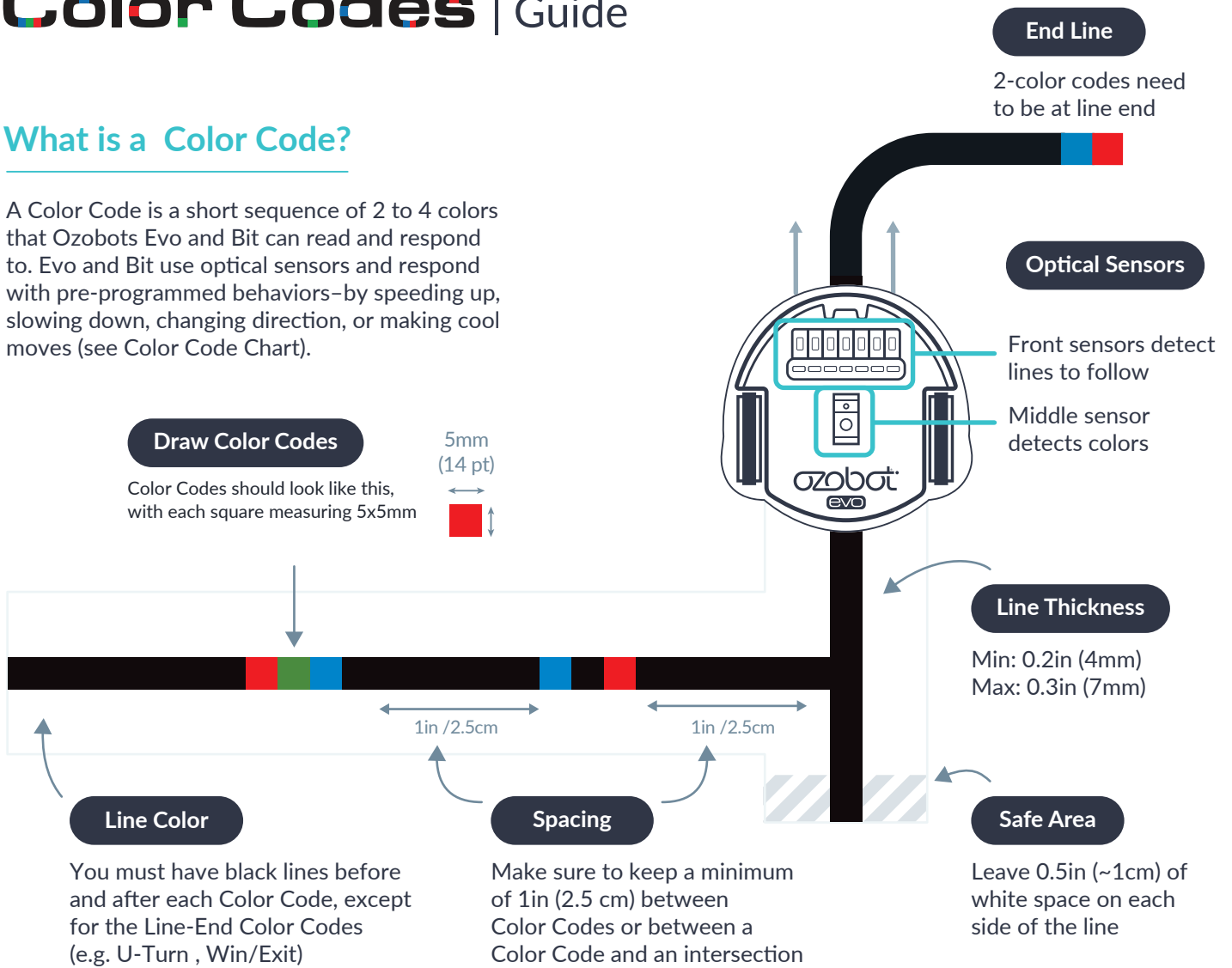


RGB: 0/0/0  
CMYK: 20/20/20/100  
#130c0e

# Color Codes | Guide

## What is a Color Code?

A Color Code is a short sequence of 2 to 4 colors that Ozobots Evo and Bit can read and respond to. Evo and Bit use optical sensors and respond with pre-programmed behaviors—by speeding up, slowing down, changing direction, or making cool moves (see Color Code Chart).



### What Not to Do



Codes on black lines only



Squares should not have space in between them



Squares should not overlap



Codes should be the same height as the line



Too dark



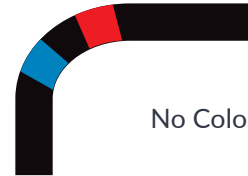
Squares should be the same size



Squares should be 5x5mm max



Codes should be at least 1in apart



No Color Codes on corners



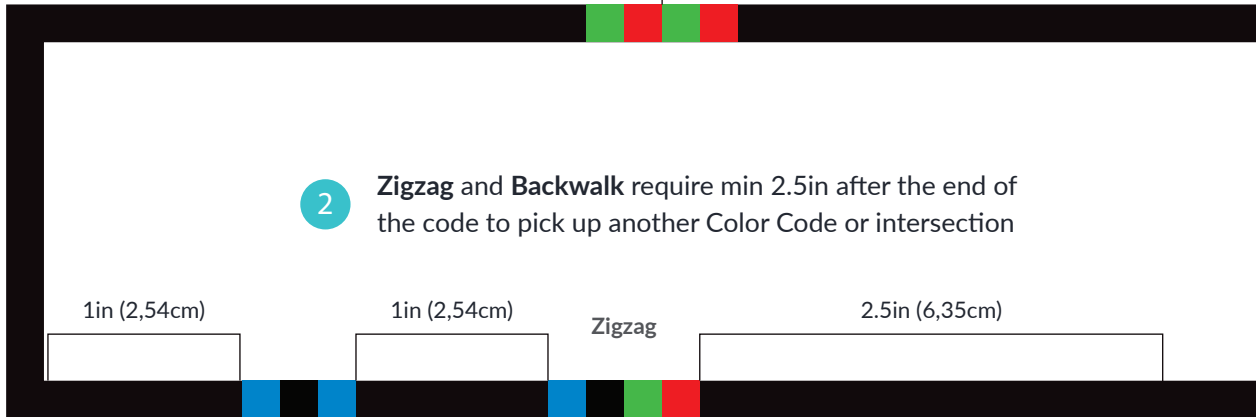
Color Codes should be at least 1in from intersections

# Color Codes | Lesson Maps Guide



1 There should be at least 1in distance between any parallel tracks

1in (2,5cm)



2 Zigzag and Backwalk require min 2.5in after the end of the code to pick up another Color Code or intersection

1in (2,54cm)

1in (2,54cm)

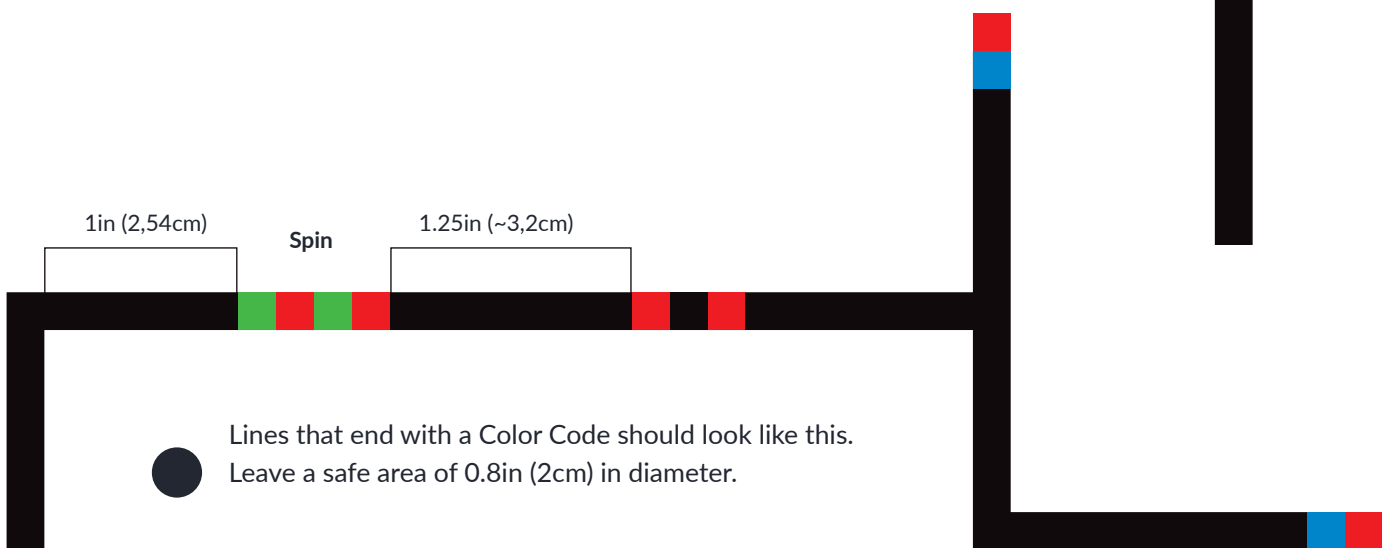
Zigzag

2.5in (6,35cm)

3 Spin and Tornado require min 1.25in after the end of the code to pick up another Color Code or intersection

4 Line Switch Right and Line Switch Left require a parallel black line beside it. Line Switch Straight requires a perpendicular line.

Line Switch Right



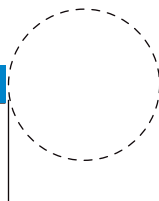
1in (2,54cm)

Spin

1.25in (~3,2cm)



Lines that end with a Color Code should look like this. Leave a safe area of 0.8in (2cm) in diameter.



0.8in (2cm)

U-Turn

# Color Codes | Lesson Maps Guide

When creating maps, print the next page and refer to the guides on this page for more information.

The diagram illustrates the layout of a lesson map page. At the top left, it says "Lesson Title Goes Here (Top Left Corner)" and "Chapter title (top left corner)". To the right, there are fields for "Name:" and "Date:". A page number "23" is in a circle. A large red box covers the main content area. At the bottom left, it says "Grade | Subject". At the bottom right, it says "© Evolve, Inc. • ozobot".

Annotations on the right side:

- Any black lines and Color Codes should be placed at least 0.5in away from the titles and date/name
- Any black lines and Color Codes should be placed within this red box.
- Any black lines and Color Codes should be placed 1in away from left and right edge of the paper.
- Any black lines and Color Codes should be placed within the red box and not touching footers.

A callout box in the bottom left of the red box says: "The black lines and Colors Codes should be 25mm distant from the edges of the paper."

Lesson Title Goes Here (Top Left Corner)

Name: \_\_\_\_\_

23

# | Chapter title (top left corner)

Date: \_\_\_\_\_

0.5in (~13 mm)



1in  
(25 mm)

1in  
(25 mm)

Grade | Subject

Lesson Title Goes Here (Top Left Corner)

# Chapter title (top left corner)

Name: \_\_\_\_\_

Date: \_\_\_\_\_



0.5in (~13 mm)

1in  
(25 mm)

1in  
(25 mm)

Grade | Subject