**Choose Your Ozo Adventure**

*Please refer to the online lesson plan on the DT Hub to access all website links and additional resources.*

**Year level** **5-6**: Using ​​*Oz Bots* students use and develop unusual types of data: Redefining “What is data?”.

**Resources:**​

* A narrative the students have written or have studied in class.
* The OzBot kit, inc. pens, paper, tablets with 9 inch screens or larger
* Camera availability
* iOS 6.0 and Android 2.3 (or newer).
* 'Getting started with OzoBlockly and Ozobot Bit robot' video ​

**Prior Student Learning:**​ knowledge of block coding ie. Scratch or code.org, use of tablet esp. net working with other technologies. Knowledge of a narrative.

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| **Digital Technologies**  By the end of Year 6, explain how the features of technologies influence design decisions and how digital systems are connected to form networks.  Students generate and record design ideas for specified audiences using appropriate technical terms, and graphical and non-graphical representation techniques including algorithms. They plan, design, test, modify and create digital solutions that meet intended purposes including user interfaces and a visual program.  **Critical and Creative Thinking**  Seek solutions and put ideas into action: assess and test options to identify the most effective solution and to put ideas into action | |
| **Year** | **Content Descriptors** |
| **5-6** | **Digital Technologies**  Implement algorithms as visual programs involving control structures, variables and input (AC9TDI6P05) |
| **English**  Plan, create, rehearse and deliver spoken and multimodal presentations that include relevant, elaborated ideas, sequencing ideas and using complex sentences, specialist and technical vocabulary, pitch, tone, pace, volume, and visual and digital features (AC9E5LY07) |

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| **Element** | **Summary of tasks** |
| Learning hook | Using the Ozobot, pens and paper, have students investigate through impromptu experiments with the colour language of the Ozobot. For example, they could make a small story about what the Ozobot is doing, such as going on a bear hunt or chicken little. |
| Learning map and outcomes | * Students examine and identify different parts of their story. * Students design actions for their Ozobots at the different story parts * Students produce blocky algorithm * Students debug algorithm * Students share Ozobot performance with others. |
| Learning input | Students learn how to calibrate Ozobots and link tablet with Ozobot  Students learn Ozobot colour language  Explain concept of debugging and rehearsal to create the most effective solution. |
| Learning construction | Students can work individually or collaboratively with one or more Ozobots.  Students are encouraged to experiment with how to express their narratives through algorithms.  Students can make costumes for their Ozobots  Refine algorithms to produce the most effective solution to their narrative. |
| Learning demo | Students demonstrate to small groups during the development stage offering positive criticism regarding possible improvements.  Students perform to the whole class. Possibly video event to share with others at a later date. |
| Learning reflection | Students evaluate their learning identifying how they have developed throughout the activities. What they enjoyed, learnt and would like to do in the future. |

**Resources**

* Download entire lesson plan
* Ozobot Lesson Library (new lessons added monthly)
* Computer Science Education Research Group (CSER)

This lesson plan corresponds to professional learning in the following CSER Digital Technologies MOOCs :

F-6 Digital Technologies: Foundations

* Unit 7: Algorithms and Programming
* Unit 8: Visual Programming

**Assessment:**

Formative Assessment:

* Teachers observe students using the Ozobots, creating their algorithms and debugging.
* Use questioning to elicit student understanding of the functions of the Ozobot and their algorithmic thinking.

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|  | Quantity of knowledge | | | Quality of understanding | |
| Criteria | Pre-structural | Uni-structural | Multi-structural | Relational | Extended abstract |
| Algorithms  Programming | No programming shown | Program only contacts a limited number of blocks which are not linked | Program has enough  instructions to complete the task but not linked or not linked in the correct sequence​ – or there are parts that do not work | Algorithm has instructions  linked in the correct sequence to achieve the  task​ – the program includes iterations. | Algorithm brings in prior learning and/or independent learning beyond the task ​including other ways of programing going beyond the scope of the class teaching. |
| Performanc  e is planned, rehearsed and delivered. | No identifiable links to story. | Performanc  e is planned, with delivered with some  links to narrative | Narrative is planned and evidence of rehearsal is clear and is suitable to be shown to the student’s peers. | Ozobot  programmed  correctly using blocks to relate to specific points in the story in the correct order | Program brings in prior learning and/or independent learning beyond the task and possibly includes additional blocks such as spinning, fading and decisions |

**Teacher/Student Instructions:**

Be sure Ozobots and tablets are charged. This task can be done without tablets using only pen and paper utilising the Ozobot colour language