

Ozobot Racing Lesson

Print out these Ozobot code cards for each student team.

Cut out the cards and laminate if you wish. Give this set of 21 cards to each team.

The team chooses which 10 cards (out of the entire set) they will use to try to make the fastest racetrack for their Ozobot racer. (I suggest using tape to secure the tracks down to a table or to one another.) Set up the card racetracks and race to see which team wins!

Or, use the cards for students to discover the different color codes and how the Ozobots react. Then have students create their own paths with markers.



