OzoBlockly

ozobot edu

Evo | Bit

GETTING STARTED **GUIDE**

MAKE A PROGRAM

- On a tablet or computer, go to ozoblockly.com/editor.
- In the upper left, select "Evo" or "Bit." bit evo
- Choose one of the programming modes. 1 2 3 4 5
- Drag and drop blocks of code, and attach them together.
- Save your program by clicking the disc icon (bottom right).
- To open a saved program, click the folder icon (bottom right).

CALIBRATE TO SCREEN

Calibrate at the start of a session and when you switch between paper maps and screen.

1. Click "Flashing" to open the flash load tab. FLASHING
2. Press and hold Ozobot's power button for 2 seconds.
3. When the LED blinks white, place or hold Ozobot on the white bot outline on screen.

If Ozobot blinks green, calibration is successful.

LOAD AND RUN

Flash load programs to Evo or Bit. Loading via the Evo app is not recommended for classroom use.

1 FLASHING

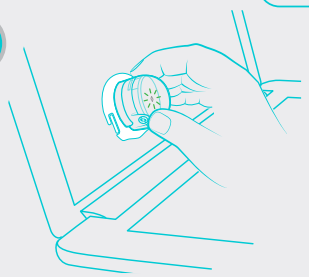
Click "Flashing" to re-open the flash load tab.

2

x ✓

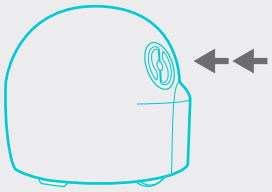
Make sure Ozobot is calibrated to your screen.

3 Load



While holding Ozobot up to the white outline, click "Load". Ozobot will flash green while loading.

4



Double click Ozobot's power button to run your program.

If you get stuck, click "Help" in the load tab.

TROUBLESHOOTING

- Adjust screen brightness to 100% and disable auto-brightness.
- Restart your browser (Google Chrome recommended) and close other tabs.
- Avoid bright ambient light.
- Check that "Evo" or "Bit" is selected.
- To keep Evo quiet during flash loading, use Classroom Mode.
- Make sure your Ozobot has enough battery charge.

HELP

- For block definitions, click the Reference Guide icon in the right panel.
- For help calibrating or loading, click "Flashing" then "Help".

LEARN AND PLAY

- Find OzoBlockly Games at games.ozoblockly.com.
- Check out Examples and Challenges anytime in the right panel.
- Go to ozobot.com/stem-education to download lessons and activities.

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