evo

EXPERIENCE PACK

Master coding with markers
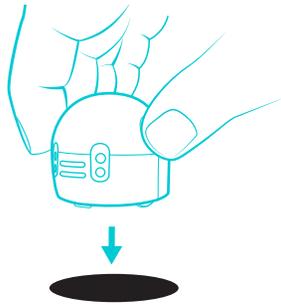
Track your progress
with the Evo app

ozobot

1.

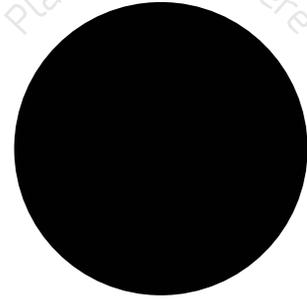**2.**

3.

4.

✗ ✓

Place Ozobot Here

5.

Q Ozobot Evo →

Available on the **App Store**

ANDROID APP ON **Google play**
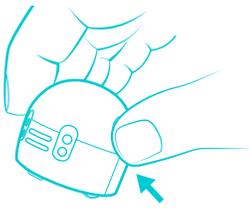
1. Press and hold power button for 2 sec. until top light flashes white.
2. Release power button and Evo's wheels will quickly calibrate. Place Evo on the black circle.
3. Evo will spin, move forward, then flash green if calibrated. If Evo flashes red, start over from Step 1.
4. Evo turns off after calibrating. Press the power button to start playing.
5. For the full Evo Experience, download the Ozobot Evo app. Collect stars as you go.

Tips: Drawing Lines

✗
Too Thin!

✗
Inconsistent!

✓
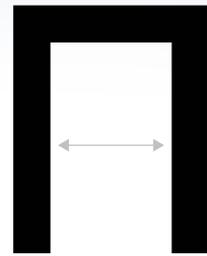Just Right

✗
Too Close!

✓
Just Right
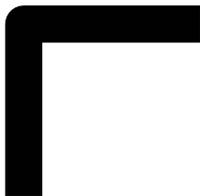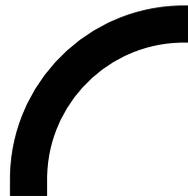
✗
Too Sharp!

✓
Just Right

✓
Just Right

2 Finish the Line

Use black marker to connect the lines. Place Evo on the START and the bot will race to the FINISH.

FINISH FINISH FINISH FINISH

3 Which Way?

Use black marker to complete your path, then place Evo on the START. Evo will randomly select a color. Repeat several times.

Helpful Tip

Need fun guidance on the fly? Draw your own 3-pronged path, put your options at each end, and let Ozobot decide!

START START START START START
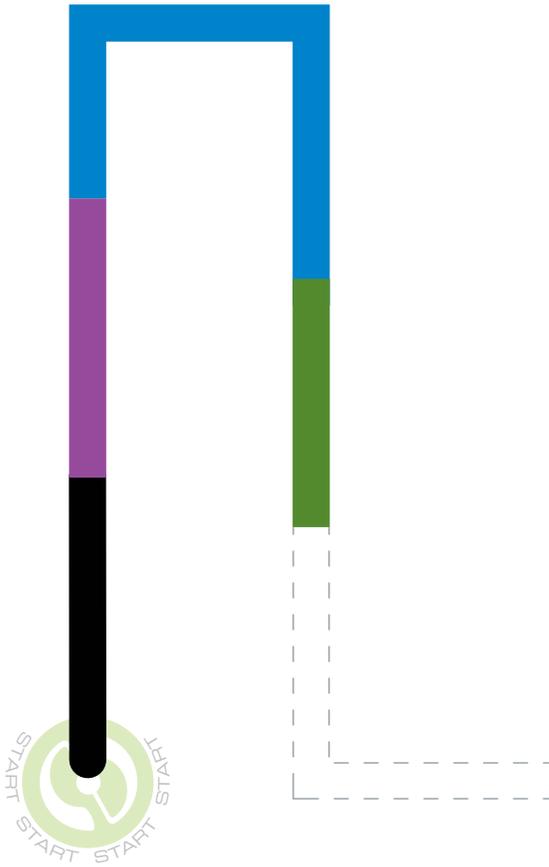
5 **OzoCodes**

Evo reads and responds to color patterns, called OzoCodes. Can you tell which OzoCodes mean Slow, Fast, and U-Turn?
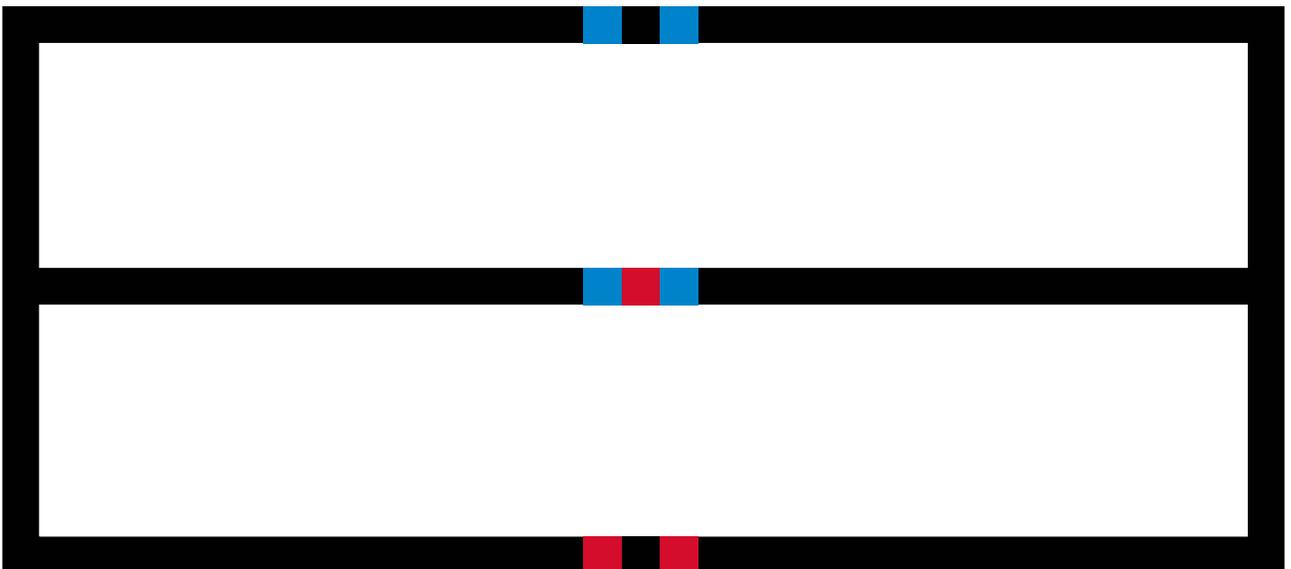
Tips: Code Reference Sheet

SPEED

SNAIL DOSE	SLOW	CRUISE	FAST	TURBO	NITRO BOOST

DIRECTION

GO LEFT	GO STRAIGHT	GO RIGHT	LINE JUMP LEFT	LINE JUMP STRAIGHT	LINE JUMP RIGHT	U-TURN	U-TURN (LINE END)

SPECIAL MOVES

TORNADO	ZIGZAG	SPIN	BACKWALK

TIMERS

PAUSE (3 SEC.)	TIMER ON (30 SEC. TO STOP)	TIMER OFF

WIN/EXITS

WIN/EXIT (PLAY AGAIN)

WIN/EXIT (GAME OVER)

Tips: Drawing Codes

X Codes On Colored Lines
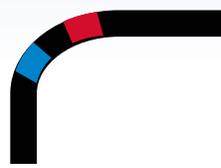
X Different Sizes

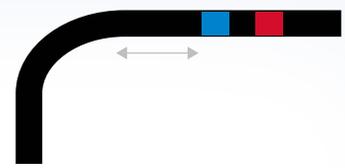**X** White Spaces

X Overlapping Colors
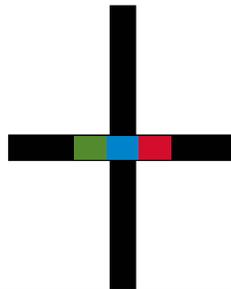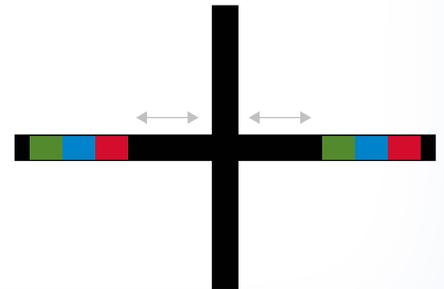
X Too Dark

✓ Codes On Black Lines

X No Codes on Corners!

✓ Keep Codes on Straight Lines Away from Corners

X Too Close!

✓ Place Codes Away from Intersections

TORNADO →

Copy the code above to practice!

BACKWALK →

Copy the code above to practice!

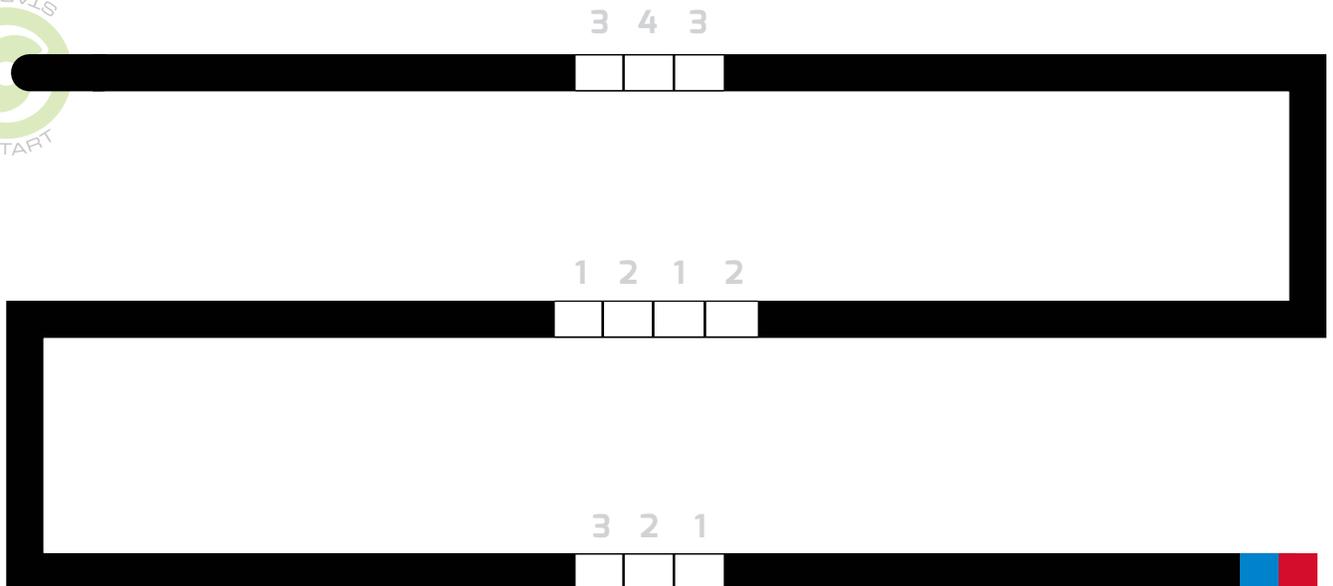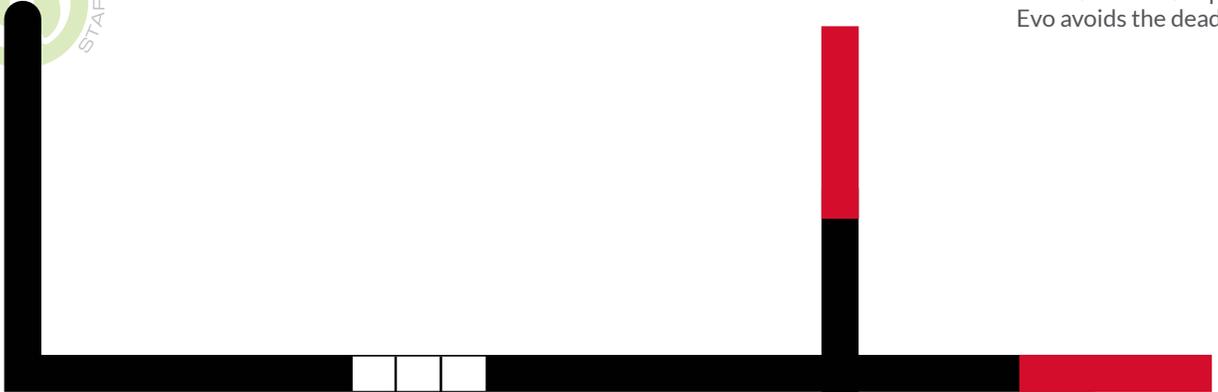**7** **Code By Numbers**

Some codes mean the same thing no matter which
way Evo reads them. Other codes have two
meanings. Use the color key to color the codes,
then see what Evo does in both directions.

Color Key

1 ▮ 2 ▮ 3 ▮ 4 ▮

START

3 4 3

1 2 1 2

3 2 1

You are ready to help Evo find the finish line. Color the correct code in the path so Evo avoids the dead ends!
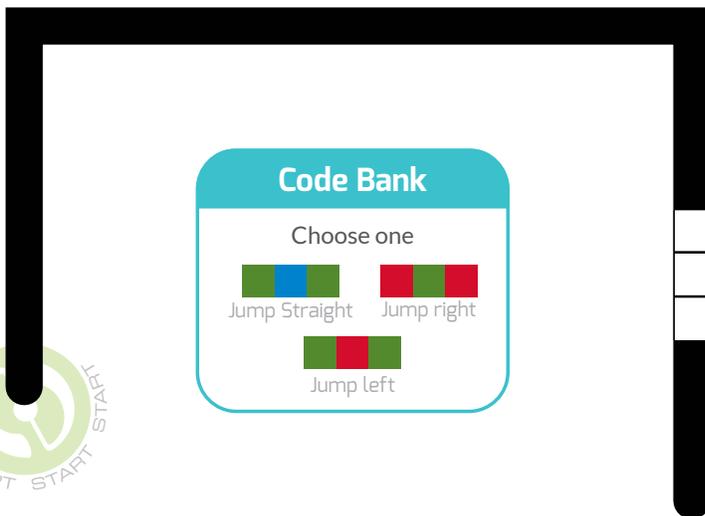
Code Bank

Choose one

Go straight

Go Left   Go right

With Jump OzoCodes you can move from line to line. Choose the correct Jump code to get from START to FINISH in a flash.
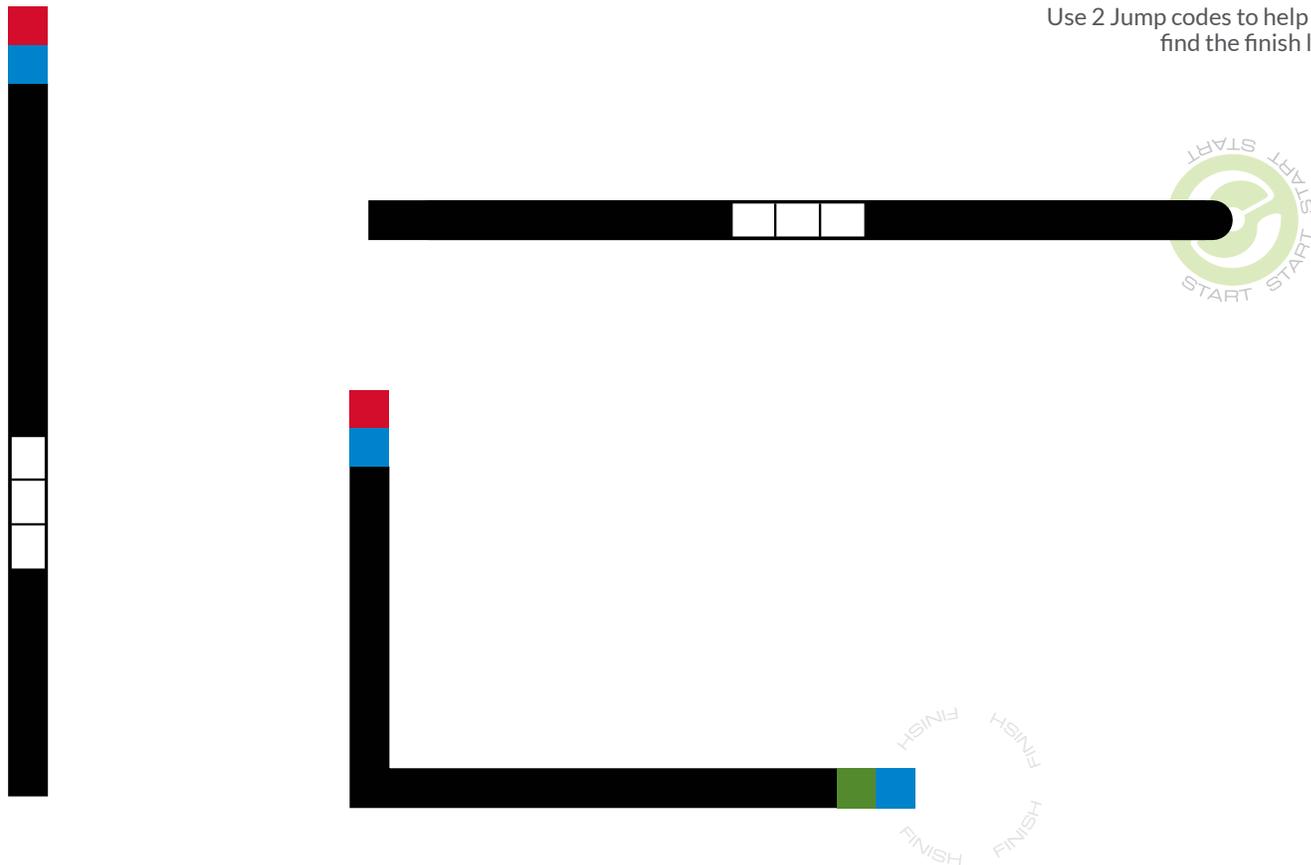
Code Bank

Choose one

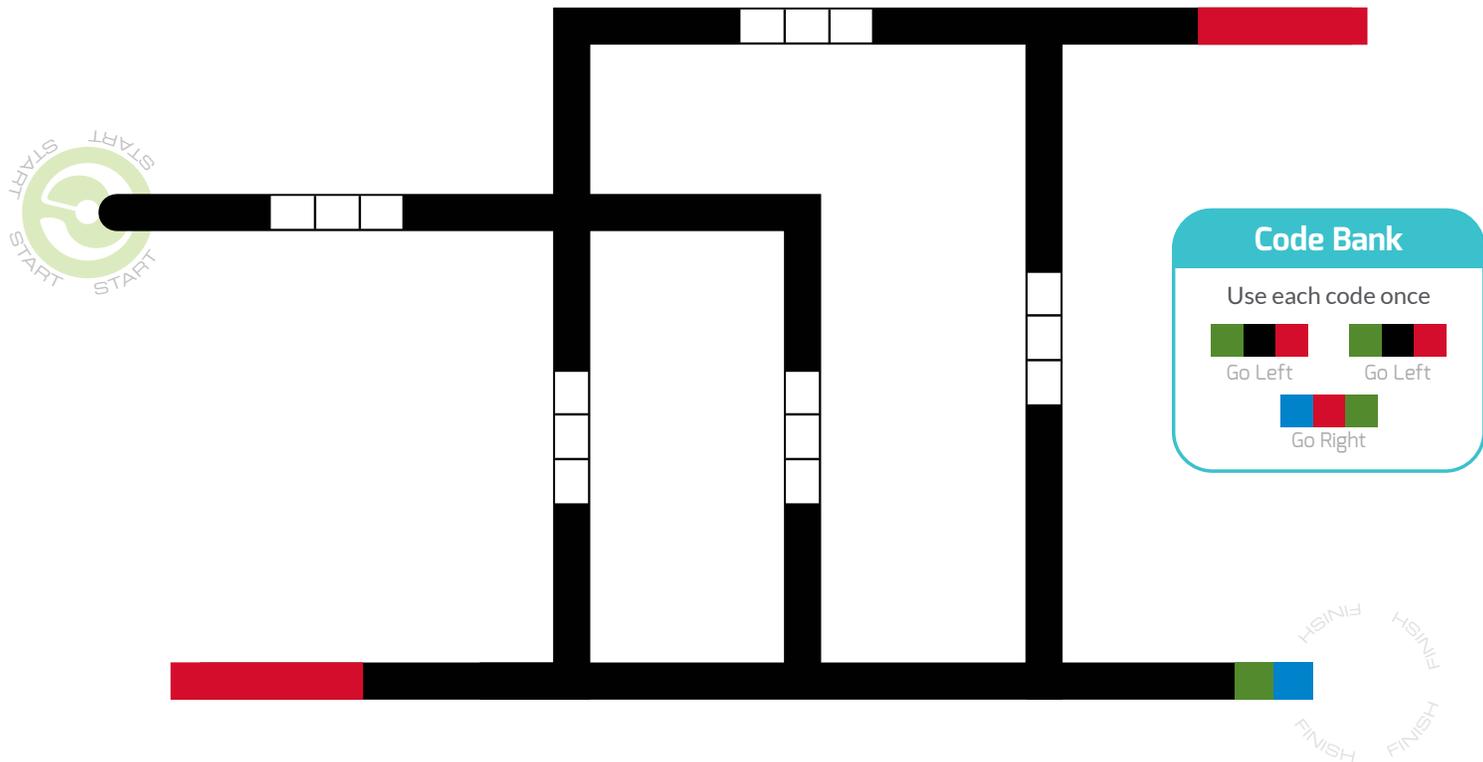Jump Straight   Jump right

Jump left

Use 2 Jump codes to help Evo
find the finish line!

START

FINISH

11 Brain Teaser

Use each Ozocode in the Code Bank
to get Evo to the finish.

START

Code Bank

Use each code once

Go Left

Go Left

Go Right

FINISH

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