

To program:

- Go to ozoblockly.com on your computer or tablet.
- In the OzoBlockly Editor, choose a mode and start to drag and drop blocks.
- Load your program onto Ozobot.
(See instructions below)

To learn and play:

- Play the OzoBlockly games
(games.ozoblockly.com)
- Check out the examples and challenges in the right pane of the OzoBlockly editor.
- Go to Ozobot's education pages
(ozobot.com/stem-education) to download lessons, activities and other instructional materials.

To get help:

- For help with specific blocks, see the reference guide in the right pane of the OzoBlockly editor.
- See calibration and loading help by pressing the "Help" button in the lower left of the opened load tab.

To open and save programs:



- In the OzoBlockly editor, save your program using the save icon at the lower right.



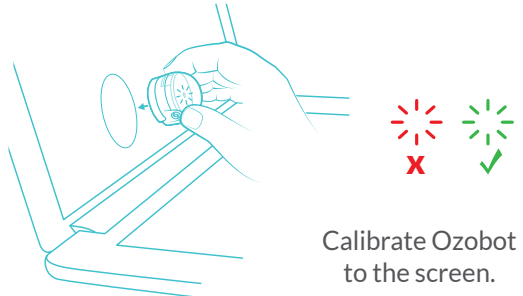
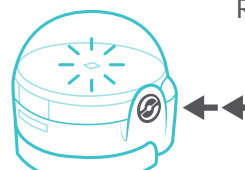
- To open an OzoBlockly program, use the folder icon and navigate to the desired file.

Troubleshooting

- Make sure the screen brightness is at 100% and turn off auto-brightness feature.
- Calibrate Ozobot to the screen.
- Restart the browser and close other tabs.
- Move away from bright ambient light.
- While other browsers work, we recommend using Chrome.

To load and run:

Click "Help" button in editor for complete instructions

1  Press "Load Ozobot" and the load tab will come up from the bottom of the screen.	2  Calibrate Ozobot to the screen.
3  Load program to Ozobot.	4  Run program by double pressing Ozobot's on/off button. Note: If you are using a printed or drawn map, be sure to calibrate Ozobot on the paper before running program.