



OZOBOT

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What is Ozobot?

Ozobot is a little toy robot that blends the physical and digital worlds - and teaches kids programming. It is very basic programming, as you simply train the robots to follow patterns on the surfaces that they roll over. Ozobot can identify lines, colours and codes on both digital surfaces, such as an iPad, and physical surfaces, such as paper. You can calibrate the robots to follow lines by holding down a power button. Then you can draw lines for the robot to follow in an app. You can also create race tracks for multiple Ozobots to roll over.

Drop in to your local Isaac library to enquire about interactive learning opportunities with Ozobot tech.

For more information visit the [Ozobot](#) page on SLQ Wiki.

Resources

The following links provide information and ideas around activities that can be performed with Ozobots both in your local library, and at home:

- [Ozobot Create homepage](#)
- 3D Ozobot Maps
- Retelling Stories with Ozobots
 - Isaac Ozofarm
- Colour Coding reference sheet

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