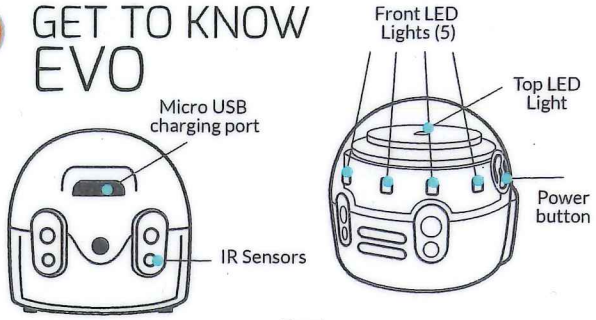
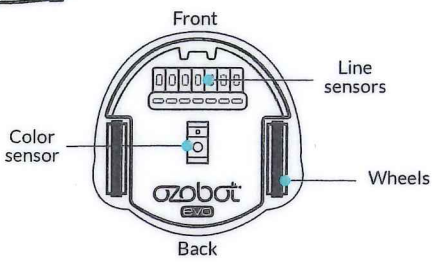
ozobot EVO

GUIDE

1 GET TO KNOW EVO



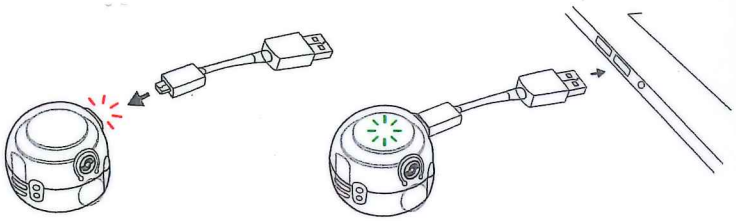


2 CHARGE

Evo comes partially charged. Get a full charge for maximum use.

1. Plug the USB Cable into Evo's Micro USB Port.
2. Plug the other end of the USB Cable into any USB port or power adapter.
3. Evo's lights turn solid green when fully charged.

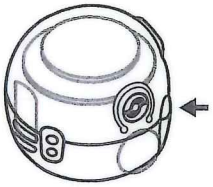
When a red light flashes on Evo's back side, it is time to charge again.



3 POWER ON/OFF

Press and quickly release Evo's power button to turn on. Evo will light up and begin interacting with you right away.

Press and quickly release the power button again to turn off.



4 CLAIM EVO

Claiming Evo(s) upon setup allows you to update Evo's firmware as needed. Use the following steps to claim Evo from a Bluetooth™–enabled tablet or phone:

1. Make sure you have the most recent version of the Ozobot Evo companion app installed (v.1.1.89 or newer on both iOS and Android).

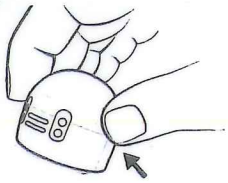
2. Enable Bluetooth™ on your device and make sure Ozobot is turned on (if you have multiple Evos, make sure the ones you are not claiming are powered off).
3. From the home page of the Evo Companion app, your Ozobot will show up in "Nearby Evo" at the bottom of the screen.
4. Tap on the Evo you wish to claim and select "claim."
5. Name Evo.

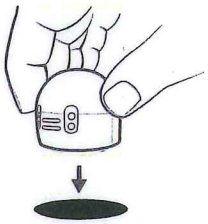
5 CALIBRATE EVO

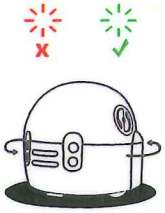
For proper functioning, Evo's sensors need to be calibrated before each use or after changing the playing surface or lighting conditions. To let Evo know what its surroundings are and enable it to properly follow lines and read codes, you must calibrate.

1. 

Draw a black circle slightly bigger than Evo (approx. 1.25 in or 35mm).

2. 
Hold down the power button on Evo for 2 seconds until the LED light flashes white.

3. 
Release the button. Wheels will rotate once. Quickly place Evo in the middle of the black calibration dot and let go.

4. 

Evo will spin, move forward, and flash green, which means it has successfully calibrated. Start over if Evo flashes red.

6 LOAD PROGRAMS

To upload OzoBlockly programs from the editor (ozoblockly.com/editor) to Evo, follow these steps for flash loading:

1. Make sure Evo's firmware is updated to version 1.4 or newer.
2. Using the toggle on the top left, ensure the OzoBlockly editor is in "Evo Mode." bit evo
3. From the OzoBlockly Editor page, click "Flashing" in the lower left corner of the screen and follow the on-screen instructions.
4. For troubleshooting, click "Help" in the pop-up screen.

App-enabled uploads are not recommended for Classroom Mode Evos. For more information on OzoBlockly, access the OzoBlockly Getting Started Guide at http://files.ozobot.com/stem-education/ozoblockly-getting-started.pdf.

7 CLASSROOM MODE

Classroom Kit Evos have Classroom Mode automatically enabled. Classroom Mode turns off the social aspects of Evo more suitable for activities outside school, like chattiness and animations (called "fidgets"). To turn Classroom Mode on/off:

1. Make sure a recent version of the Ozobot Evo app is installed on your device (v.1.1.89 or newer on both iOS and Android).
2. Open the app. From the Home screen, connect to your Evo. When your Evo is connected, the robot's icon appears with a turquoise glow.
3. Once connected, tap the Evo icon and select "Info."
4. The popup allows you to turn Classroom Mode on or off. It also allows you to mute all sounds and adjust the brightness of Evo's LEDs.

8 FIRMWARE UPDATES

Evos are updated to the latest firmware before being packed in Classroom Kits. Check for updates periodically to take advantage of bug fixes and new features. To check Evo's firmware version and update:

1. Make sure a recent version of the Ozobot Evo app is installed on your device (v.1.1.89 or newer on both iOS and Android).
2. Open the app. From the Home screen, connect to your Evo. When your Evo is connected, the robot's icon appears with a turquoise glow.
3. If your Evo's firmware is outdated, the app will guide you to upgrade to the latest firmware.
4. Select "Update," and make sure the display does not autolock until update is complete.
5. When the firmware update is completed, your Evo will indicate success with lights and sounds.
6. To check which version of the firmware is installed on your Evo, tap on the Evo icon and select "Info."

Ozo Blockly

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.

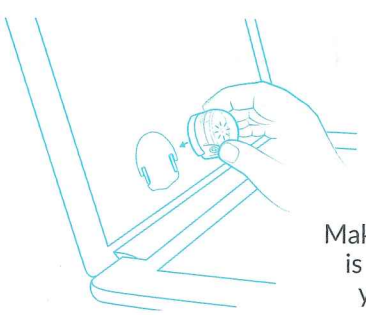
LOAD AND RUN

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

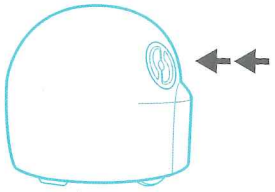


Make sure Ozobot is calibrated to your screen.

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.