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EPL Ozobot Evo Maker Kit User Guide

What is an Ozobot Evo?

- Evo by Ozobot is a miniature robot with lights, sound, sensors, and wheels. It's designed to teach people of all ages how to code. Evo can be controlled with a joystick (*in-app*) or programmed with OzoBlockly, a web-based visual programming editor. Users can also code using color markers and regular paper.

What is included with the Ozobot Evo Kit?



Ozobot Evo Robot

Ozobot Evo Box containing start-up guide and instructions

Coding Markers

- **Black Marker** – for coding and following the line
- **Blue Marker** – for coding
- **Red Marker** – for coding and stopping
- **Green Marker** – for code and speeding up

You will be required to bring your own mobile device or borrow an iPad from the library.

What can you do with the Ozobot Evo?

- The Evo can read lines, turn colors, and follow color-based codes. This is one of the most sophisticated coding robots for all ages. Users can draw lines on paper with color Coding Markers to make the Ozobot Evo follow commands.
- You can code the Evo two ways: online with OzoBlockly programming and screen-free with Color Code Markers. Use both methods of coding to have Evo pull off a series of tricks and commands – all done through coding

Setting Up/Connecting Ozobot Evo

- Download the “*Evo by Ozobot App*” from either the Apple App Store or Google Play Store onto your mobile device. The App is free and will download onto your device – must be iOS or Android.

- Once the App is loaded on your mobile device select the Evo by Ozobot App on your device to open.
- Press the Power Button on the Ozobot Evo – indicated in **Photo 1** at end of guide.
- Your device will start searching for a Nearby Evo – as indicated in **Photo 2**.
- Once found select the Evo and press the “Connect” button – **Photo 3**.
- The Ozobot Evo will connect to your Mobile Device. Each of the four library’s Ozobot Evos have names: EPLEvo1, EPLEvo2, EPLEvo3, and EPLEvo4.
- Select “PLAY” from the bottom left of App menu to bring up “DRIVE” and “PROGRAMS AND TRICKS” – **Photo 4**. DRIVE will allow to you to control and drive the Ozobot Evo through the App – **Photo 5**. PROGRAMS AND TRICKS will bring up OzoBlockly – which will enable the user to do coding and program the Ozobot Evo – **Photo 6**.

The following links will go in more detail how to code the Ozobot Evo:

- **Ozobot OzoBlockly Website**
 - <https://ozobot.com/create/ozoblockly>
- **Ozobot Evo How To Video** – Over 16 videos from Ozobot
 - <https://ozobot.com/support/how-to-videos>



Photo 1: Press power button at top of Evo – the robot it will light up.

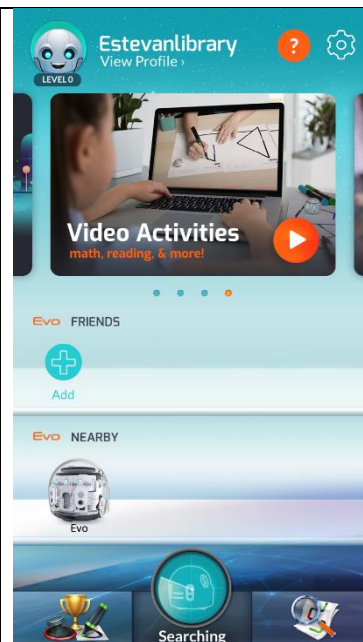


Photo 2: Turn on App and it will search for nearby Evo.

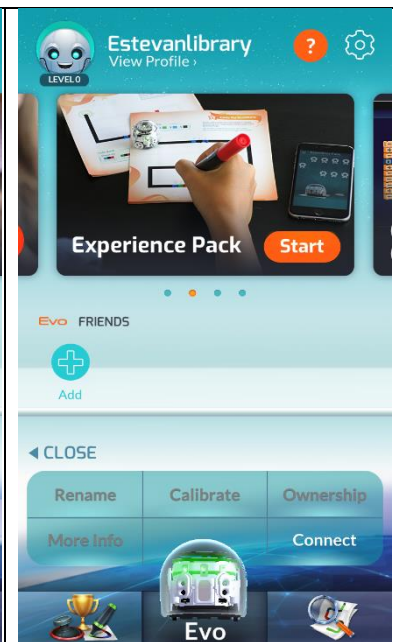


Photo 3: Select Connect to fully connect App to Evo

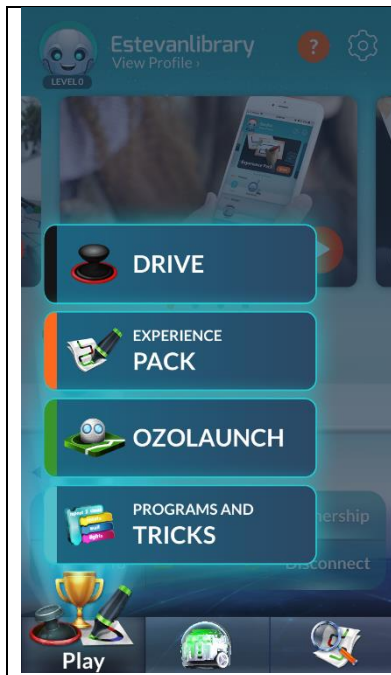


Photo 4: Select Play to bring up menu – DRIVE or PROGRAMS AND TRICKS

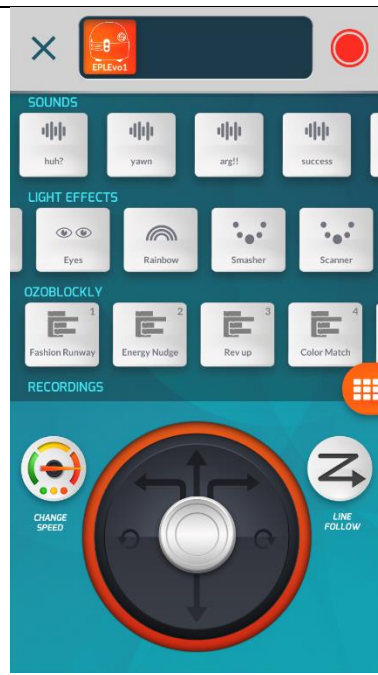


Photo 5: DRIVE will allow you to control the Evo along with lighting and loaded commands

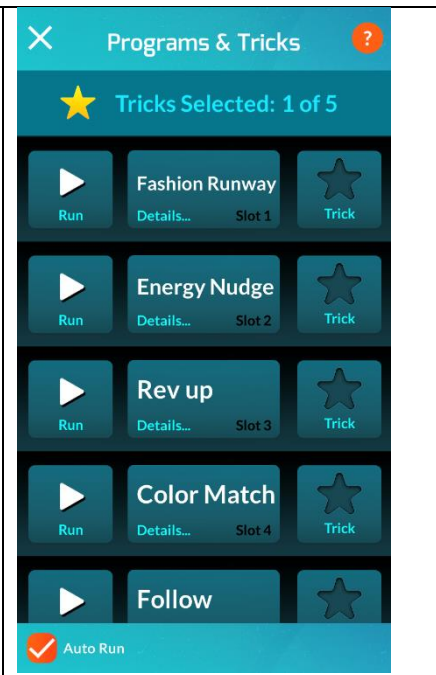


Photo 6: PROGRAMS AND TRICKS will allow you to code through OzoBlockly