



OHBOT

Number of Participants
Maximum 15 Learners

Duration
2-3 hours

Price
£7.00
per learner

OVERVIEW

This award winning coding robot, 'Ohbot' is an invaluable tool used within the BDC STEM Centre to teach coding skills. The Ohbot educational robotics system has been designed to stretch student's computational thinking and their understanding of computer science.

During this activity, students will interact with Ohbot's programmable robotic head in a fun and engaging series of activities. Make Ohbot speak, nod his head, wink his eyes or tell a corny joke, the possibilities and ways to code commands for Ohbot are vast. Using coding language similar to Scratch, students will progressively build upon their coding skills and knowledge as they grow comfortable and confident with using Ohbot.

ACTIVITIES

Ohbot Challenge Part 1 – Become familiar with Ohbot and the coding language and icons with this fun introductory challenge (1 Hour)

Ohbot Challenge Part 2 – Now that you have become familiar with Ohbot you're ready to take on some more advanced programming (1 to 1.5 Hours)

Ohbot Python Challenge – Ready for a more advanced challenge? Let's see if you can code Ohbot using the Python coding software.

KEY EMPLOYABILITY SKILLS

- Problem Solving
- Digital Literacy
- Self-Management
- Decision-Making
- Creativity
- Independent Learning

KEY STEM SKILLS

- Coding Skills
- Following instructions
- Interpreting Results and Drawing Conclusions