

Ozobots and Math Small Group Connection

Table #1 Ozobot Bowling

Idea- Work on Subtracting from a Given Whole (Pins)

Criteria: See how many pins your Ozobot can knock down each time you roll and write an equation.

Constraints: Only 6 pins can be put up. If it heads back to start, turn it off.

Sample Score Sheet

There are _____ pins up. The Ozobot pushed _____ of the pins.
How many pins are still standing?

$$6 - \underline{\quad} = \underline{\quad}$$

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$$6 - \underline{\quad} = \underline{\quad}$$

New Ideas:

Table #2 Place Value Knockdown

Idea- Work on mentally adding or subtracting 10's and 1's

Directions: Roll the tens and ones dice to find your starting number.
Say the new number every time the Ozobot knocks down a pin.

Variation: Use score sheet at the table.

New Ideas:

Table #3 Small Group Fluency- Nectar Navigator & Deep Sea Duel

Idea- Work adding 3 numbers to create a certain whole

Directions: Roll the dice and find the whole. Take turns visiting 1 flower that make the whole. You can go back to a flower if you need to and re-create the chain.

Variation: Play Deep Sea Duel from NCTM.

New Ideas:

Table #4-Fluency Builder

Idea- Work on creating equivalent ways to make a whole

Directions: Run the Ozobot and create equivalent ways to make the whole. (in writing or verbally-for points?)

Variation: Require more addends, or a certain operation. Have a start number and they have to finish the equation to be the number in the square.

New Ideas: