

Ozobot Bit Classroom Application: Multiplication Table Practice

Created by

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Topics

Math (Multiplication)

Ages

Grades 1-5

Duration

Approx. 15 min

Ozobot Bit Classroom Application: Multiplication Table Practice

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Are you an elementary teacher who teaches multiplication tables from 1 through 9? Would you like to give your students a fun way to practice them in your classroom? Then the **Ozobot Bit Classroom Application: Multiplication Table Practice** has been designed just for you!

All you need to do is load *MultiplicationTablePractice.ozocode* into your classroom Ozobot Bits using the "Load Ozobot" feature of the OzoBlockly Web site and print copies of the maze on the next page for each group of students. Be sure to calibrate Ozobot Bit on paper before running the application.

Place Ozobot Bit on the region labeled "Start" in the direction shown by the arrow. Then double press the power button to start the program. On the first time around the maze, Ozobot will randomly pick one of the nine paths labeled 1 through 9. Let's suppose that Ozobot has selected path 6. Then on the second time around the maze, Ozobot will again randomly pick one of the nine paths. Let's suppose that Ozobot has selected path 8. Ozobot now multiplies 6 by 8, obtaining 48. Ozobot will then rest on the region labeled "Answer" and blink the answer 48 in the following way. Ozobot uses green to blink the 10s place in the answer and uses blue to blink the 1s place in the answer. Therefore, Ozobot will blink green 4 times, followed by blinking blue eight times.



If Ozobot had selected paths 4 and 5, Ozobot would have multiplied 4 by 5 to get 20. In this case Ozobot would blink the answer as follows

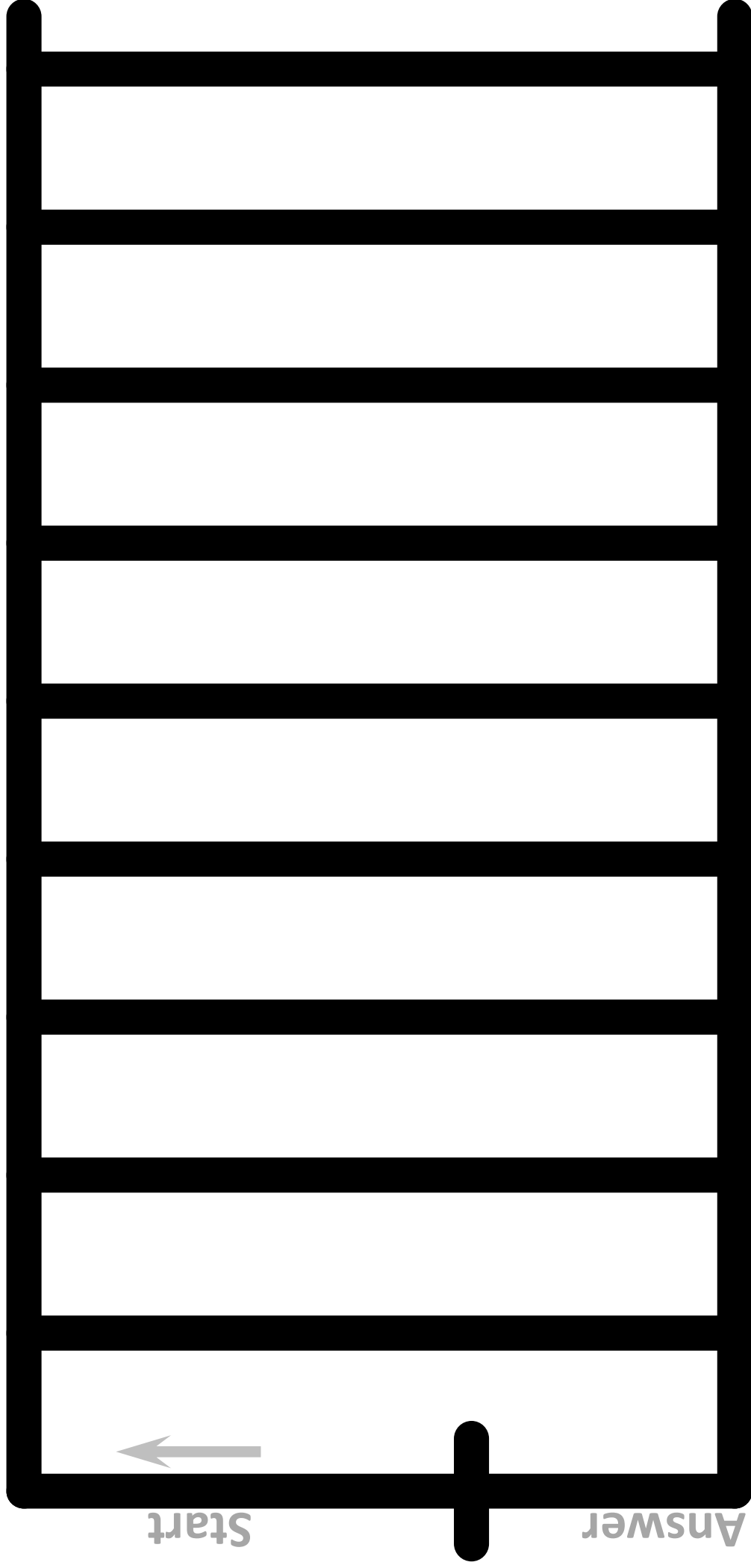


If the 1s place is zero, Ozobot blinks white once to indicate that the 1s place is zero.

When Ozobot has finished blinking the answer, Ozobot immediately repeats the process of randomly selecting two more random numbers between 1 and 9 and then blinking the answer. Ozobot will continue doing this until you turn him off or he runs out of battery power. The process is fast-paced. Your students can decide on what they think the answer is and then check by studying Ozobot's blinking answer.

Ozobot Bit: Multiplication Table Practice

1 2 3 4 5 6 7 8 9



- 10's Place
- 1's Place
- If Zero

1 2 3 4 5 6 7 8 9