Shape Tracer
Block Coding by Ozoblockly
Media Center Activity Week 6
Grades 3rd - 5th

This activity is block coding using Ozoblockly’s Shape Tracer. It is the one that some of you did in class, but not everyone completed it. Use this link to complete the coding for 10 different paths. If you get through this Shape Tracer easily, I am including a link for Shape Tracer 2. It is more difficult. Here are some things to remember:

- Start with a COLOR. Make sure to match the path you are tracing.
- Go to MOVEMENT and click to choose movements (straight and turns). I’d keep the speed on SLOW or you won’t be able to see the Ozobot move.
- You can drag anything to the trash can to delete.
- You can use the duplicate button to duplicate any coding sequence (click on sequence to duplicate, then click on ).
- Click RUN to try yours. Click RESET if you need to re-do.
- Have FUN!!

Shape Tracer (basic/easy)
Shape Tracer 2 (more difficult)