

# OZOBOT MOVEMENT ON COORDINATE PLANE

## 6.NS.C.8

1. Use the dark, OZOBOT coordinate plane as a guide.  
Put a clean sheet of white paper on top of it.
2. Draw a path for the OZOBOT to travel. Use turns, get creative!
3. You **MUST** write down the absolute value expressions for distance traveled along each vertical and horizontal line.
4. **RECORD** all distances!
5. Compete with a partner to see who can get their ozobot to go the farthest without stopping!
6. You **MUST** have all of your absolute value expressions to qualify for the longest distance!

# Ozobot Bit Takes a Random Walk on the Cartesian Coordinate Plane

