

Material:

Anwendung des Lernroboters Ozobot Evo im Englischunterricht Erstellung von Wegbeschreibungen

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Verwertungshinweis:

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Sie finden das Material zum Download
hinterlegt unter www.wwu.de/Lernroboter/ .



Kontakt zum Projekt:

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Das Projekt wird als
„Leuchtturmprojekt 2020“
gefördert durch die



Mediennachweis – folgende offen lizenzierte Medien wurden zur Produktion des Materialpakts hinzugezogen:

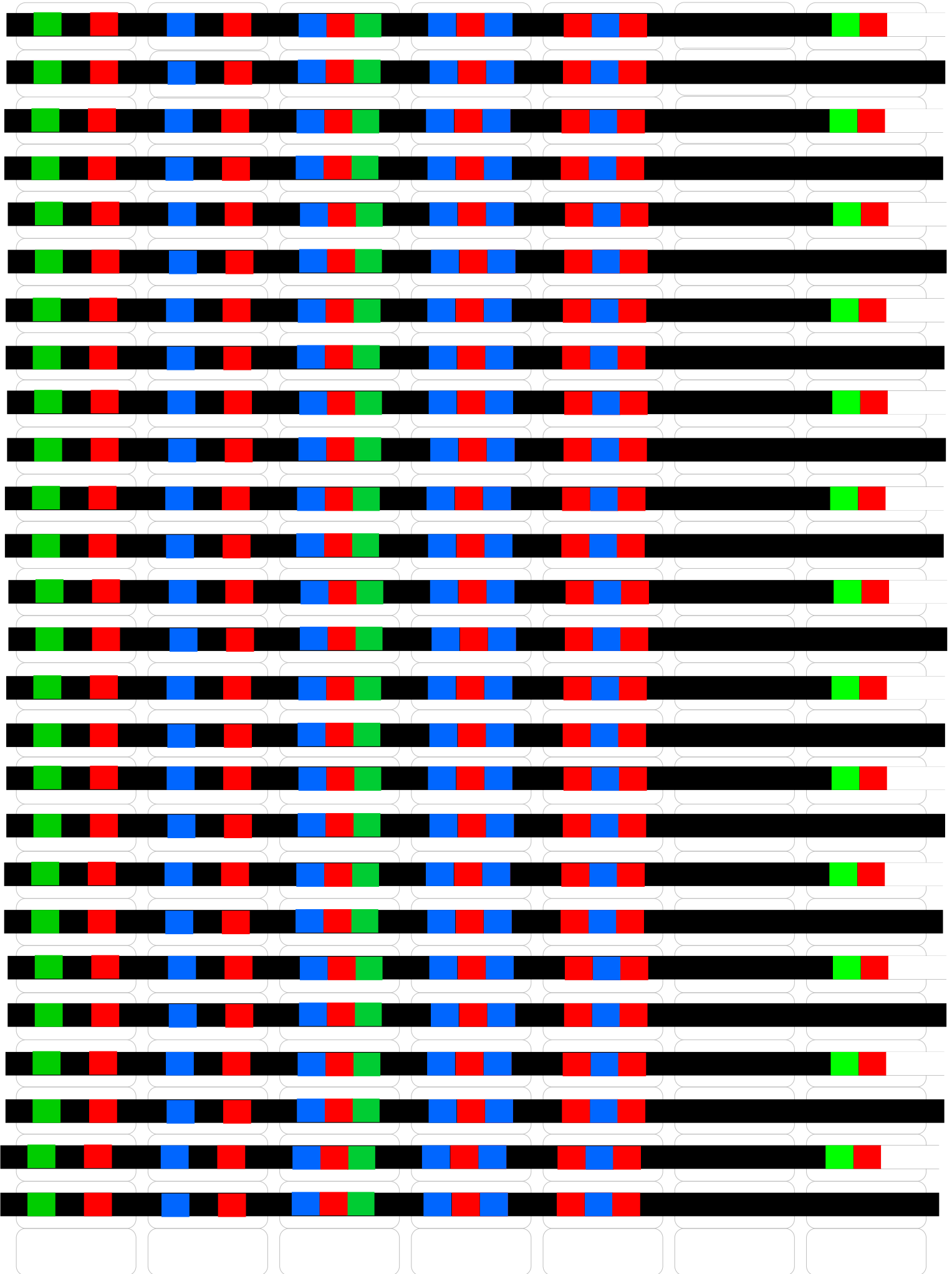
Foto "Rathaus Münster" von Erich Westendarp unter Pixabay Lizenz via Pixabay unter: <https://pixabay.com/de/photos/rathaus-m%C3%BCnster-westfalen-giebel-2235451/>.

Foto "Mall Einkaufspassage" von Erich Westendarp unter Pixabay Lizenz via Pixabay unter: <https://pixabay.com/de/photos/mall-einkaufspassage-einzelhandel-3245949/>.

Foto "Münster Westfalen Dom" von inextremo96 unter Pixabay Lizenz via Pixabay unter: <https://pixabay.com/de/photos/m%C3%BCnster-westfalen-dom-kirche-4830032/>.

Foto "Münster Schloss" von Sashgo unter Pixabay Lizenz via Pixabay unter: <https://pixabay.com/de/photos/schloss-m%C3%BCnster-architektur-geb%C3%A4ude-4523849/>.

Foto "Ozobot Evo" von PNGWING unter DMCA Lizenz via PNGWING unter: <https://www.pngwing.com/en/free-png-nsirf>.





finish



turn left



turn right



Wie nutzen wir den Ozobot?



1. Einschalten



2. Kalibrieren



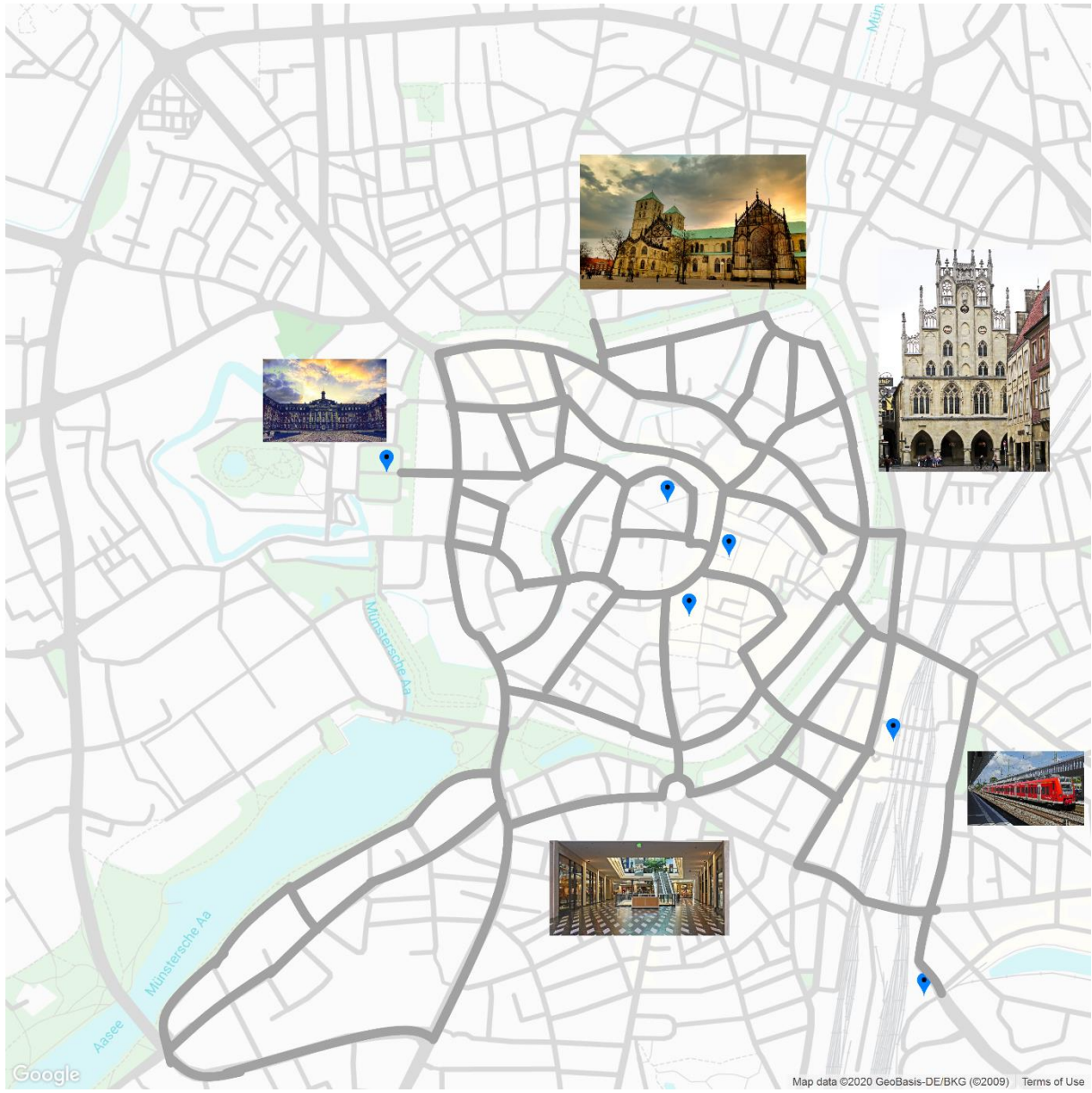
3. Anwenden



4. Ozobot aufladen



OzoCodes
ozobot
WIN/SCHEMES
COUNTERS
SPEED
DIRECTION
TIMERS
COOL MOVES



Google

Map data ©2020 GeoBasis-DE/BKG (©2009) Terms of Use

5 Wegbeschreibungen für den Englischunterricht

1. You meet your friend Marc in the city. Your friend is traveling by train and gets off the train at Münster main station. You are already at the mall (*Arkaden*). Explain to Marc how he gets from the main station to where you are. Your friend will pass the *Ludgerikreisel*, the *Engelenschanze* and the *Picasso* museum
2. Your friend Mary gets off the bus at Aegidiimarkt. You are already at Lamberti church. Explain to your friend how she gets from her starting point to the church. Mary will pass the LWL museum, the *Domplatz* and the old city hall.
3. You live at the York Center. Your friend Laura just visited the Schlossplatz with her family and now wants to meet you. Explain to Laura how she gets from the castle to where you live. She will pass the botanical garden, *Güstav Grün* and the *Schlosstheater*.
4. Your aunt is visiting Münster. She wants to see as much as possible and heard about the *Mühlenhof-Freilichtmuseum* near the Aasee. She first explores the city centre and is currently at the *Domplatz*. Now your aunt calls you, so that you can explain to her how to get from the Domplatz to the Freilichtmuseum. She will pass the sports grounds at *Sentruper Höhe*, the Café A2 and the LWL museum.
5. You are currently at the public library, because you need some new books. Your friend Eric calls you to ask if you want to meet him. He is currently at St. Ludgeri church. You still need some time at the library, so you ask Eric to join you. Explain to Eric how he gets from St. Ludgeri church to the public library. He will pass the police station, the new city hall and the *Arkaden*.

Worksheet: Describing directions in Münster by using ozobots

Name: _____

Group: _____

Date: _____

Please read the tasks and follow the instructions. After finishing the tasks, check off.

<p>Task 1:</p> <p>Read the paper with your direction. Find your starting point and the destination on the map of Münster and mark it with a little sticky note. (≈5min)</p>	<input type="checkbox"/>
<p>Task 2:</p> <p>Look for a way to get from your starting point to the destination. Pass at least 3 different locations like buildings, statues or sightseeing attractions. (≈5min)</p> <p>Which codes do you need for your way through Münster? Take the big sticky notes with the correct code on it. Then put it on the map to show the right path. Use thumbtacks. (≈ 15min)</p>	<input type="checkbox"/> <input type="checkbox"/>
<p>Task 3:</p> <p>After putting all sticky notes on the map, you can test your code. Take an Ozobot from the teacher's desk and let it walk the path from your starting point to the destination. (≈ 7min)</p> <hr/> <p><i>If you have questions about the use of the robot, please ask your teacher!</i></p> <hr/> <p>If there are problems with your directions, change the sticky note with the correct code on it.</p>	<input type="checkbox"/>
<p>Task 4:</p> <p>Create a dialogue. Explain to your friend how to get from the starting point to the destination. As a reminder you can use notes on an record card. (≈15min)</p> <p>Create two videos. Use the classtablets to film your dialouge as well as the moving Ozobot. (≈10min)</p> <p>Save your files as the groupnumber in the classfolder „describing directions in Münster“. (For example: group 2 ozobot, group 5 dialog...) (≈ 3min)</p>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

