FREE POSTER

Drawing lines for Ozobot

The drawing rules from Ozobot's official guides, with a separate column for Ari.

The line



5 mm thick (4.5 to 6 mm is okay), actual size

- The same thickness throughout: the robot has trouble reading a line that alternates between narrow and wide.
- Draw with the Ozobot marker, using the flat side of the tip.
- Use white, non-glossy paper. No whiteboard markers, colored pencils, crayons, or highlighters.

Tip
First sketch the route lightly in pencil, then add the color codes, and finally draw over it with the black line.

Want to print your own route?
Print in color on white, non-glossy paper at 100% (actual size). Then measure one code cell: it should be 5 mm.

Space around the line

Rule	Bit+ and Evo	Ari
Distance between parallel lines (including in a U-turn)	**≥ 25 mm**	**≥ 38 mm**
White space on both sides of the line	**± 12 mm**	**± 19 mm**
Width of a turn	**≥ 25 mm**	**≥ 38 mm**
Distance between Color Codes	**≥ 51 mm**	**≥ 51 mm**
Distance from a code to a turn or intersection	**≥ 25 mm**	**≥ 25 mm**
Straight section after a Zigzag or Backwalk code	**≥ 64 mm**	**≥ 76 mm**

Different robots in the classroom? Use Ari's measurements so your route works for all three.

Corners and intersections

- The ideal angle is 90°. The robot may not follow an acute angle properly, but a wide, rounded turn is fine.
- An intersection has three arms (T) or four (plus), with straight, perpendicular lines. Never place it on a curve.
- Without a direction code, the robot chooses a direction on its own at an intersection.

Color codes

- Only on a straight section, never on a curve, corner, or intersection.
- Cells measuring 5 × 5 mm, with no white space between them and no overlap.
- Black before and after. Two-color codes go at the end of the line, with about 20 mm of white space after them.



Turn Left, actual size

Free poster from Ozobot Benelux: you may print it and use it in the classroom. Print at 100% (actual size). Ozobot is a brand of Ozo EDU, Inc.