Presently, there is a significant tendency of using educational robotics in Computer Science classes. The main purpose of my thesis is an introduction of Ozobot as a tool for education. Various exercises and methodical materials are also included. We are not dealing with a full collection of exercises rather with samples concerning individual problems connected with algorithm education. Overall, there is twelve examples. Six of them are focused on programming Ozobot with use of colorful OzoCodes on paper. The remaining six examples are focused on programming Ozobot using special code editor OzoBlockly. Mentioned exercises are intended for upper grades of Elementary school and Middle school respectively.