## EVO vs. ALI How do they differ?





	Evo	Ari		
Ways to Code				
Screen Free Color Coding				
Blockly Based Coding		$\checkmark$		
Python Coding		$\checkmark$		
Hardware				
Bluetooth Low Energy (BLE) Enabled				
Wi-Fi Enabled	×			
Programmable multi-color LED				
Hi-resolution Touch Screen	×			
Speaker				
Microphone	×	$\checkmark$		
IR Sensors for Object Detection		$\checkmark$		
Time of Flight Distance Sensor	×	$\checkmark$		
Pick-Up Sensor (detects if bot is place on surface)	×	$\checkmark$		
Accelerometer	×	$\checkmark$		
Gyro Sensor	×	$\checkmark$		
Connected Experience				
Supported Devices	iOS, macOS, Android, Windows, & Chrome OS	iOS, macOS, Android, Windows, & Chrome OS		
Lesson & Curriculum				
Video Lessons	PK-12	PK-University		
Math and ELA Standards				
CS Curriculum				
Interactive Lessons with Touch Screen and Animations using coding and sensors	×			

## Evo vs. ari What do they teach?







STEAM Content			
Evo	Ari		
<b>Hands-On Science Exploration</b> Inquiry based lessons aligned to Physical, Life, Earth & Space, and Engineering sciences.	Interactive Science & Exploration Engage students with app-based, hands-on science using high quality images and Ari's tou screen. Lesson applications align with Physica Life, Earth & Space sciences for an immersive learning experience.		
<b>Technology &amp; Computational Thinking</b> Develop coding and problem solving skills through engaging, fun challenges, including themed lessons that celebrate seasons and holidays.	<b>Technology &amp; Sensor Integration</b> Lessons immerse students in real-world applications of technology, using the touch screen, microphone, and sensors (time-of-fligh pick-up, and gyro) to explore hardware, data and problem-solving.		
<b>Engineering &amp; Design Thinking</b> Apply the engineering design process through challenges, games, and real-world problem-solving.	<b>Engineering &amp; Problem-Solving</b> Students engage in the Engineering Design Process to solve real-world problems using Ari as a tool for measurement, data collectior and system testing, leveraging its touch scree sensors, and interactive capabilities.		



## Evo vs. ari What do they teach?







Computer Science (Coding) Content			
Ενο	Ari		
<b>Screen-Free Color Code Programming</b> Using visual coding, students create paths, control movement, and implement speed, direction, and special commands.	<b>Color Code Programming &amp; Visual Feedbac</b> Students learn to program with color codes watching Ari respond with both physical moven and on-screen animations thatreinforce codir concepts and provide instant feedback.		
<b>Ozobot Blockly &amp; Advanced Coding</b> Students progress from foundational coding to advanced concepts, mastering sequencing, loops, conditionals, functions, and debugging through scaffolded lessons and complex challenges.	<b>Enhanced Block-Based Coding</b> Students program in the Ozobot Editor, leveraging advanced features like AI block integration, taking readings from Ari's sensor and the ability to code visuals and user interfaces on Ari's screen for a more dynami and interactive coding experience.		
<b>Foundations of Robotics</b> <b>&amp; Coding</b> With vertically paced instruction, students build skills year over year as they explore hardware components, calibrate Evo,and learn how sensors, motors, and light based communication function.	<b>App Design &amp; Development</b> Students explore the full spectrum of app creation bydesigning and programming their own touch-screen-enabled apps for Ari, developing skills in user interaction, interfact design, and computational thinking.		





## Evo vs. ari What do they teach?







Core & Career Content		
Evo	Ari	
Supplemental Math Reinforce key math concepts through engaging, hands-on activities. Students practice skip counting, probability, coordinate grids,and functions with interactive challenges like bowling, sports simulations, and logic-based problem-solving.	Interactive Math Exploration Students engage with math concepts throug hands on, touch-screen lessons and real-wor applications. Ari's sensors enhance learning in concepts such as area, perimeter, scale, and trigonometry, integrating measurement and data collection into engaging problem-solving activities.	
<b>Supplemental ELA</b> Engage students in immersive, screen-free literacy practice that reinforces core ELA instruction. Activities include sentence building, verb tenses, storytelling, and Ozobot-powered literacy games.	<b>Touch-Screen Enhanced Literacy</b> Leverage Ari's touch screen for engaging, han on literacy practice. Students build sentences explore verb tenses, and develop storytelling skills through interactive lessons that enhanc comprehension and language development.	
	<b>Career Connections in Technology &amp; Engineer</b> Students explore real-world applications of da collection, architecture, engineering, and sel driving technology through hands-on activitie that build measurement and analysis skills.	

