



Bringing Learning to Life with Ozobot Ari

[Getting Started with ARI](#) - Resources and Support

[Pacing Guide - YOUR Version](#) (*Make a Copy)

Activity LINKS

Activity 1: Meet Ari

- [Meet Ari: Hardware, Software, and Apps \(K-4\)](#)
- [Meet Ari: Hardware, Software, and Apps \(5-12\)](#)

Activity 2: Color Coding

- [Meet Ari: Color Codes \(K-4\)](#)
- [Meet Ari: Color Codes \(5-12\)](#)

Activity 3: Programming in the Ozobot Editor

- [Meet Ari: The Ozobot Editor \(K-4\)](#)
- [Meet Ari: The Ozobot Editor \(5-12\)](#)

Activity 4: Ari Apps

- [Plant Life Cycles \(Grades K-2\)](#)
- [Animal Life Cycles \(Grades 3-4\)](#)
- [Moon Phases with Ari - Level 2 \(Grade 5\) *The Night Sky*](#)

RESOURCES

- [Ozobot Color Code Guide](#) (link)
- [Pacing Guide - YOUR Version](#)
- [Ozobot Classroom](#)
- [Ari Resource Page](#)
- [Session SLIDES](#)



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Activities

Ethics Lab: AI on Trial	AI Content Students will identify how AI decisions can positively or negatively impact people. They will recognize how bias can appear in AI systems. Students will use Color Codes to represent fair vs. unfair AI decision paths.
Patterns Not Memory: How LLMs Work	AI Content Students use skip counting as a way to identify patterns and make predictions. Then, they program Ozobot to complete a pattern to understand how LLMs work.
Digital Zoologists (Researching with the LLM)	AI Content Become a digital zoologist by using the LLM block to research animals and create a field report! Test what the LLM can accurately answer by asking a variety of questions with different output types to program Ozobot's behavior based on the responses.
AI-Powered Population Maps	AI Content Use the LLM block to collect real-world population and land area data from 10 different countries! Students will calculate population density, rank countries from most to least crowded, and create an AI-powered population map.