

ES EDUCATION



Preparing Our Children for the Era of AI



ES EDUCATION

ES Education by ESVISION Technology, leveraging its world-leading AI technologies and experiences across multiple industries, ES Esvision is committed to developing AI education programs for K1-K12, vocational and professionals to nurture new talents for the future.

Easy to use and affordable hardware.
Customized Solutions for Schools.
Modular and industrial electronics
Learning platform for AI, Python, C/C++, IOT

A One-stop Solution for Education
Hardware
Software
Storage Solutions
Curriculum System
Training
Competitions



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ES Education Overview

LEARNING CONTINUUM

At ES Education, we understand that every educational level requires different skill sets that need to be nurtured, continually contributing to take a student to the next level of their growth path. Our solutions are interconnected, creating a continuum path of learning which takes them from their very first steps into the world of all the way to becoming master creators of their own ideas.

Our solutions are not limited to the role of the learner, but also include the necessary support for the educator to guide the learning process. Activities and lesson plans accompany our soft and hardware, which are also complemented by training and workshops, delivered by our expert educational partners around the world.

PRIMARY

EARLY CHILDHOOD

SOFTWARE

ES Block

Tangible

Scratch/
Python

ES Discover

ES Codey



DIY PARTS

Mechanical
parts

ES Neuron
platform

ES Discover

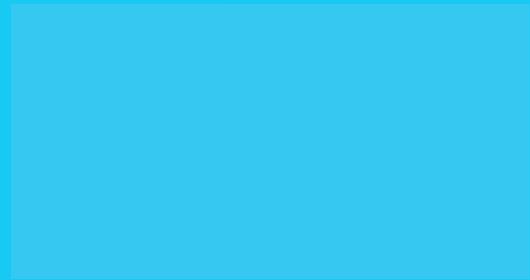
ES Codey

Early Literacy,
Mathematics, Logic,
Music & Art

Coding, Logic, AI,
IoT, Data Science,
Music & Art

Screen-free coding

Scratch, Python



SECONDARY

ALL LEVELS

Scratch/microPython, Python 3/
Arduino C, AI, IoT, Data Science

Laserbox
software

ESCreate
plugin

Scratch/
Python

Scratch/
Arduino C

ES Cyber

ESBot series



Smart
laser cutter

Smart
3D printer &
laser engraver

Overview

Structural parts
Motors/servos
Movement parts

Laserbox Pro

ES Create 2.0

ES Build
platform

RJ25 Arduino
platform



ES Cyber

Coding, AI, IoT,
Data Science,
Engineering

Scratch, Python

ES Bot series

Coding, AI,
Engineering,
Robotics

Scratch, Arduino C

Laserbox Pro

Art,
Crafting,
Engineering

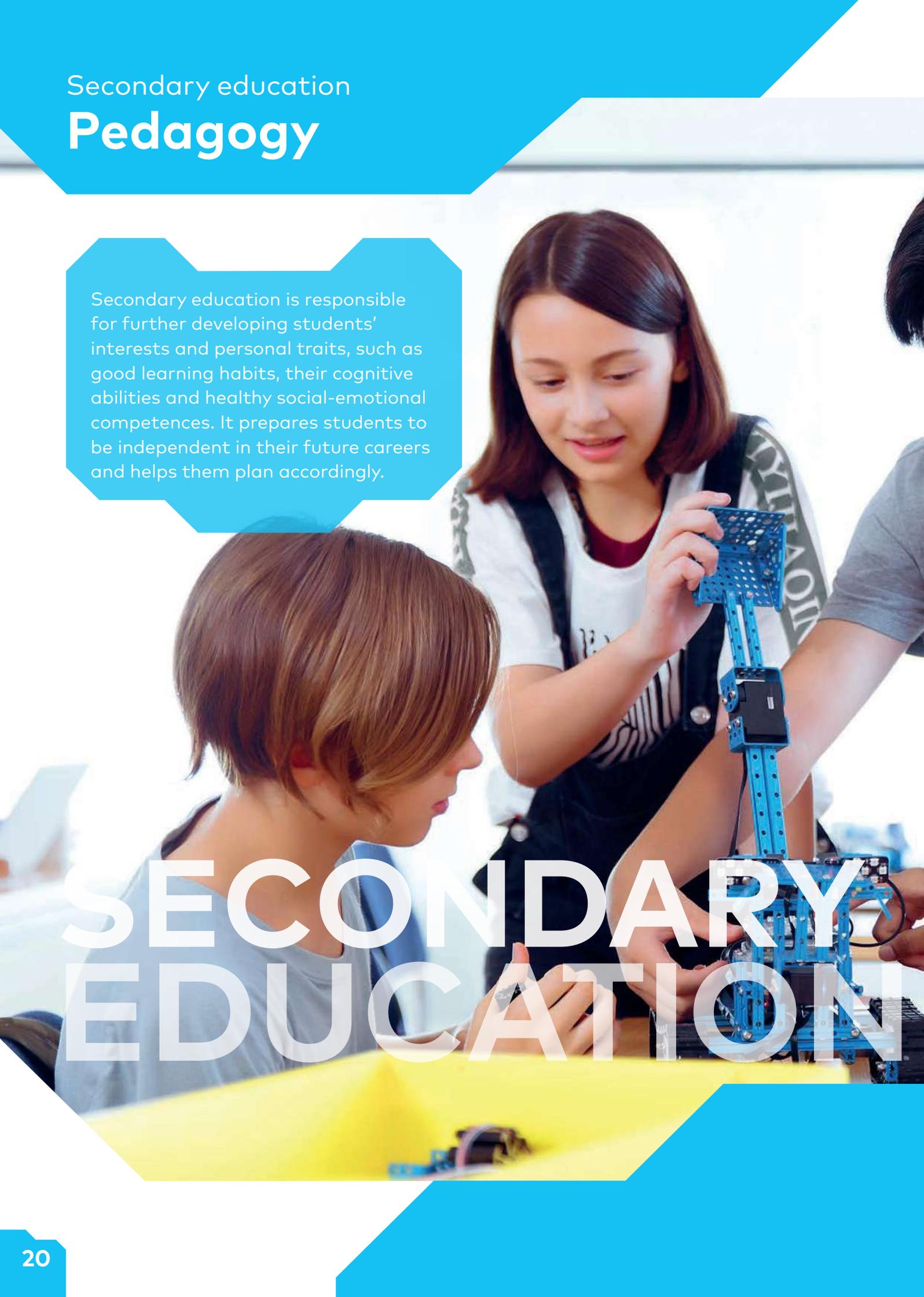
Laserbox software

ES Create 2.0

Art,
Crafting,
Engineering
ESCreate plugin for
Cura

Secondary education **Pedagogy**

Secondary education is responsible for further developing students' interests and personal traits, such as good learning habits, their cognitive abilities and healthy social-emotional competences. It prepares students to be independent in their future careers and helps them plan accordingly.



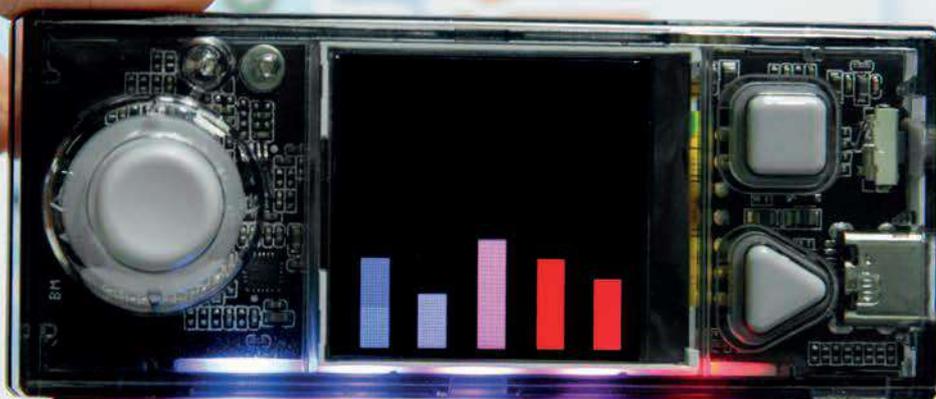
SECONDARY EDUCATION



ES Education secondary school solutions are designed to develop students' higher-order thinking and coding skills. They include well-equipped teaching resources and elaborate programming projects, as well as fostering the development of critical thinking and problem solving. Students are encouraged to assume the role of innovators and entrepreneurs. The range of products is ideal for hands-on project and inquiry-based learning with the opportunity to expand into complex science and technology topics.

Secondary education

ES Cyber



Teaching resources

User manual
Professional development
Getting started
activities

NETWORKABLE MICROCONTROLLER for COMPUTER SCIENCE and AI EDUCATION



Designed for every student to learn about computer science and STEAM Education, ES Cyber is a single-board computer fully packed with advanced electronic sensors, actuators and communication modules.

- High-performance dual-core CPU
- Built-in WiFi module for both local and Internet use
- Full-colour LCD display for illustration
- High-precision 3-axis motion sensor
- Open-source
- Extendable with mBuild platform, Arduino and others





Learn coding

Combined with ES Block , ES Cyber provides an integrated solution for teaching with both hardware and software. It also allows educators to teach multiple coding languages, from block-based programming to microPython and Python 3.

Powerful and compact

As a powerful single board computer, ES Cyber can be used to teach a variety of subjects, including AI, data science, networks and IoT. Motion sensors, joystick, full-color display and many more modules are combined together with WiFi connectivity in a compact design.

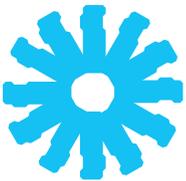
Flexible

ES Cyber , together with its Pocket Shield, is compatible with ES Build modules and many third-party electronic components (e.g. Arduino sensors, servos, DC motors etc.), making it suitable for various classroom settings and teaching scenarios.



Secondary education

ES Build platform



NEXT-GENERATION SMART ELECTRONIC MODULE PLATFORM

ES Build is a next-generation platform of electronic modules for computer science & technology education and creation.

- 60+ electronic modules
- Compatible with ES Cyber and EScore
- High-quality smart sensors
- Programmable modules with preset functions
- Easy to connect and chain modules
- Easy to mount sockets.



ES EDUCATION



ES Build platform

Smart and powerful

A built-in microcontroller unit (MCU) in every module allows them to connect easily and without the need of complex circuitry. They can even perform simple operations in an offline mode.

Easy to use

Up to 10 different modules can be connected in series without affecting the performance of the system.

Their structural design makes it easy to mount them.



block-based

BLOCK-BASED PROGRAMMING



Designed explicitly to help students understand the key concepts of programming, ES Block allows learners to drag and drop code blocks, making programming as intuitive and straightforward as playing with building blocks.



BLOCK-BASED CODING with ES Cyber and ES Build

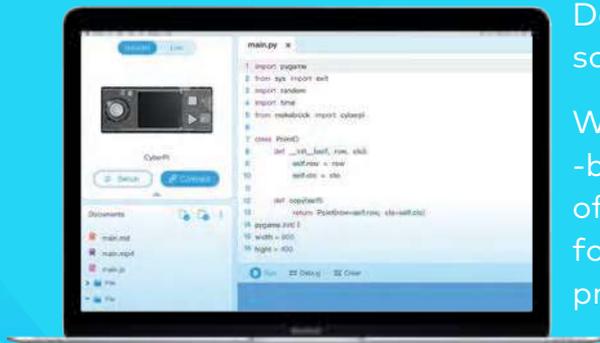
Seamless transition from block-based programming to microPython encourages students to learn high-level object-oriented languages.

After grasping block-based programming, ES Block offers the ability to convert to microPython with just one click. Learners can see the relationship between the two

languages, view changes in real-time and enable a smooth transition from blocks to microPython programming.

When using its Pocket Shield, it can be connected and programmed with various components, including ES Build platform, Arduino sensors, DC motors, servos, LED strips and more.

PYTHON 3 PROGRAMMING



Explore the powerful Python 3 programming language in AI, IoT and Data Science, becoming a true problem solver and independent thinker.

When ready to programme solely using a text-based language, the ES Block Python editor offers a feature-rich environment for students to gain familiarity with programming in Python.



PYTHON 3 + ES Cyber

ES Block Python editor offers a great experience to enable Python programming on ES Cyber. The Python editor offers full Python 3 experience and includes ES Cyber as a library to be programmed with numerous other libraries offered by the Python community, including AI library TensorFlow and graphic library TurtleDraw.



Secondary education

ES Cyber

ES Cyber Go Kit



ES Cyber
Go Kit

Classroom Coding Kit [4 in 1]



ES Cyber
Classroom
Coding Kit
[4 in 1]

Accessories

Smart
Camera



Wireless
Dongle



Innovation Add-on Pack

ES Cyber
Innovation
Add-on Pack



Pocket
Shield



Secondary education ES Build



AI & IoT Creator Add-on Pack
人工智能创客实践扩展包

AI & IoT
Creator Add-on Pack

AI & IoT
Creator Add-on Pack

This kit includes a variety of electronic components such as breadboards, jumper wires, resistors, LEDs, and sensors. It also contains a screwdriver, a wrench, and a USB cable. The components are neatly arranged on a white background.



AI & IoT Scientist Add-on Pack
人工智能科学探究扩展包

AI & IoT
Scientist Add-on Pack

This kit includes a variety of electronic components such as breadboards, jumper wires, resistors, LEDs, and sensors. It also contains a screwdriver, a wrench, and a USB cable. The components are neatly arranged on a white background.



AI & IoT Education Toolkit Add-on Pack
人工智能数字工具箱扩展包

AI & IoT
Education Toolkit Add-on Pack

This kit includes a variety of electronic components such as breadboards, jumper wires, resistors, LEDs, and sensors. It also contains a screwdriver, a wrench, and a USB cable. The components are neatly arranged on a white background.

ES Cyber | ES Build

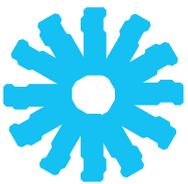
Secondary education

ES Bot series



Teaching resources

User manual
Professional development
Get started activities



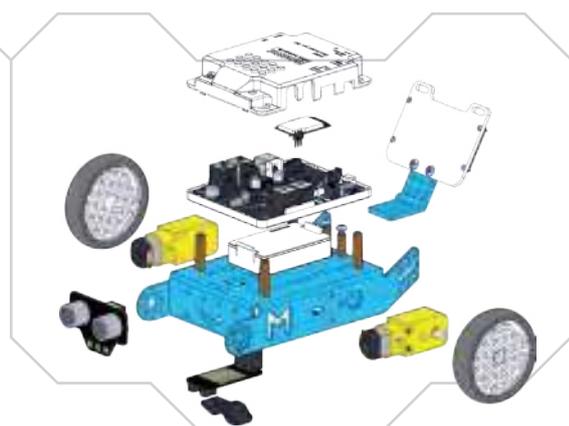
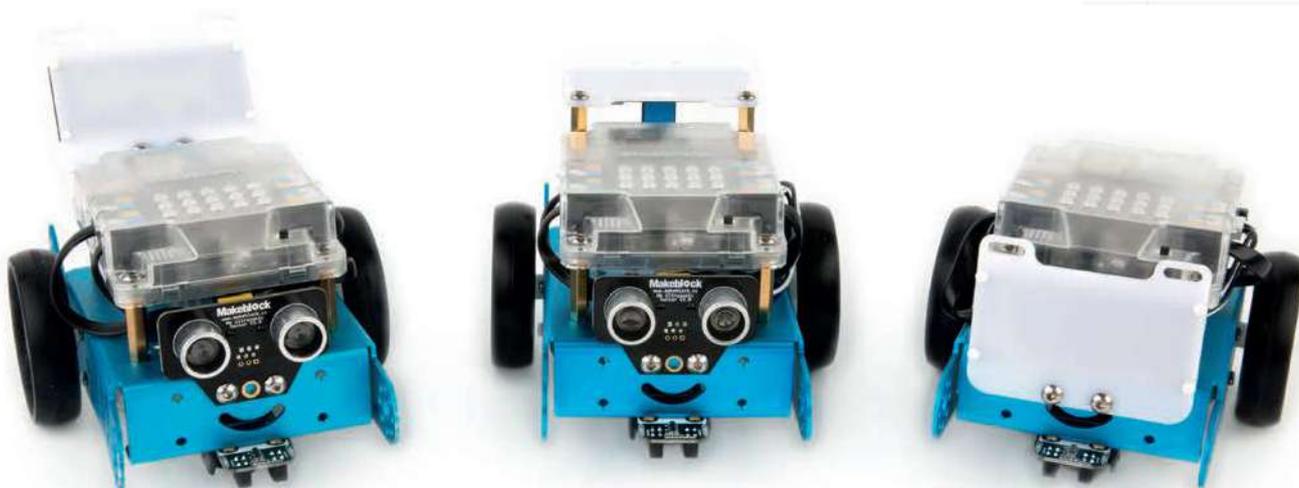
FIRST ROBOT KIT FOR EVERY STUDENT

ES Bot is a robot designed for a first hands-on robotics and programming experience and suitable for STEAM education. This Arduino-based kit is easily assembled with just one screwdriver – anyone can do it!

In addition to being easy to assemble and programme, mBot's materials are of an industrial quality, making them very durable and close to the real-world application of mechanics and electronics.



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Easy to use

ES Bot is easy to assemble with just one screwdriver , with the help of visual instructions.

Colour-coded

Color-coded modules make connecting the sensors and actuators child's play.

Reliable

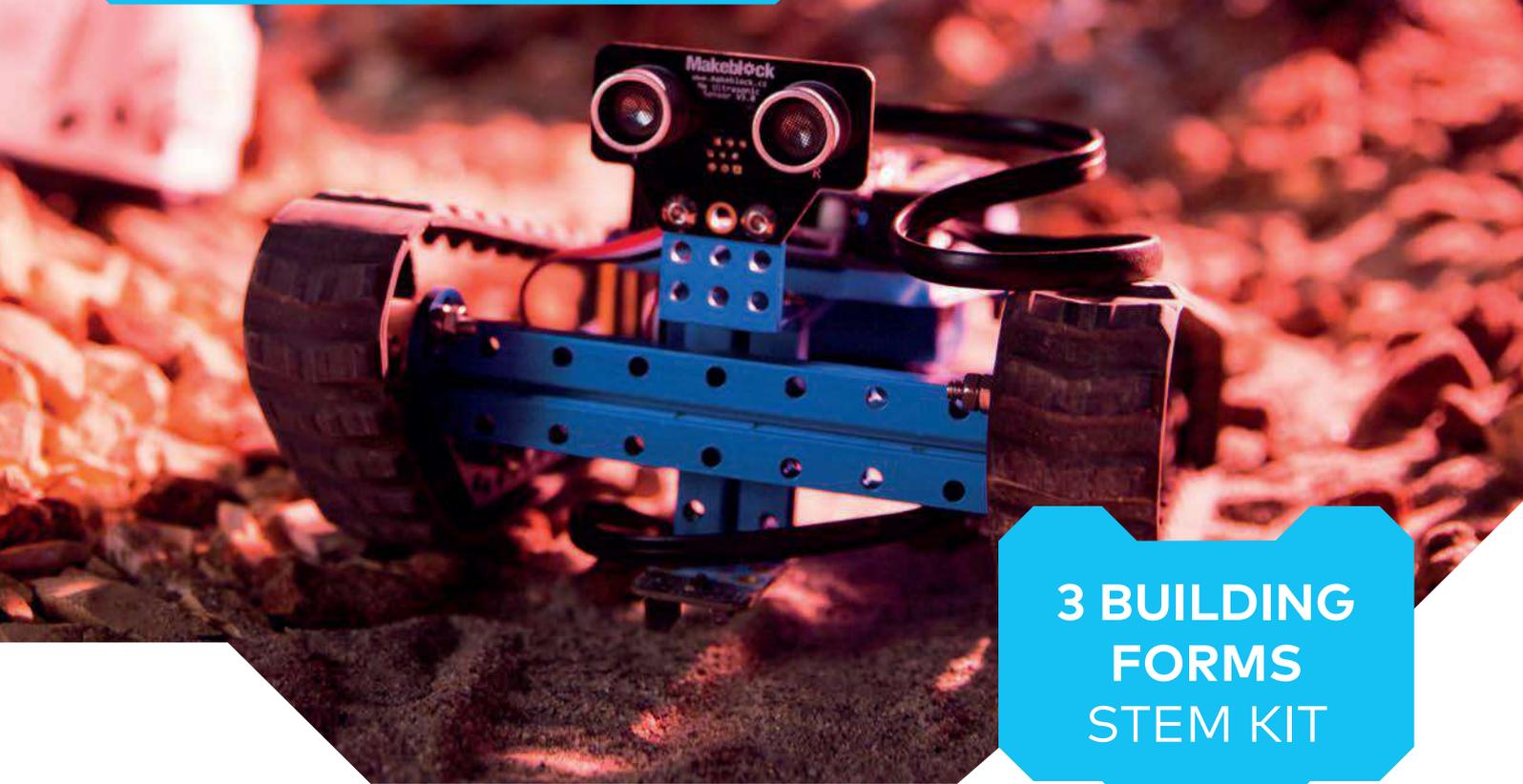
Industrial-quality materials ensure practice with near real-world applications and durability.



ES Bot series

Secondary education

ES Ranger



**3 BUILDING
FORMS
STEM KIT**

BALANCED ROBOTICS KIT for EDUCATION AND DIY

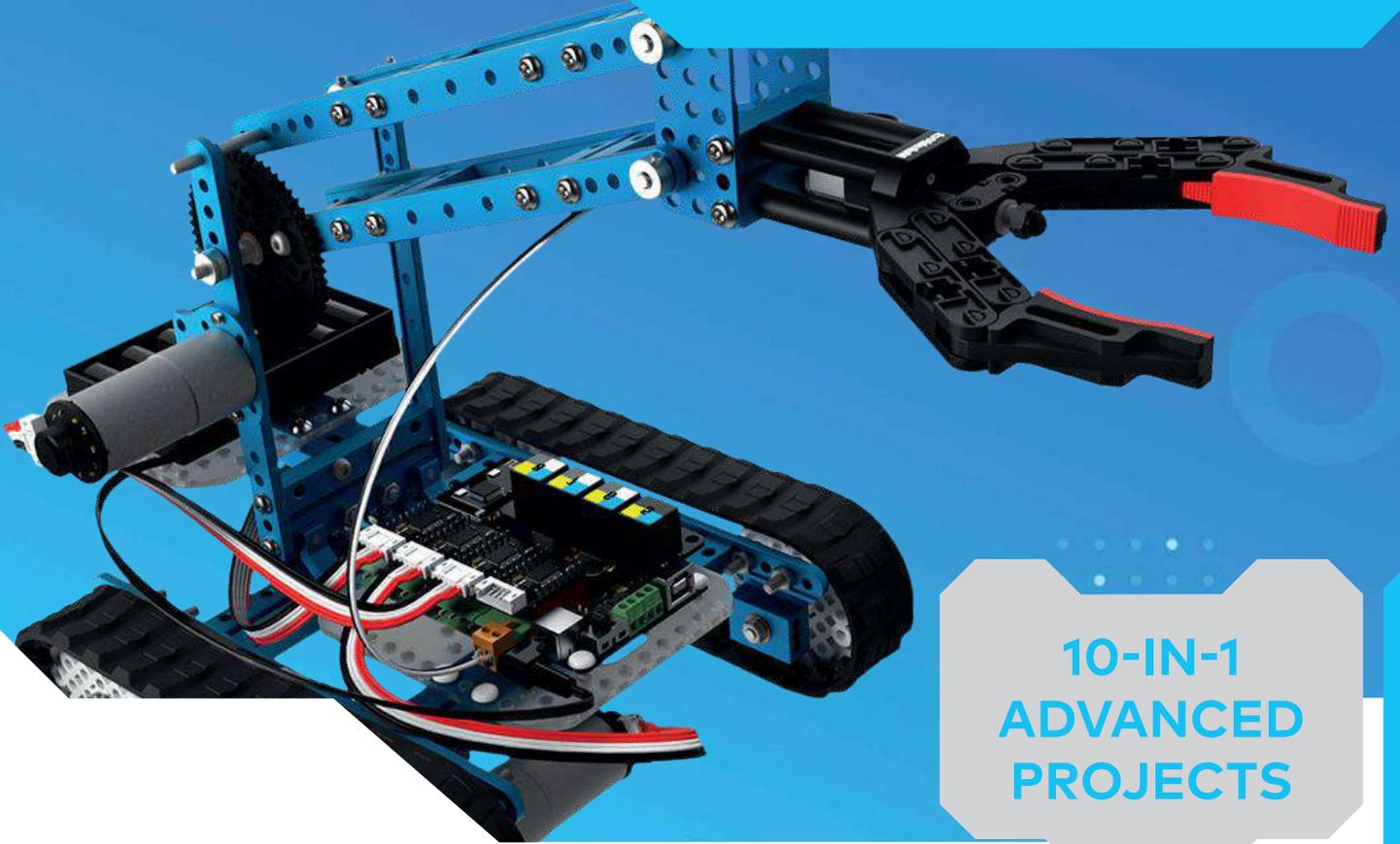
The ES Ranger is a more advanced robot with instructions for three preset forms. Get hands-on and creative with the industrial-quality mechanical parts, electronics and powerful Auriga core. ES Ranger is an all-round solution, perfect for engineering and other STEAM subjects.

- Controller is based on Arduino Mega
- Three different projects included
- Encoder motors for precise movement
- Built-in 3-axis motion sensor
- Compatible with 12V motors and servos



Auriga

Secondary education Ultimate 2.0

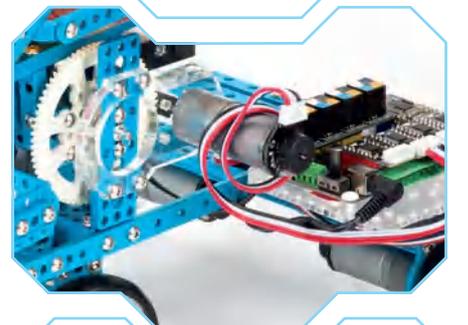
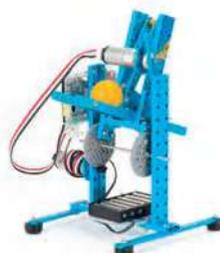


10-IN-1
ADVANCED
PROJECTS

ADVANCED ROBOTICS KIT

Ultimate 2.0 is our most advanced 10-in-1 educational robot kit with 550+ mechanical parts and electronic modules which allow you to build 10+ models from one set.

Ultimate 2.0 also has superb motor control and great compatibility with Arduino and Raspberry , so that you can build a range of complex designs.



ES Mega

ES Block editor block-based

BLOCK-BASED PROGRAMMING

Designed explicitly to help students understand the key concepts of programming, ES Block allows learners to drag and drop code blocks, making programming as intuitive and straightforward as playing with building blocks.



CODING with ES Bot SERIES

The ES Bot series, including ES Bot Ranger and Ultimate 2.0, can be programmed with both block-based and text-based programming (Arduino C) in mBlock 5.

While block-based programming makes it easy to learn and practice the basics of programming by dragging and dropping graphical representations of instructions

(blocks), text-based programming utilises the powerful features of object-orientated languages.

ES Education's ES Block provides teachers with both coding concepts to support easy progress in learning by internal differentiation.

ES Bot series projects

Racing Car



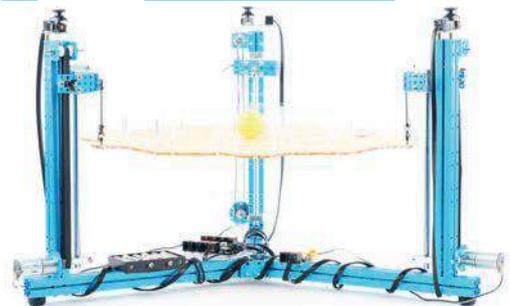
Jeep



Table Lamp



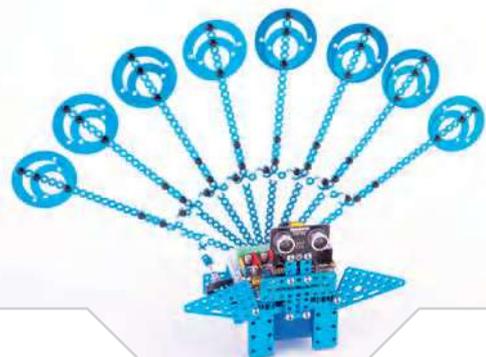
3D Maze



Drummer

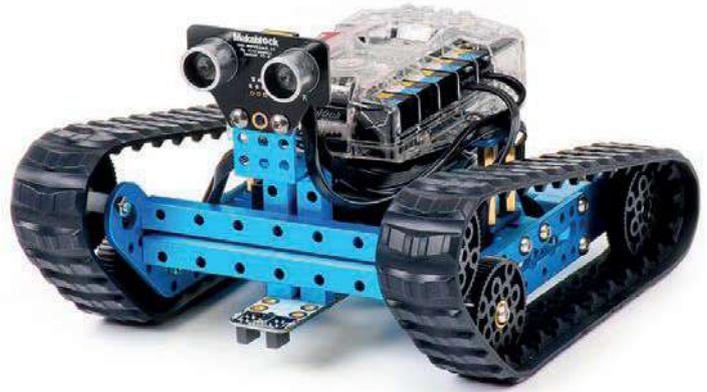


Peacock



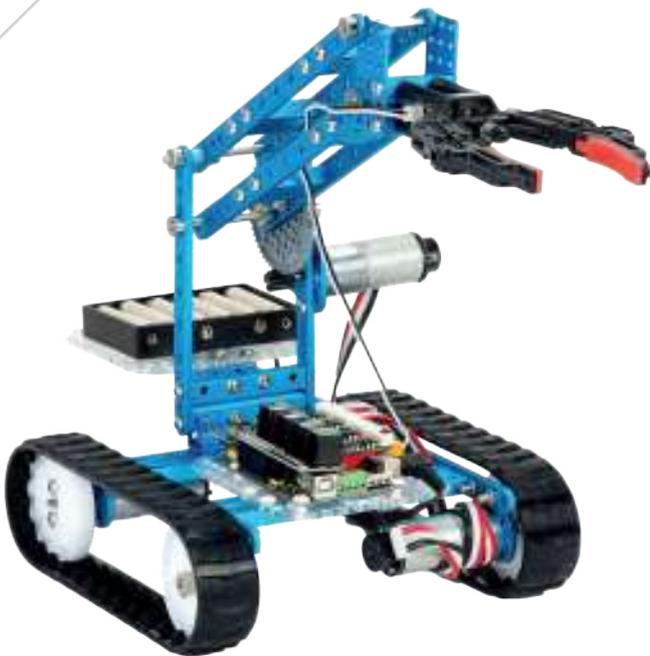
Secondary education
ES Bot series

ES Ranger



ES Ranger
3 in 1 Robot Kit

Ultimate 2.0



Ultimate 2.0
10 in 1 Robot Kit





Esvision Technology Co.,Ltd

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