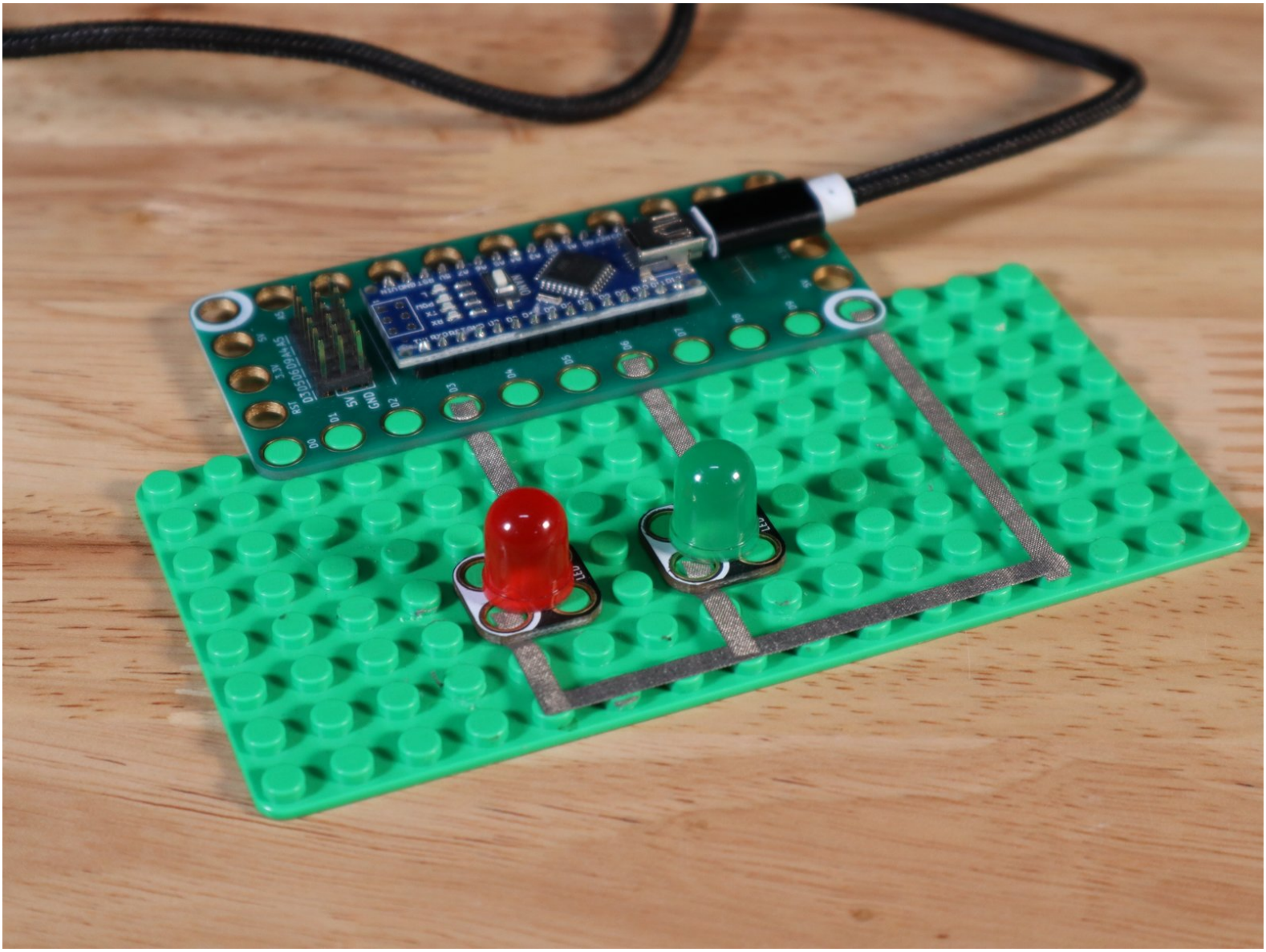
Day 1: Hardware, Software, Circuits & Code

Students will assemble circuits and learn key elements of the Arduino programming environment used to control them.

Written By: Andy Wallus



INTRODUCTION

Students will assemble circuits and learn key elements of the Arduino programming environment used to control them.

TOOLS:

- Scissors (1)

1 per group

- Writing Utensils (1)

PARTS:

- Programming 101 Classroom Set (1)

1 set per group of 2-3 recommended

- Computer with Arduino IDE Software (1)

1 computing station for every group is ideal

- Printable Lesson Plan (1)
- Printable Student Sheet (1)

After today, your students will be familiar with how software can control hardware; including the circuit they will have built and analyzed.