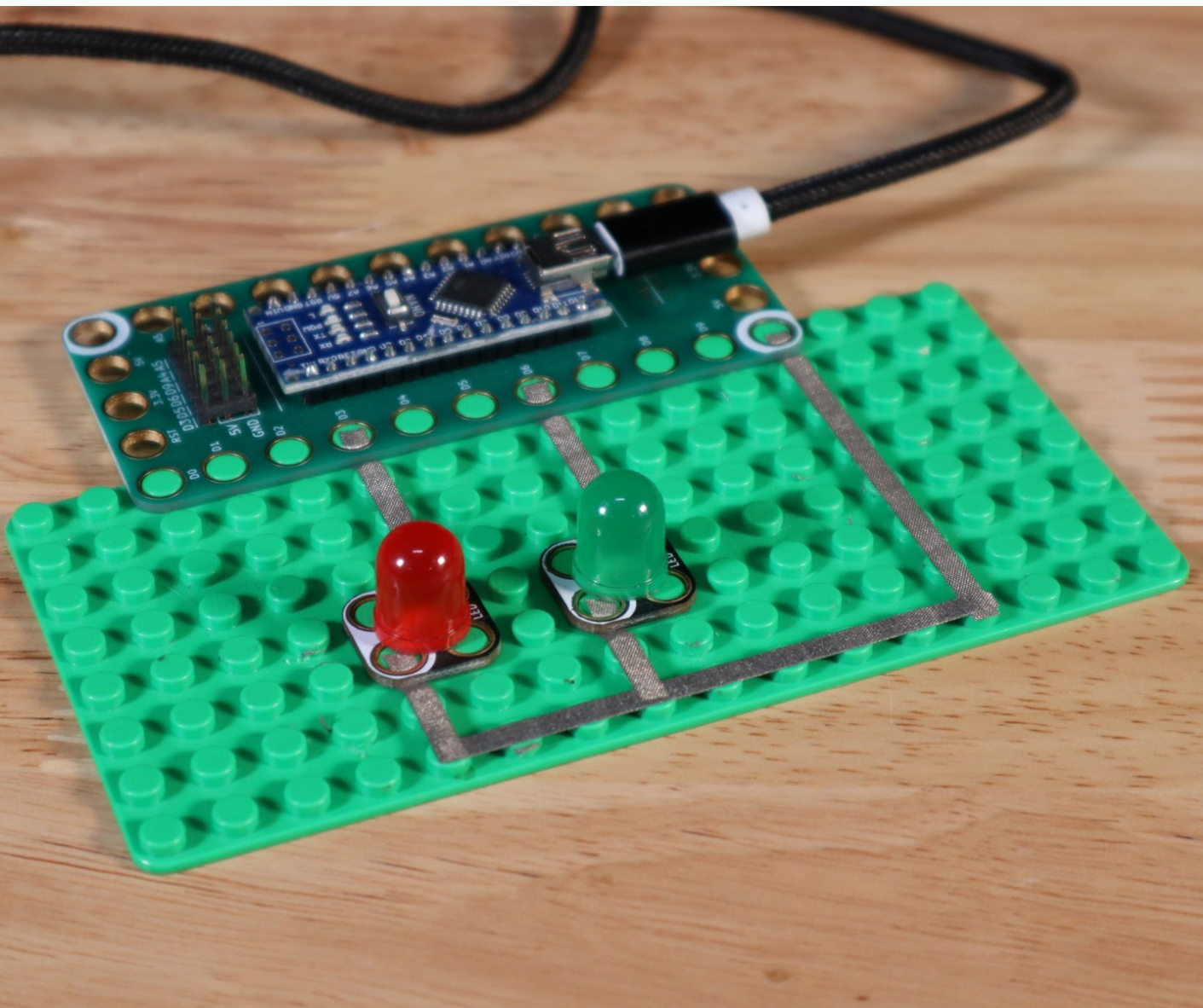




Day 1: Hardware, Software, Circuits & Code

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.