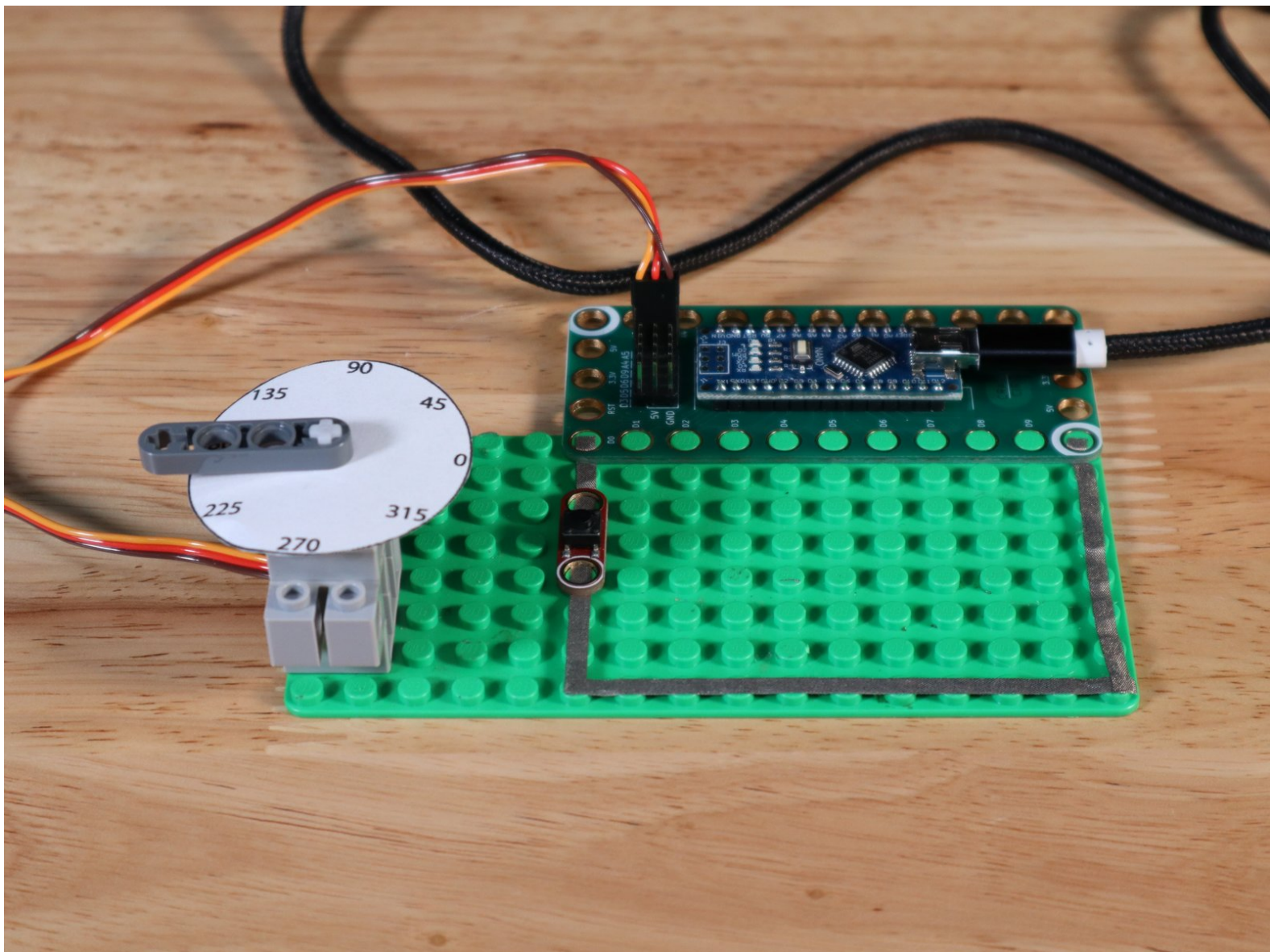




Day 1: On and Off with Hardware

Learn about open and closed circuits.. Then investigate the different way programming can be used to control switches for the purpose of turning on and off.

Written By: Andy Wallus



INTRODUCTION

Learn about open and closed circuits.. Then investigate the different way programming can be used to control switches for the purpose of turning on and off.



TOOLS:

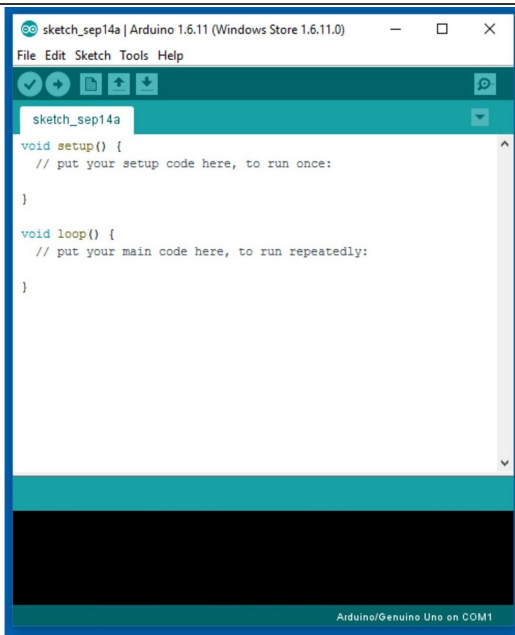
- [Scissors](#) (1)
- [Writing Utensils](#) (1)
- [Computer with Arduino IDE Software](#) (1)



PARTS:

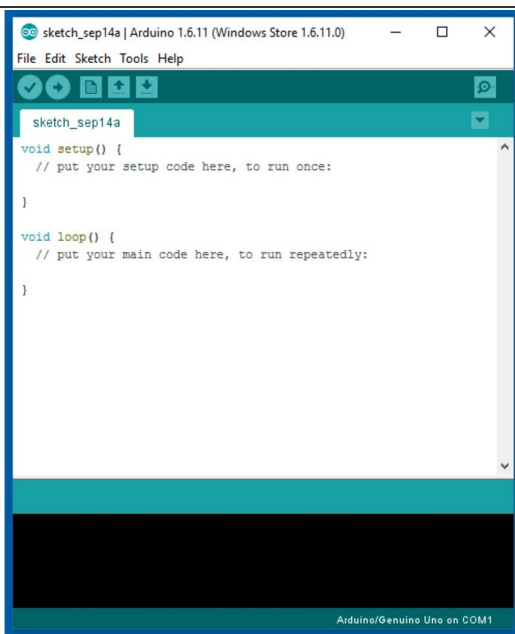
- [Programming 101 Classroom Set](#) (1)
- [Printable Student Sheet](#) (2)
- [Arduino Sketches 3-1, 3-2, 3-3](#) (1)

Step 1 — Day 1: On and Off with Hardware



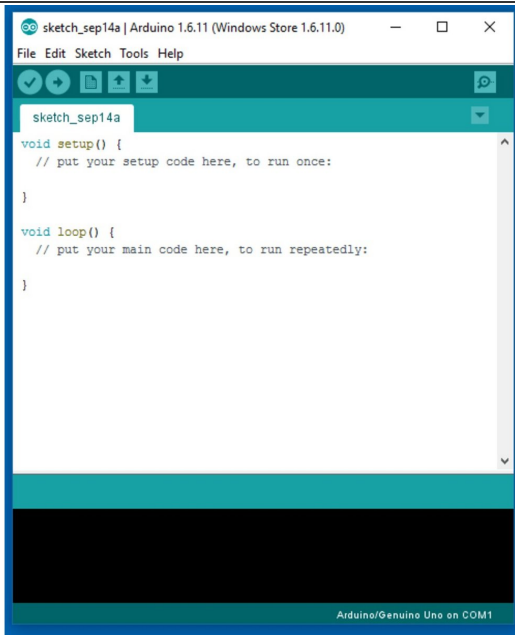
- Find Arduino Sketch 3-1 at <https://github.com/BrownDogGadgets/Progr...>

Step 2



- Find Arduino sketch 3-2 at <https://github.com/BrownDogGadgets/Progr...>

Step 3



- Find Arduino sketch 3-3 at <https://github.com/BrownDogGadgets/Progr...>

After this lesson, students should become familiar with switches and how programming can be used to control them.