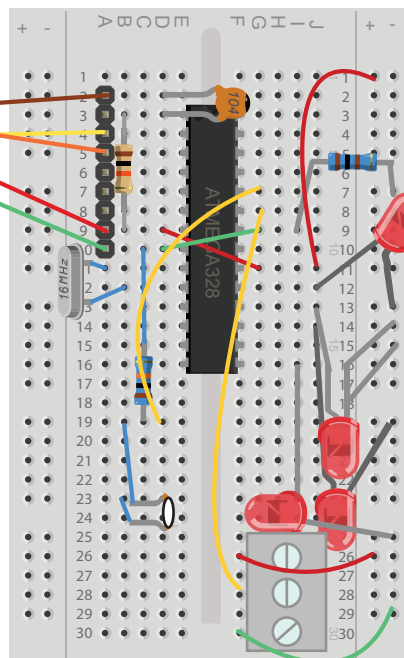




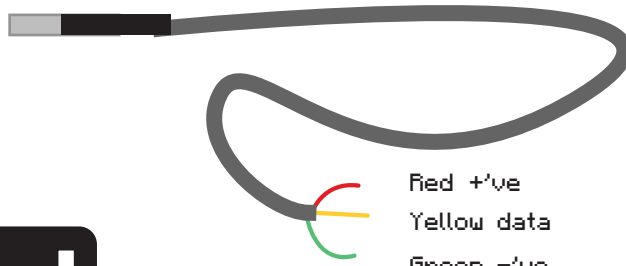
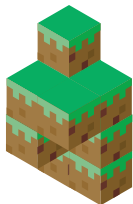


#Connect the LDR between B19 & B23  
 #Connect a 10KOhm resistor (brown, black, orange to C19 & C10  
 #Connect a jumper wire (yellow) from D19 to G7: vthis is our analog read wire connected to Analog 1 on the arduino chip pins  
 #Connect a jumper wire (yellow) from F28 to G8: this is our analog read wire connected to Analog 0 on the arduino chip pins  
 #Connect a red jumper wire J11 to the red (+ve) rail to power it



-  3pin Screw connector Block x1
-  LDR (Light Dependent Resistor) x1
-  10KOhm Resistor x1
-  Jumper wire x2

#Now use the USB connector to upload the Blink sketch to the arduino. Use Arduino UNO as the board type and the serial port will be something like tty.SLAB\_USBtoUART, Choose it and upload Blink from the Examples area of Arduino. If the LED on J12(pin13 on arduino) flashes that means everything is working



D51820 Waterproof Temperature sensor x1

#Connect a Red jumper wire from F26 to the red(+ve) rail  
 #Connect a green jumper wire from F30 to the blue (-ve) rail  
 #You can then add a temperature sensor or a potentiometer or any 3pin analog input to capture data on G7, or analog0 on arduino chip



2 x AAA Battery Holder (4.5V)

#Now use the USB connector to upload the WalneyTempListener to the arduino. Use Arduino UNO as the board type and the serial port will be something like tty.SLAB\_USBtoUART

#Then to go wild and launch your sensor you need to hook up your battery pack: insert the red wire (+ve) into A9 and the green wire (-ve) into A10. Ideally add an additional screw block to secure it to the board

