THE PROBLEM/NEED:

Create easy to implement (i.e. max 3h teacher prep time), fun computing-based sessions for teachers and students

Teachers cannot program

No understanding of measurement / machines....
Lack of machinery
Experiments are expensive
Teachers lack motivation

How can you guide teachers to plan their session?

EXISTING SOLUTIONS:

The Internet of School (*step to step guide to run an activity - only for polution*)

mySpectral

INSPIRATIONAL SHIT:

Arduino starter kit

SCOPE

Programming is just the means. The activity is most important

DELIVERABLES

1 small activity
　　　　Code
　　　　Material

　　　　Method (form & content)
　　　　　　Introduction
　　　　　　Objectives
　　　　　　Activities
　　　　　　Ressources
　　　　　　Learning Outcomes

NEW IDEAS:

Spectroscopy:
　　　　1. Expensive Tool
　　　　2. Funding possibility (SpectraSchool)

Programmed Rocket Launchers
　　　　Difficult...

Bombs / Fire