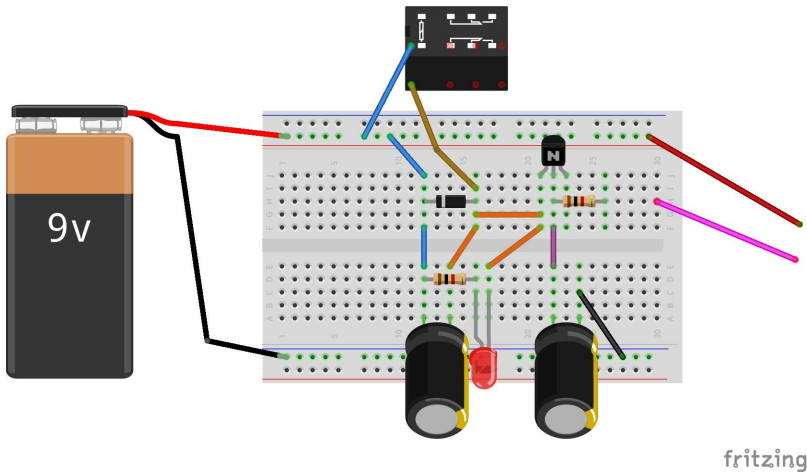
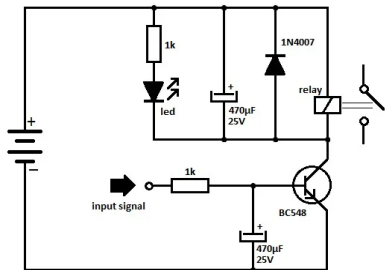
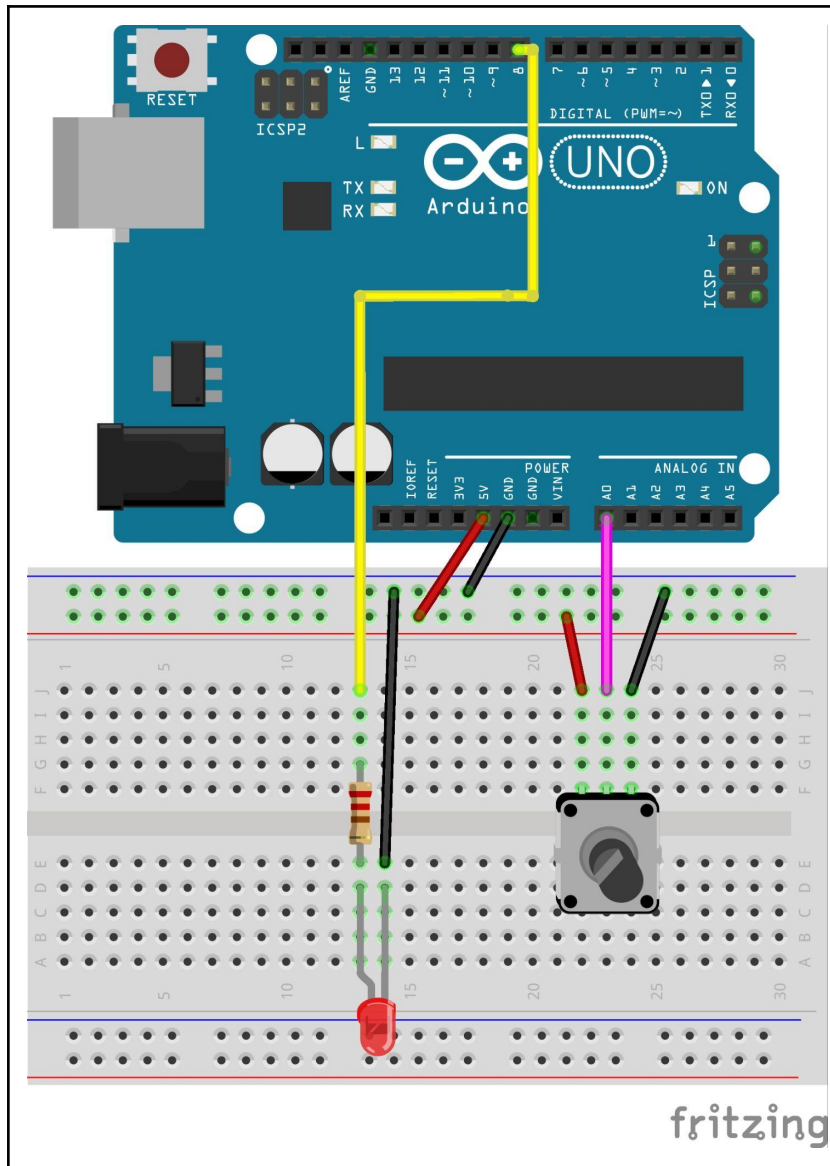


For Ages 11 to
17:



Day 1: Dive into Components

- **Activities:** A deeper look into LEDs, resistors, capacitors, diodes, transistors, and relays.
- **Mini Project:** “LED Color Mixer” - Use different colored LEDs and transistors to create color mix effects.
- **Goal:** Understand multiple components and their interactions.



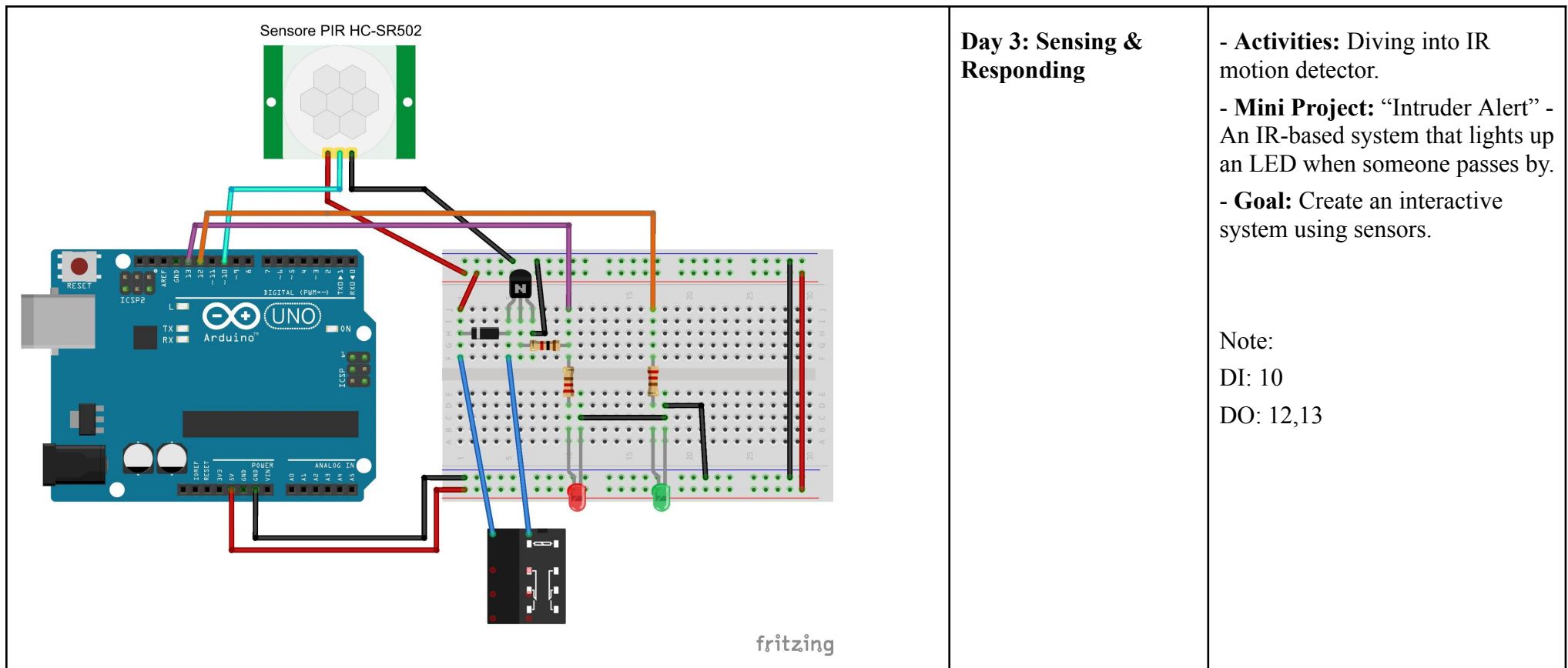
Day 2: Arduino Mastery Begins

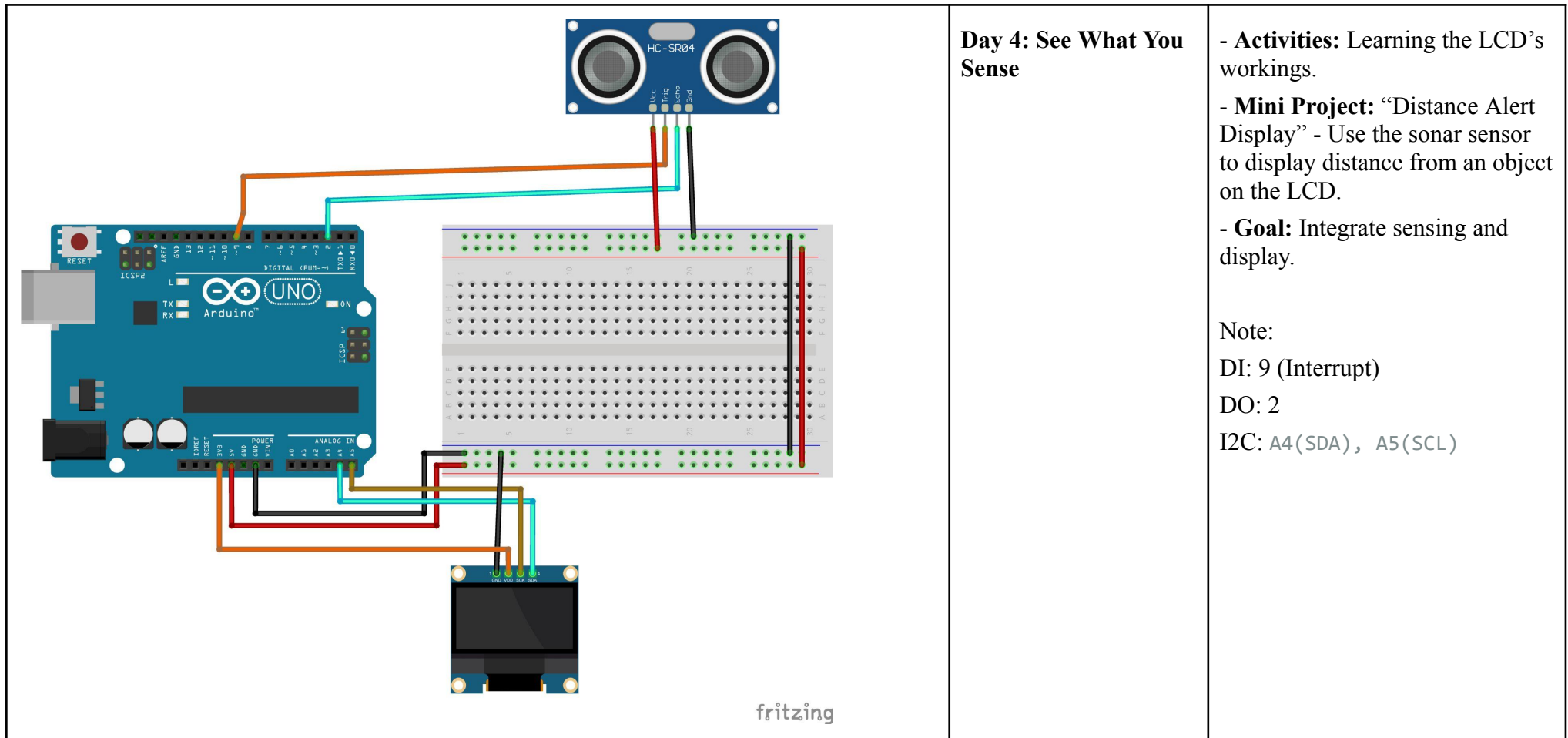
- **Activities:** Advanced capabilities of Arduino.
- **Mini Project:** “Interactive Light Dimmer” - A potentiometer-controlled light dimmer using Arduino.
- **Goal:** Use Arduino for a real-world application.

Note:

DO: 8 (PWM)

AI: 0 (Analog Input)





Day 4: See What You Sense

- **Activities:** Learning the LCD's workings.

- **Mini Project:** "Distance Alert Display" - Use the sonar sensor to display distance from an object on the LCD.

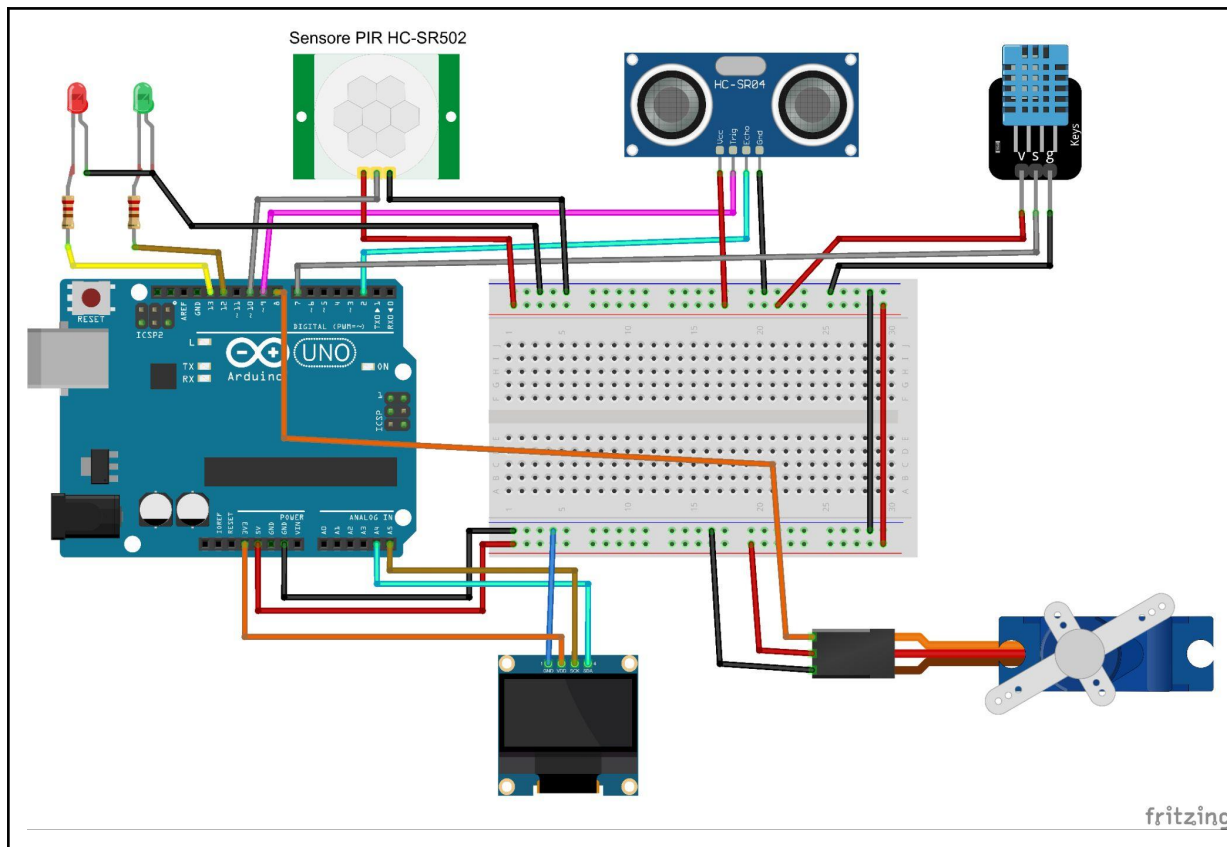
- **Goal:** Integrate sensing and display.

Note:

DI: 9 (Interrupt)

DO: 2

I2C: A4(SDA), A5(SCL)



Day 6: Building Towards the Interactive Plant Buddy

- **Activities:** Start integrating learned components.

- **Mini Project:** “Plant’s Health Monitor” - Combining DHT11, LCD, and servo to create a system that shows plant’s environment status and waves a flag if conditions aren’t ideal.

- **Goal:** Lay the groundwork for the final project.

Note:

DI: 7,9 (Interrupt), 10

DO: 2, 8 (PWM), 12,13

I2C: A4(SDA), A5(SCL)