
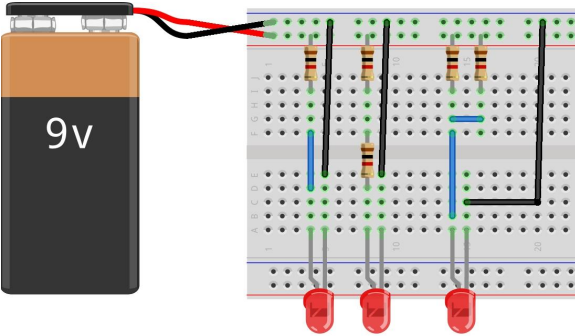
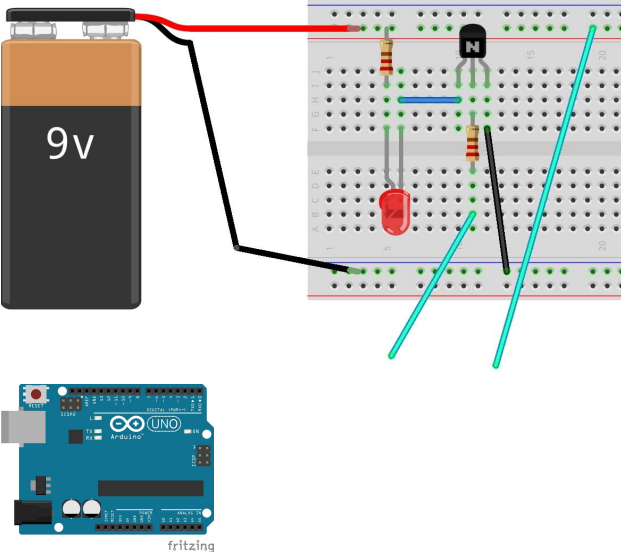
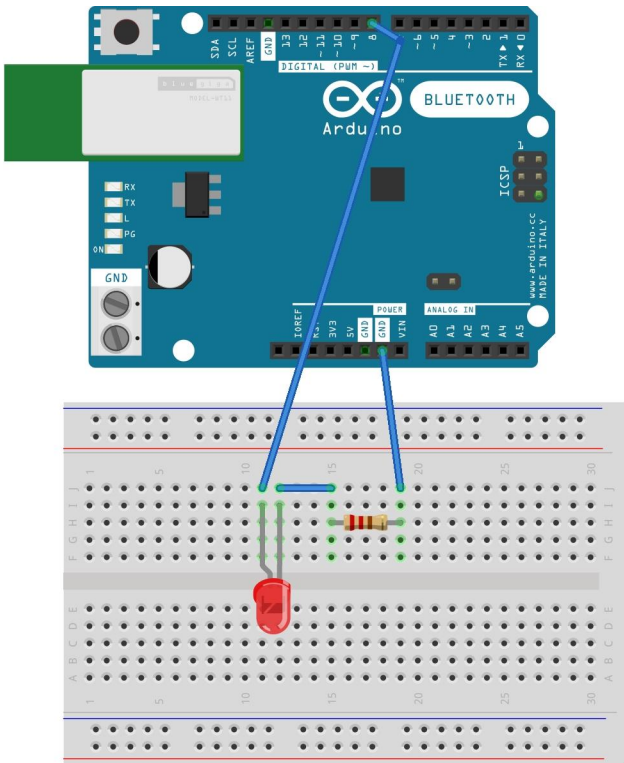
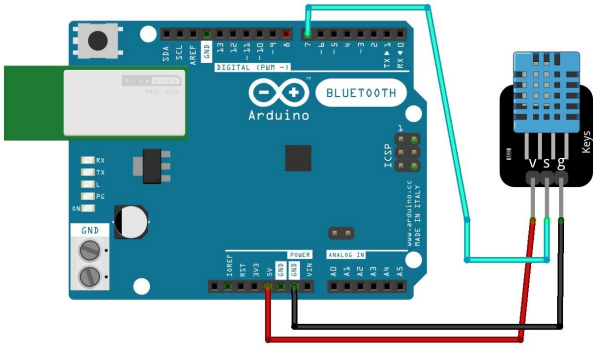
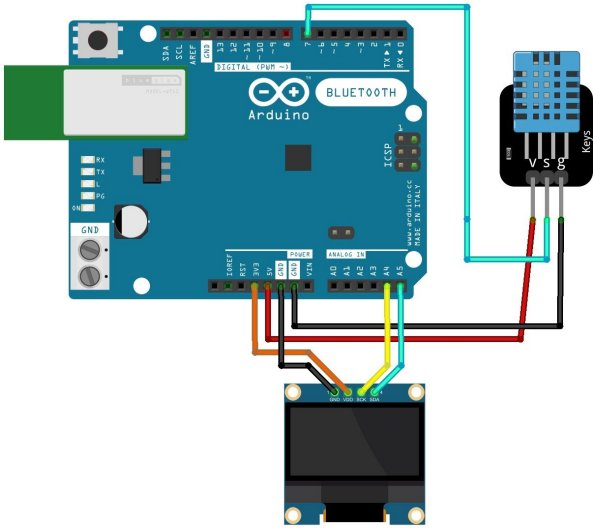
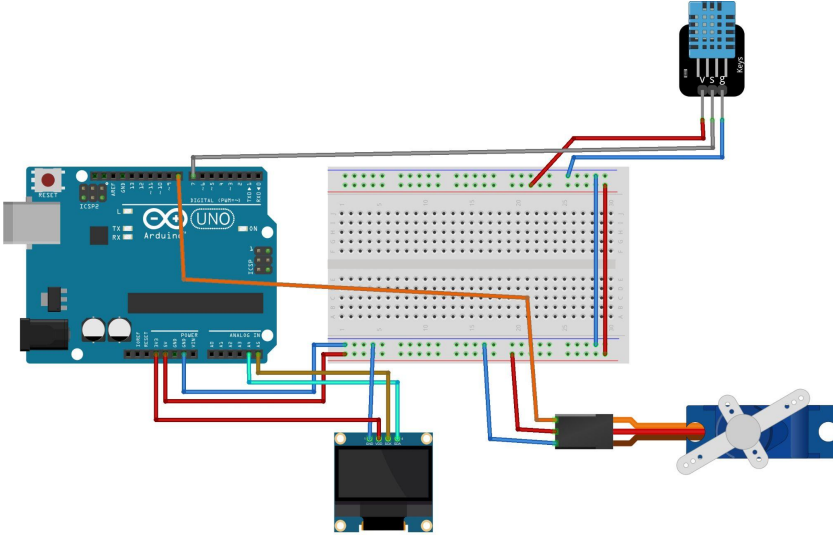


| | | For Ages 8 to 10 | |
|---|--|-------------------------------|---|
|   | | Day 1: Light It Up! | <p>Activities: Introduction to LED, resistors, and basic circuit creation.</p> <p>- Mini Project: “LED Mood Indicator” - Depending on resistor values, create different brightness levels for the LED.</p> <p>- Goal: Understand how resistors influence an LED’s brightness.</p> |
|  | | Day 2: The Switch Game | <p>- Activities: Introduction to transistors. Learn their purposes and functionalities. also make Arduino Uno board blink.</p> <p>- Mini Project: “Magic Button” - Using a transistor as a switch to control an LED.</p> <p>- Goal: Grasp how transistors act as switches, and soft intro to Arduino for next class.</p> |

| | | |
|--|---|--|
|  <p>fritzing</p> | <p>Day 3: My First Arduino Sketch</p> <ul style="list-style-type: none"> - Activities: Introduction to Arduino and its programming. - Mini Project: “LED Disco” - Program the Arduino to make an LED blink in different patterns. - Goal: Understand the basics of Arduino and coding. | |
|  <p>fritzing</p> | <p>Day 4: Feeling the Air</p> <ul style="list-style-type: none"> - Activities: Learn about the DHT11 sensor. - Mini Project: “Weather Reporter” - Use Arduino to read and print temperature and humidity via Serial Monitor. - Goal: Successfully read data from a sensor. | |

| | | |
|--|---|---|
|  <p>fritzing</p> | <p>Day 5: Displaying My Thoughts</p> | <ul style="list-style-type: none"> - Activities: Dive into LCD displays. - Mini Project: “LCD Message Board” - Display custom messages or today’s temperature/humidity on the LCD. - Goal: Learn to interface and display data on LCD. |
|  <p>fritzing</p> | <p>Day 6: Moving Things Around</p> | <ul style="list-style-type: none"> - Activities: Introduction to the servo motor. - Mini Project: “Nodding Bird” - A simple nodding bird mechanism using a servo, which nods when humidity is below a certain level. - Goal: Understand and control servo motor movement. |