INTRODUCTION TO IoT

INTERNET OF THINGS

Time: 60 mins

Introduction

In this class, the student/s will learn to create an electronic circuit with a blinking LED.

New Commands Introduced

•	#define variableName value	Defines a variable with a value
•	void setup()	The function that runs when the program starts.
•	pinMode(pinNumber, mode)	Configures the specified pin to either input mode or output mode
•	digitalWrite(pinNumber, HIGH/LOW)	Sets the digital output pin to either HIGH(5V) or LOW(0V)
•	void loop()	Repeats the code inside continuosly
•	delay(1000)	Pauses the code execution for the specified miliseconds

Vocabulary

- **IoT** (Internet of Things) refers to the collective network of connected devices and the technology that facilitates communication between devices and the cloud. As well as between the devices themselves.
- Chasing effect of lights is a simulation of motion of light which is achieved by turning them on and off in sequence.
- A microprocessor board is a printed circuit board containing a microprocessor and the minimal support logic needed for creating smart devices.
- A special kind of coding called embedded programming is used to make devices smart enough to communicate and perform task.
- **ESP32** board is a popular Wi-Fi and Bluetooth-enabled microcontroller, widely used for IoT projects.
- WOKWI is an online simulator to understand microprocessor connections and embedded programming.
- LED (Light-emmitting diode) is a semiconductor diode which glows when a voltage is applied.
- The positive end of an LED is called **Anode**.
- The negative end of an LED is called **Cathode**.
- A resistor is used for either limiting or regulating the flow of electric current in electrical circuit.

Learning Objectives

Student/s should be able to:

- Describe the uses of an IoT device.
- Explain how microprocessor boards are programmed using embedded programming.
- **Demonstrate** how to connect three LEDs on the circuit and program them to show a chasing effect.

Activities

- 1. Class Narrative: (3 mins)
 - Brief the student/s that the group of friends gather at the IoT kingdom for an extraordinary journey to become IoT wizards.
- 2. Concept Introduction Activity: (4 mins)
 - Let the student/s undertake the explore-activity to observe the working of chase effect.
 - Brief the student/s about the different microprocessor boards used for creating IoT devices.
 - Inform the student/s of the different parts of the ESP32 board and pins used to connect other devices to them.
 - Using the slides, explain that the student/s will learn:
 - to connect the LED.
 - to make the LED blink.
 - to add more LEDs.

3. Activity 1: Connect the LED (16 mins)

Teacher Activity: (8 mins)

- Explain the different uses of LEDs..
- Demonstrate how to sign in to Wokwi, connect an LED and and resistor to the microprocessor board.
- Explain the need for a resistor while connect an LED to the board.

Student Activity: (8 mins)

Guide the student/s to connect the LED to the microprocessor..

4. Activity 2: Make the LED Blink (10 mins)

Teacher Activity: (5 mins)

- Explain how variables are declared to store the pin numbers and how pins are set to either input mode or output mode.
- Demonstrate how to make the LED blink.

Student Activity: (5 mins)

- Guide the student/s to make the LED blink by programming the ESP32 board to initialize the output pin, setting the power to the LED, and turning it ON and OFF.
- 5. Activity 3: Add More LEDs (12 mins)

Student Activity: (12 mins)

- Guide the students to add two more LEDs and program them to display a chase effect.
- 6. Introduce the Post class project: (2 min)
 - Create a simulation of a traffic light.
- 7. Test and Summarize the class learnings: (5 mins)
 - Check for understanding through guizzes and summarize learning after respective activities.
 - Summarize the overall class learning towards the end of the class.

8. Additional activities:

- Encourage the student/s to reverse the light chaser effect.
- Encourage the student/s to optimize the reverse chaser code.
- 9. State the Next Class Objective: (1 min)
 - In the next class, student/s will connect the devices and program ESP32 to creat a door bell.

U.S. Standards:

CSTA: 2-AP-11, 2-AP-12, 2-AP-13, 2-AP-14, 2-AP-19

Links Table			
Activity	Activity Name	Link	
Class Presentation	Introduction to IoT	https://s3-whjr-curriculum-uploads.whj r.online/b63c6352-c77d-4c88-bfcd-d0 0b5707e2cf.html	

Explore Activity	Introduction to IoT	https://wokwi.com/projects/3840640456 82698241
Teacher Activity 1	Connect the LED	https://wokwi.com/esp32
Teacher Reference: Teacher Activity 1 Solution	Connect the LED	https://wokwi.com/projects/3840647343 71767297
Student Activity 1	Connect the LED	https://wokwi.com/esp32
Teacher Reference: Student Activity 1 Solution	Connect the LED	https://wokwi.com/projects/3840642469 12846849
Teacher Activity 2	Make the LED Blink	https://wokwi.com/projects/3840650407 52079873
Teacher Reference: Teacher Activity 2 Solution	Make the LED Blink	https://wokwi.com/projects/3840641391 82134273
Student Activity 2	Make the LED Blink	https://wokwi.com/projects/3840645474 79851009
Teacher Reference: Student Activity 2 Solution	Make the LED Blink	https://wokwi.com/projects/3840646148 81272833
Student Activity 3	Add More LEDs	https://wokwi.com/projects/3840740166 33159681
Teacher Reference: Student Activity 3 Solution	Add More LEDs	https://wokwi.com/projects/3840730245 65829633
Student's Additional Activity 1	Reverse the Chase	https://wokwi.com/projects/3840755780 70025217
Teacher Reference: Student's Additional Activity 1 Solution	Reverse the Chase	https://wokwi.com/projects/3840744441 04115201
Student's Additional Activity 2	Optimize the Code	https://wokwi.com/projects/3840768348 49385473
Teacher Reference: Student's Additional Activity 2 Solution	Optimize the Code	https://wokwi.com/projects/3840758517 46295809
Post Class Project	Traffice Light	https://wokwi.com/projects/3840776238 97718785
Teacher Reference: Post Class Project Solution	Traffice Light	https://wokwi.com/projects/3840770987 14157057