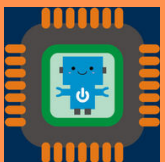


# Arduino Watering System

Developed by Danmar Computers



A Trainers Toolkit To Foster STEM Skills Using  
Microcontroller Applications



Co-funded by the  
Erasmus+ Programme  
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# Arduino Watering System

Aim

Description

Learning Goals

Learning Methodologies

Target group

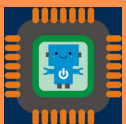
Learning Schema

Solution

Scientific areas covered

Assessment

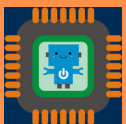
Bibliography





# Aim

Use the Arduino plant watering system to explain and help students automate the most essential process in nature.

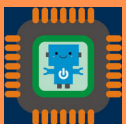


# Description

- Plants need water to carry out the process of photolysis, in which water is split using light energy. Photolysis is part one of the steps in photosynthesis where the plant obtains energy.



[Source: Freepik](#)



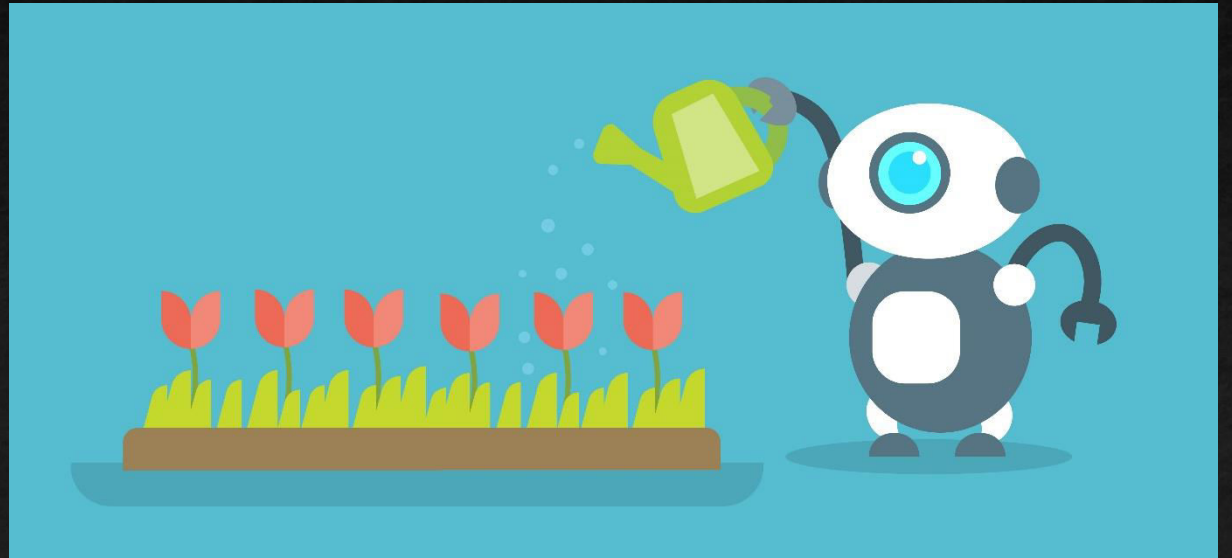


# Description

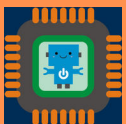
- Arduino plant irrigation system consists of microcontroller, relay, moisture sensor, pump and power source.
- With these components, you can easily build an irrigation system powered by Arduino. In combination with the sensor, the dispenser responds to dry soil and provides life-giving water to the plants.
- In this simplest way, students will learn how microcontrollers can be used in everyday life. When they go on vacation or study camps, they won't have to worry about leaving plants behind.



[Source: Unsplash](#)



[Source: Freepik](#)



# Learning Goals

- Students understand the basic principles of electronics and biology
- Students understand the role of water in plant growth
- Students will understand how electronics can automate everyday activities



Source: [Freepik](#)





# Learning Methodologies

- Students discover how plants respond to a deficit, excess, or optimal amount of water supply.
- The teacher assigns groups to care for several plants. For comparison, one of the plants is cared for by an automated watering system.
- At the end of the project, the students draw conclusions as to which form suits them better, and which plant has achieved the best growth.

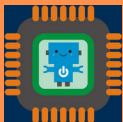


[Source: Freepik](#)



# Target Group

Primary and secondary school students



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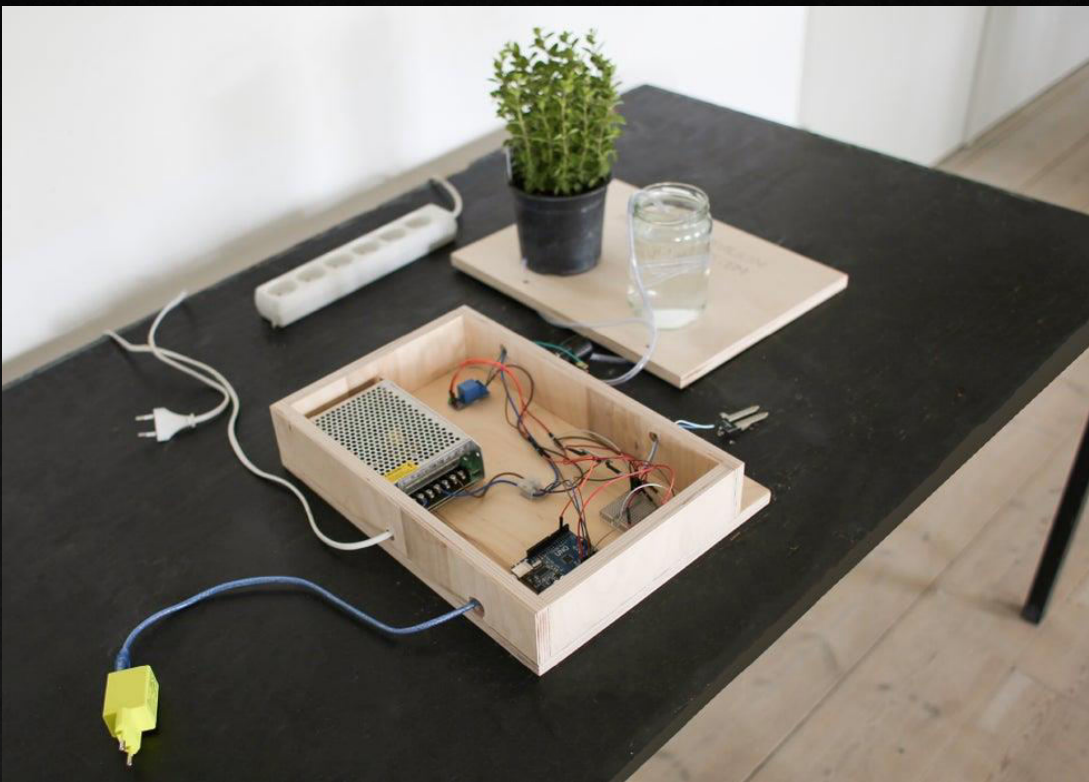
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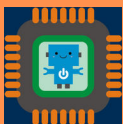


# Learning Schema

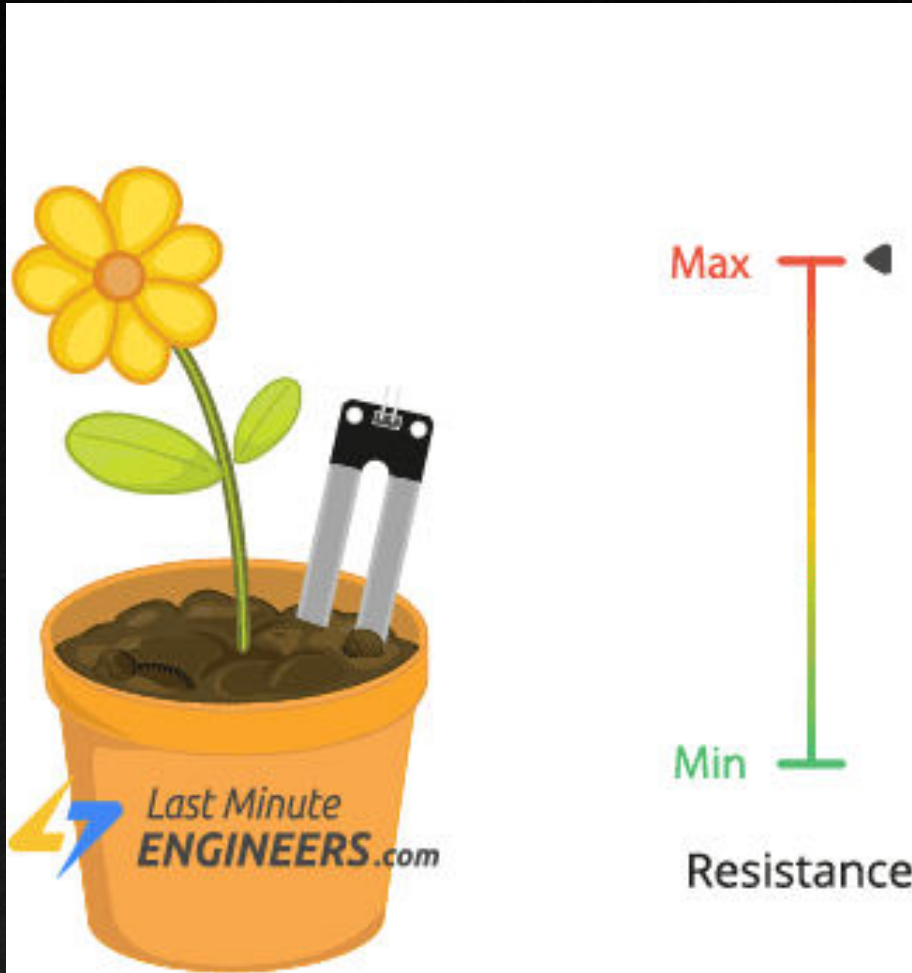


[Source: Instructables - Arduino Plant Watering System](#)

- Learn the structure and requirements of the plant.
- Find the optimum sun exposure
- Install an automatic irrigation system



# Solution

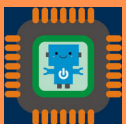


Source: [lastminuteengineers](https://lastminuteengineers.com)

Soil moisture is measured by the electric current passing from one probe to another. The resistance of the soil is measured, which the system converts into soil moisture. The wetter the soil, the better the electric current flows and the lower the resistance.

However, when the soil is dry, the conductivity decreases. Soil needs watering!

The interpreter sends a signal to the pump, which injects the water.



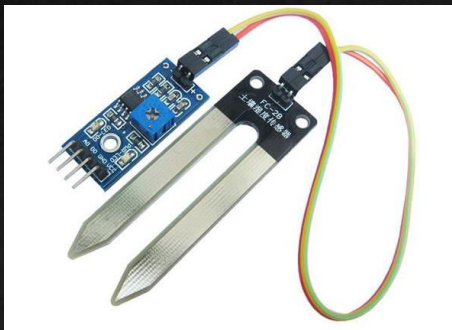


# Solution

- The following components are required for preparation:

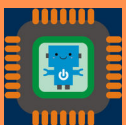


- ARDUINO UNO
- Relay
- Soil Moisture Sensor

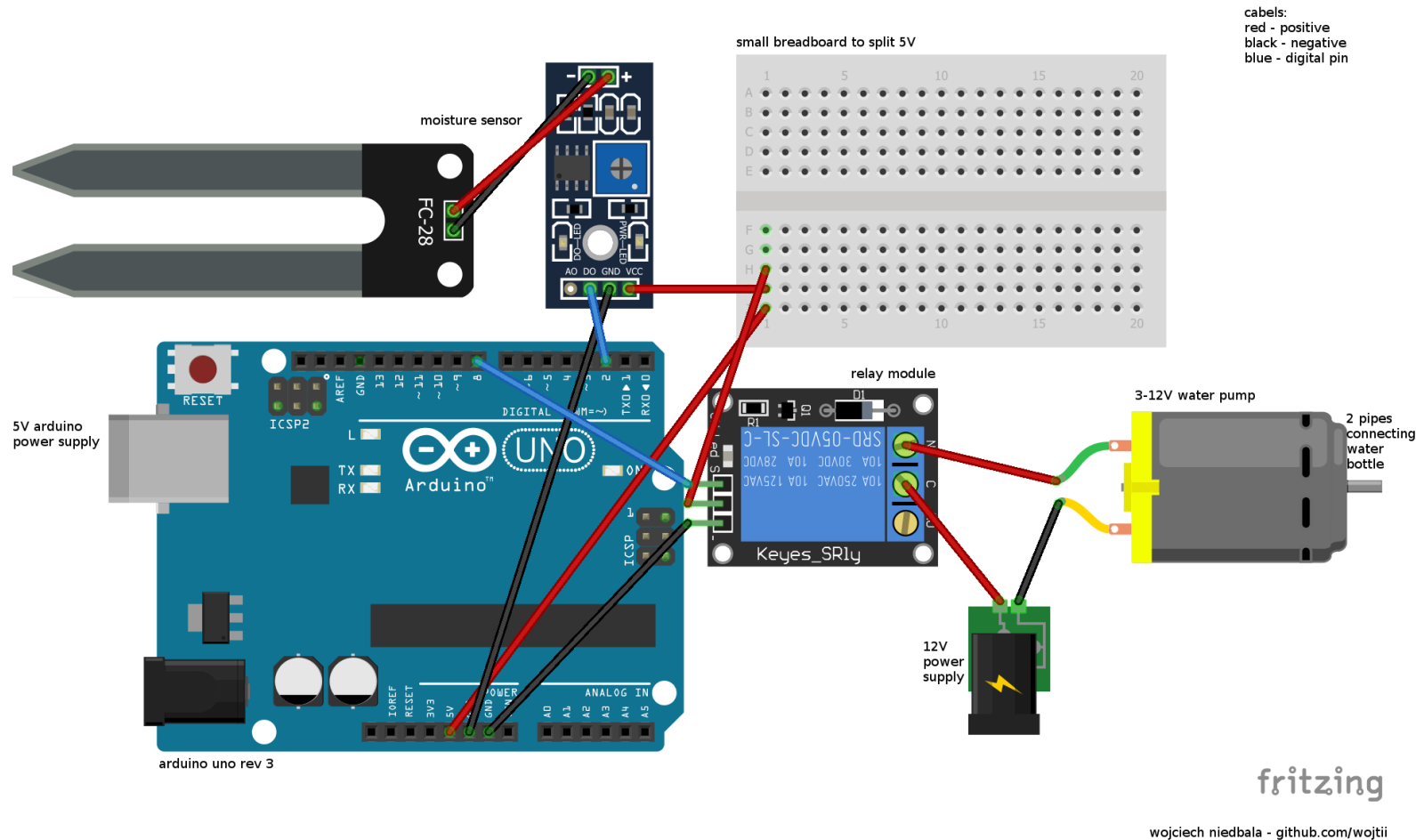


- 12V water pump with hose
- Jumper Wires
- 12V power source

Source: [Store.arduino.cc](https://store.arduino.cc)



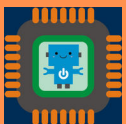
# Solution



< Wiring diagram of all circuit components.

You can easily write the software to control the circuit yourself by reading the manual, or look for a ready-made project on the Internet.

Source: [Github](#)



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# Scientific Areas Covered

Biology / Science



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# Assessment

- The evaluation should be achieved through long-term student engagement.
- During the discussion, students can be debriefed on basic issues.
- The student should be able to identify basic relationships.



[Source: Freepik](#)





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