

Introduction to Arduino – v1:

MaFEA – Making Future Education Accessible
PR3 - EDUCATIONAL LEARNING PATHS

Technology tools:	Software: Thinglink
Tool version:	
Date:	12/11/2022
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Subject of the lesson(s):	Introduction to toolbox from Arduino



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Lesson title/subject: Introduction to the toolbox from Arduino

Intention: What do you wish for or hope to happen? (Intentions are often not measurable or tangible, but help you in developing the design process.)

Students can get to know the arduino components step by step. They can solve the questions based on the information.

1. Students finds out the components in the Arduino box.
2. Students learn the names of the components in the Arduino box.
3. Students learn to know wherefor they can use the components in the Arduino box.
4. At the end, the students can solve the questions based on the information.

Desired Outcomes: One or more measurable and tangible goals the teacher aims for with this lesson/these lessons.

The students learn the basic about the Arduino board and the components they have to use with the Arduino board. The students have to solve the questions at the end of the lesson.

Agenda: HOW are you going to reach the goals? Description of the lesson plan / educational activities / working methods.

1. Students come to the classroom. The teachers ask the students what they know about Arduino.
2. The teachers shows some examples from Arduino with some you-tube films.
3. The teacher gives the student an Arduino box.
4. The teacher explain what questions the students have to solve.
5. The teacher explains how thinglink works.
6. The students can start on their own and have to go through the thinglink PP.
<https://www.thinglink.com/scene/1646654014005182467>



or QR-code:

7. The teachers walk around and help the students.
8. After the student got through the thinglink they have to solve the questions.
9. The questions have to send to the teacher.



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Roles: Who facilitates what? Who participates? What do we expect of the students?

For students STEM from 16 to 17 years old

1. Teacher -> instructs, leads the lesson
2. Students -> take part in the class activity

Rules: Rules or principles are about how you want to learn and work together.

1. Open atmosphere -> everybody can share his/her experience with the class.
2. Have respect for everybody that is taking part in the activity. Be quiet and let everyone experience the process

Time: Describe the time path: What time do we start / finish / break? When is the time for reflection? What happens between contact times?

1. (5min) students in the classroom.
 2. (10min) Introduction to Arduino. The teacher gives the student an Arduino box.
 3. (3min) The teacher explain what questions the students have to solve.
 4. (5min) The teacher explains how thinglink works.
 5. (25min) The students can start on their own and have to go through the thinglink PP and they have to solve the questions. The teacher helps the students.
 6. (2min) The questions have to send to the teacher.
- Approximately +- 50 min.