

Age 11-14

Discover the Arduino **Explore IoT Kit**

Get advanced high school and college students started with creating connected devices- known as the Internet of Things- quickly and easily. They'll learn how to build internet- connected objects such as home security alarms, classroom tracker, and an urban farming device by following the content step-by-step tutorials for ten different projects. Fun, creative experiments with real-life components.

Arduino Education Learning Evolution

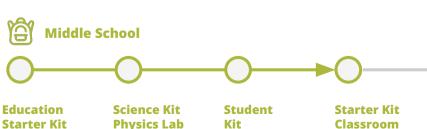
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Our aim is to help students achieve their dream careers in STEAM. Our cross-curriculum content and open-source approach are essential tools for STEAM classes that develop with students as they progress through middle school, high school, and **university**, preparing them for a successful future.









Age 11-14

Classroom **Pack**

Age 14+

CTC Go! Core Module Age 14-17

High School

CTC Go! **Motions** Age 14-17 **Explore** IoT kit Age 16+

Certification **Program** Age 16+

University

Engineering Kit Age 17+

Arduino Explore IoT Kit

Product Benefits

- Get students started quickly and easily with the Internet of Things
- Make a complex subject simple and accessible
- Be an innovator, learn how to use technology to make an impact on society
- Build functional prototypes inspired by real-world applications
- Learn critical future skills for 21st century careers
- Gain confidence in designing and making your own connected projects

Key Learning Values

- -Using the IoT Cloud and connected devices
- -Collecting, processing, and storing data
- -Graphing and visualizing data
- -Different sensors and how to use them

Lessons Included

- Urban Farming 101
- → Remote Triggers
- → Storing our data
- Classroom tracker
- → Home security alarm



IoT is rapidly becoming a fundamental part of everyone's life. It means a different way of looking at the world, a different way of thinking.

- Chris Rogers, Professor B.S., M.S, & P.h.D. Mechanical Eng

Discover more at: store.arduino.cc



