



# Wisconsin Association for Talented & Gifted invites youth ages 12+ to attend the 2020 WATG Teen Conference

## Engineering Design Using the Arduino® UNO

Sunday, October  
18, 2020, 9:00 a.m.  
- NOON

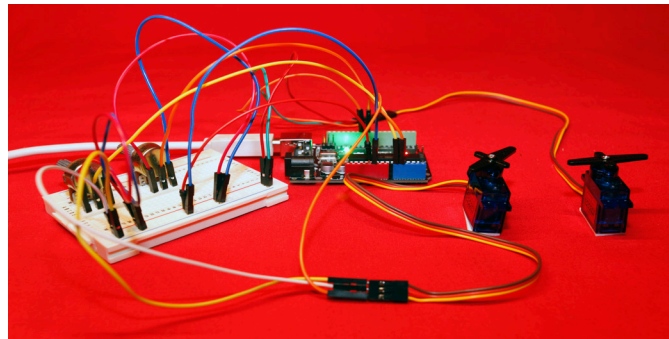
The Wilderness  
Resort, Wisconsin  
Dells

\$60 workshop fee  
includes registration  
fee and lunch for  
the student.

Please bring a  
laptop (with USB)  
or Chromebook to  
code your projects.

Coding in C++  
Engineering Design  
Robotic Arm Motion Controls

Electrical Circuits  
Computational Thinking  
Project-Based Learning



presented by

Peter Haydock, MLIS and Maria Isabel Mendiola Ramirez, M. Ed.  
Authors of *The ARDUINO® Classroom: STEAM Edition*



Isabel Mendiola is an award-winning teacher from Monterrey Mexico who has taught physics, chemistry, programming, and robotics in several schools.

Peter Haydock is an award-winning curriculum developer who has worked for National Geographic and Smithsonian.

Their first curriculum together is *The ARDUINO® Classroom: STEAM Edition*. It is a 240-page curriculum that presents 25 classroom-tested, engaging projects with step-by-step instructions.

The Arduino® UNO is an inexpensive, flexible, and easy to use open-source microcontrollers perfect for learning engineering, design, and coding. The UNO is designed to work with hundreds of inexpensive connection, input, and output devices, ranging from Wi-Fi® connections to LEDs and buzzers to light, motion, and gas sensors.

**The ARDUINO Classroom**  
25 Classroom Projects  
Integrated STEAM Edition

**Inside the Book**

- 25 Classroom Tested Projects
- Standards Alignments
- 110+ Project Extensions
- Materials Lists
- Tested Code
- Technical Diagrams and Photos
- Assessments

**Integrates**

- STEAM
- C/C++ Programming Basics
- Digital Prototyping
- Engineering Design
- Project Management

**Free with Website Registration**

- Project Updates
- Community Ideas
- Project Submissions

**Premium Website Membership**

- Videos of Projects
- Classroom Presentations
- Images, Diagrams, and Code

www.thearduinoclassroom.com

Integrating programming, design, and prototyping into Science, Technology, Engineering, Arts, and Math (STEAM) classrooms with Arduino-based projects.

Maria Isabel Mendiola Ramirez and Peter G. Haydock

Pre-order a book and starter kit through the Gearbox Labs store (<http://store.gearboxlabs.org>) and take your projects home with you. The starter kit includes materials for another 4 projects from the book. Checkout with the coupon code "WATG2020" for special pricing.