



Learn electronics and get started with programming in your classroom step-by-step - no experience necessary!

Teach middle school students the basics of programming, coding, and electronics. No prior knowledge or experience is necessary as the kits guide you through step-by-step, you are well-supported with teacher guides, and lessons can be paced according to your students' abilities. You can integrate the kit throughout the curriculum, giving your students the opportunity to become confident in programming and electronics with guided sessions and open experimentation. You'll also be teaching them vital 21st-century skills such as collaboration and problem-solving.

NUMBER OF STUDENTS PER KIT: Optimal for 8 students per kit

NUMBER OF LESSONS / PROJECTS: 9 Lessons and 2 Projects

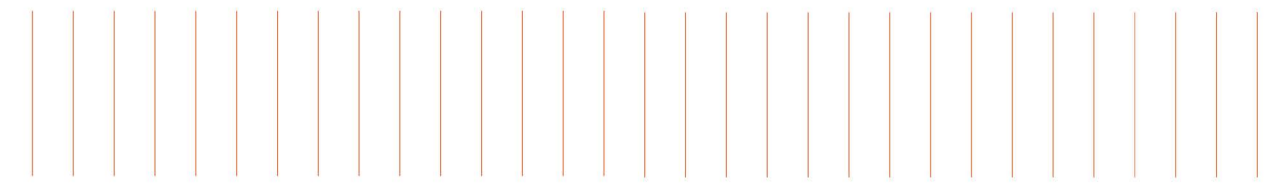
LANGUAGES: English

TARGET: 11 - 14 years (Middle School)

For more info visit: store.arduino.cc/edu

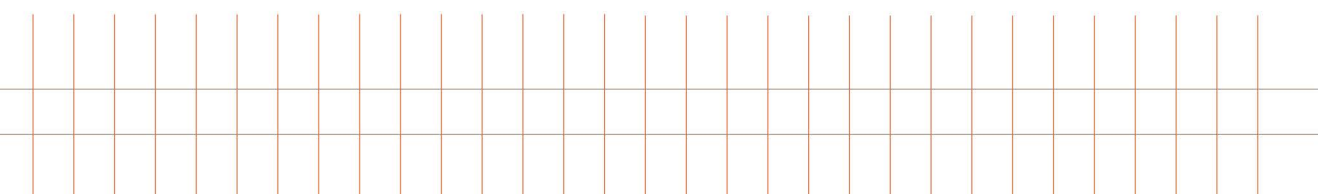
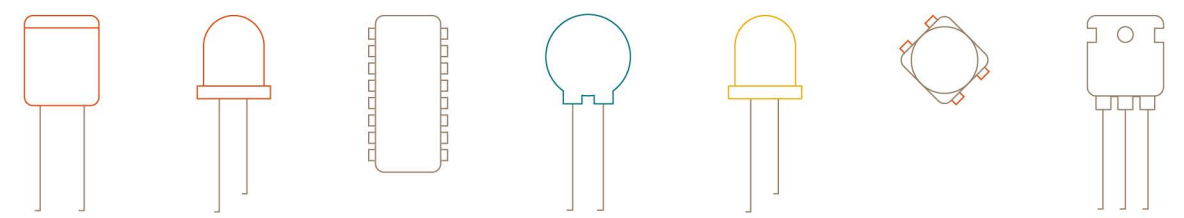
"I really enjoyed working with the Arduino Education Starter Kit and it made me want to learn more!"

Becca, Student, Pittsburgh, USA



### WHAT IS THE EDUCATION STARTER KIT?

The Arduino Education Starter Kit contains all the hardware and software you need for eight students (in groups of 2). You get step-by-step-lessons, a teacher guide, exercises, and for a complete and in-depth class experience there's also extra optional content including activities, concepts, history, and interesting facts.



### KEY LEARNING VALUES

Learn electronics step by step, with no prior coding or electronics experience required

Learn about current, voltage, digital logic, and programming

### PRODUCT BENEFITS

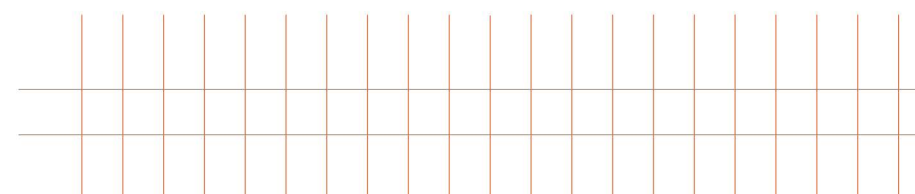
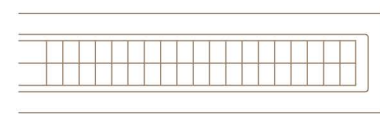
No prior coding or electronics experience is required

Easy to get started

Projects are fun and engaging with real-world topics

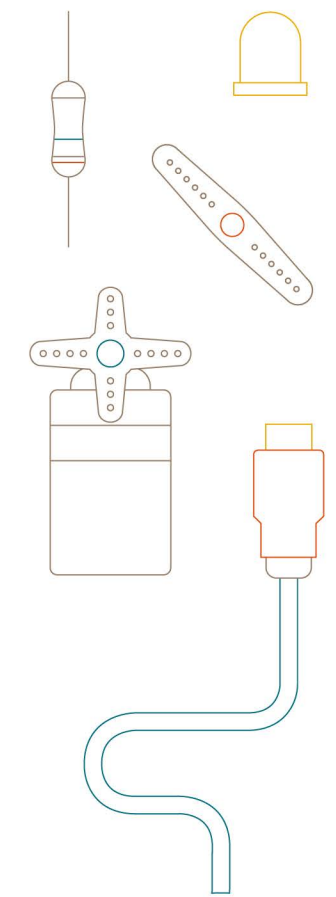
Boost critical thinking, collaborative learning, and problem-solving skills

Increase your own confidence in electronics with teacher guidance



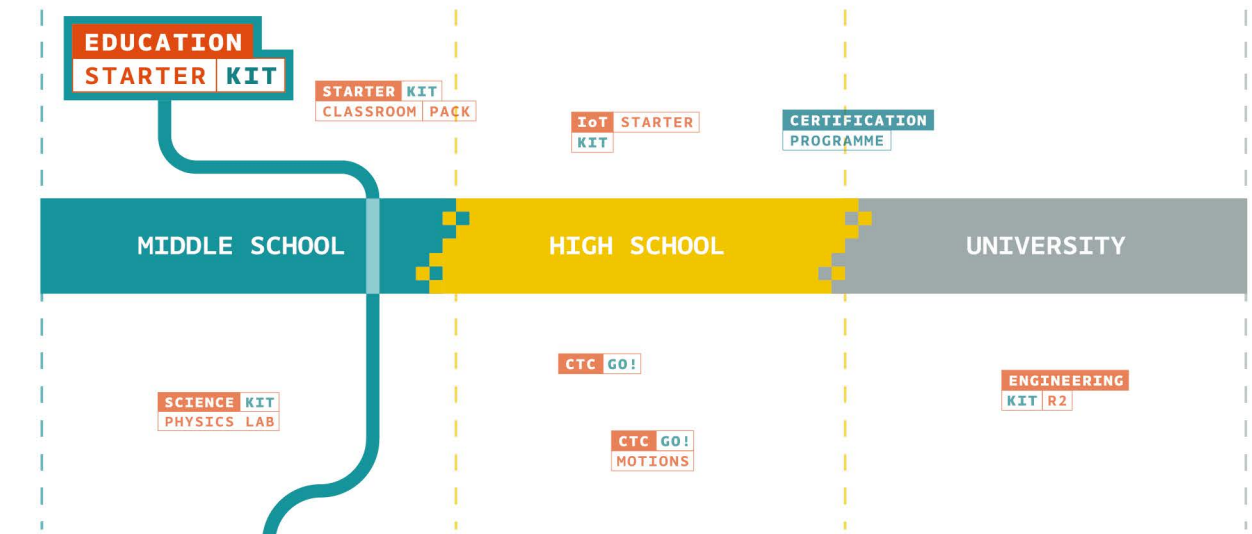
### CURRICULUM ALIGNMENT

This education starter kit follows the US Common Core curriculum for STEM subjects (maths + physics) and the CSTA curriculum for computer science.



### ARDUINO® EDUCATION LEARNING EVOLUTION

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.



Step by step, we champion students as they progress through their STEAM education with projects that increase in complexity to challenge them as they develop their skills.

We support students in achieving successful careers in STEAM-related fields with educational kits that are targeted to their age and ability. The technology is practical, creative, and fun. Students learn using the same products that companies around the world use in applications like rapid prototyping, AI, drone technology, and developing machine learning.

We are currently focused on translating our content into more languages and mapping it to more curricula. If you have a project that you would like to have localised for your country, please contact us with your suggestion.

For more info visit: ARDUINO.CC/EDU

