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SKU:KIT0152

Introduction

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Mind+ is a programming tool, which allows you to build a program by dragging and snapping coding blocks. With tons of tutorials, sample projects and a large community, it is one of the best tools for you to learn programing from absolutely zero!

2. Create Interactive Projects with Hardware

Mind+ supports a wide range of hardware including Arduino, micro:bit or even a series of ESP32-based educational microcontrollers, which makes it possible to let the program change your real life. Not only that you can use microcontrollers to interact with PC in real time, but also you can upload the code and let them work as standalone smart devices.

3. Wide Range Add-on Component Support

The build-in component list allows you to one-click add electronic modules to your project. You may choose from sensors, actuators, display or communication modules to make your project fun and powerful.

4. Convert Blocks into Coding Languages

The build-in interpreter in Mind+ converts blocks into Python or C language, creating a steady but progressive learning path for learning how to code.

For more ways to play, welcome to Mind+ column.

Features

- 18 Modules with functions involving Bluetooth, WiFi, display, etc.
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Specification

- Controller: DFRduino UNO R3
- Power Supply: 6 AA batteries or 6-12V power adapter
- Programming Platform： Mindplus，Arduino IDE
- Weight：

Introduction to Teaching Contents and Projects

Teaching Contents

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Chapter 1: Hello World

Project 1: Lighting up Onboard LED Light

Introduction:

First let's write one of the simplest codes to light up the onboard LED lights, which are the LED small lights labeled L on the UNO board (pin13). This step can help us learn how to download the program and test if our Arduino main-board works properly. Our first task is to make this LED light blink.

Learning Contents:

1. Experience the programming steps of Mind+
2. Learn sequential structure and loop structure

Project 2: Turn on the external LED light module

Introduction:

In Project I, we learned how to light up the UNO onboard LED light, and then we will learn how to control an external LED light.

Learning Contents:

1. Learn variables and constants
2. Make an LED light that flickers at an increasing rate.

Chapter 2: Magic Buttons

Project 3: Magic Button Switches

Introduction:

Button switches, also known as key switches, were called sensitive switches in the early days. They are widely applied in lights, socket master switches, doorbells, and car consoles, etc. Button switches add another protective layer to the usage of electricity. As they facilitate the controls of electrical appearance, they also further the protection of electrical components. As we learn Arduino, we will be exposed to a variety of input devices. Among them, the button switch is the simplest and most widely used one. Here we will use Arduino to control the LED lights to make button pressing switch the light on and off every other time.

Learning Contents:

1. Learn the basics of digital input and conditional statement structure
2. Turn on the LED with the button

Project 4: Simple Timer Light

Introduction:

What does a timer light do? Imagine this: it's getting late and you are going to bed. However, the lamp is some distance away from your bed. After turning it off, you have to feel your way in utter darkness to your bed. Students who sleep on the top beds in the dormitory have the same trouble. In the previous project, we learned how to use buttons to control LED lights. Next, we will further apply the conditional statement structure to learn how to make simple timer lights.

Learning Contents:

1. What is a conditional statement structure?
2. Make a timer LED light.

Project 5: Make a Button Switch

Introduction:

In the first project, we utilized a button to make LED on when the button is pressed and off when button released. However, in reality, the first button press switches on a light and the subsequent press turns it off -- this is how light switches work in our daily life. If you want to keep LED on without keeping the button pressed, then you should check out this chapter, which turns the button into a real light switch.

Learning Contents:

1. How to eliminate button jittery?
2. Make a button switch

Chapter 3: Controllable Lights

Project 6: Breathing Lights

Introduction:

As its names suggests, breathing lights consist of lights that go from dim to bright and back to dim by the rhythm of breathing. Breathing lights have been applied in many areas, including missed calls / SMS notifications on mobile phones, mouse breathing lights, keyboard backlights, external batteries charging lights, and cosmetic lightings on sound systems, etc.

Learning Contents

1. What is a function?
2. Make a breathing light

Project 7: 3-step Adjustable Light

Introduction:

In the making of breathing light in the previous section, we achieved the effect of fade-in and fade-off through function calls. In this section, we will use buttons to control the LED module to achieve multi-step brightness feature. Multi-step control is often used in car's air-conditioning keys, desk lamp, stage lighting, sound system, etc.

Learning Contents:

1. What is a PWM output?
2. Make a 3-step adjustable light

Project 8: Knob Adjustable Light

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SKU:KIT0152

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Introduction:

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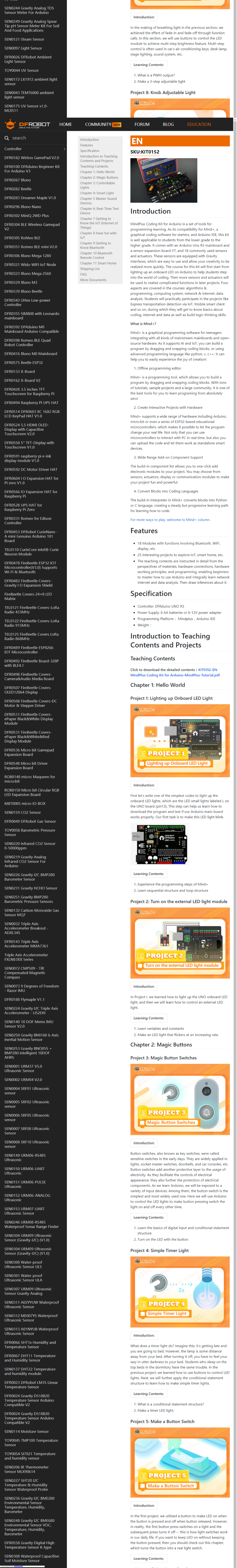

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