



We are the makers – Smart home I

Activity elaborated by WeMakers Romania team in collaboration with Gabriel State, Physics teacher

1.	Title of the Scenario	Smart home – Gas leakage monitoring and control system
2.	Target group	10 - 18 years
3.	Duration	min. 2 hours
4.	Learning needs	 Basic electronics knowledge Basic programming knowledge
5.	Expected learning outcomes	 Understanding the concept of smart home Forming an algorithmic way of thinking Developing skills for using and understanding the operation of electronic circuits and making connections between them Creating teamwork skills
	Methodologi es	 Project based learning Inquiry based learning Cooperative learning Heuristic conversation
7.	Place / Environment	Computer/Physics lab
8.	Tools / Materials / Resources	 projector; S4A or Snap4Arduino (10-14 years) or IDE ARDUINO (15-18 years) Arduino UNO, gas sensor buzzer, (GSM module for older students), servomotor – one set for each group of students printed instructions;
9.	Step by step description of the activity / content	 Lesson 1 Presentation of smart home concept and the future possible developments Students will search on Internet examples of applications for smart homes which they will present to their colleagues Presentation of programming environment S4A/Snap4Arduino / Ide Arduino and how to implement the project with the help of printed guide Lesson 2 Implement the project by completing the following steps Making electrical connections according to written instructions Writing the code (including a user interface created in S4A/Snap4Arduino) Verify the functionality of the project and solve any hardware or software errors Obs. More experienced students in using Arduino and coding may use their imagination and create their own version of a gas leakage monitoring and control system Discussion – Identification of other application which can be done using the same hardware platform
10	. Feedback	The students from each group will present their project to the class
11	Assessment & Evaluation	Final project evaluation: functionality and creativity