

Name:

Date:

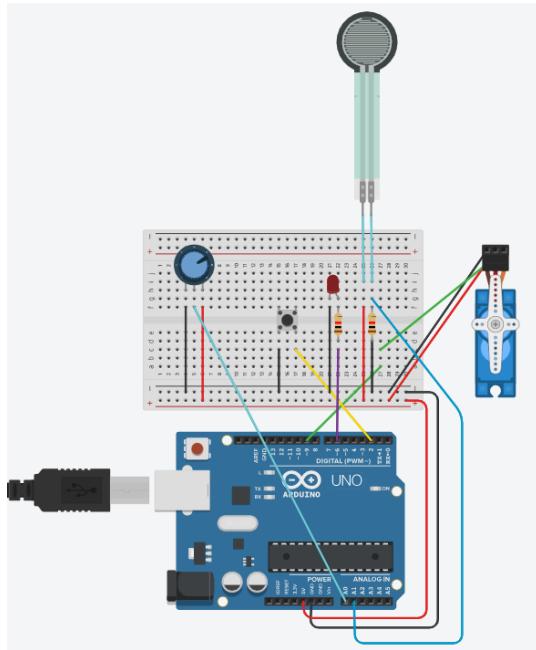
Class:

Tinkercad Circuit Example – Teacher Guide

Students will need to code basic movement in Tinkercad and simulate input-output behavior. Below is an example of a Tinkercad circuit and five different options the teacher can implement. Teacher should choose the option best for their classroom depending on students' C++ programming and Arduino background. See different options below.

Option 1: Provide Circuit Diagram

Provide students with the circuit diagram below and ask each group to build/develop the code. See the [C++ Code for the Arduino Setup Sheet](#) to view the code.

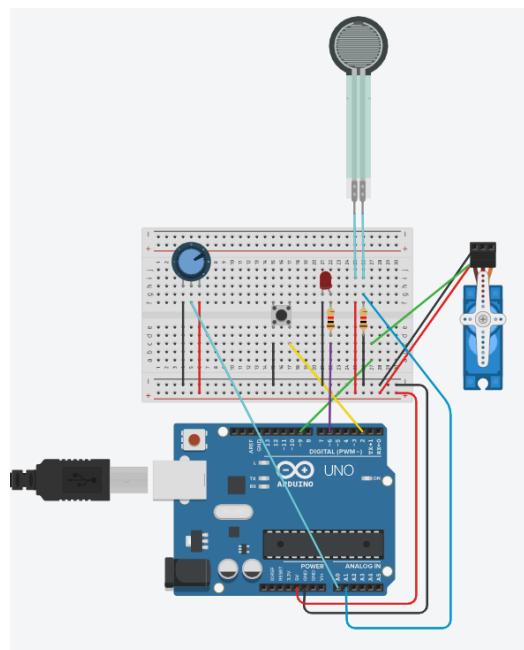


Option 2: Provide Circuit Diagram and Partial Code

Name:

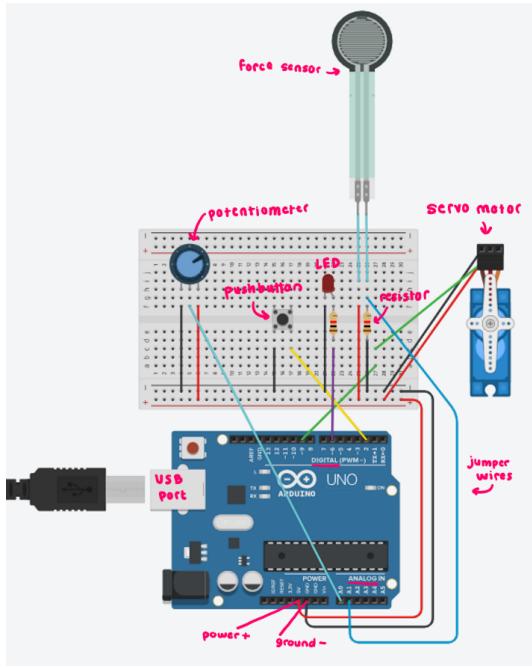
Date:

Class:



Option 3: Provide Code

Provide students with the code and ask groups to wire on Tinkercad. See the **C++ Code for the Arduino Setup Sheet** to view the code. See image below for the circuit.



BROUGHT TO YOU BY

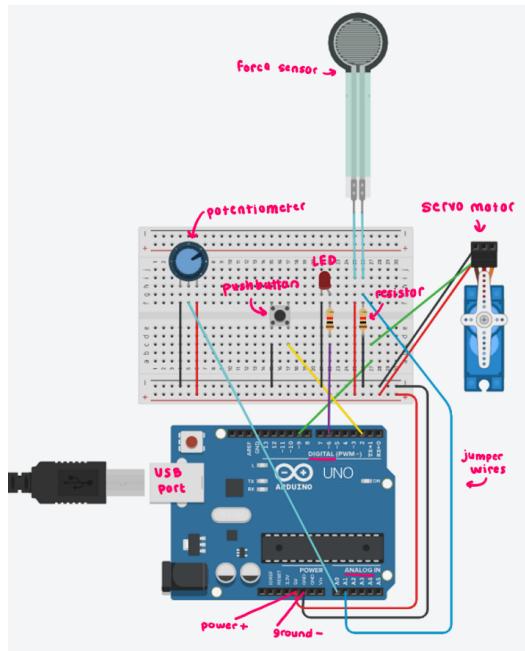
Name:

Date:

Class:

Option 4: Provide Circuit Diagram and Code

Provide students with the circuit diagram AND provide them with the code. See the **C++ Code for the Arduino Setup Sheet** to view the code.



Option 5: Provide Nothing!

Allow groups to wire the circuit and build the code on their own.

BROUGHT TO YOU BY