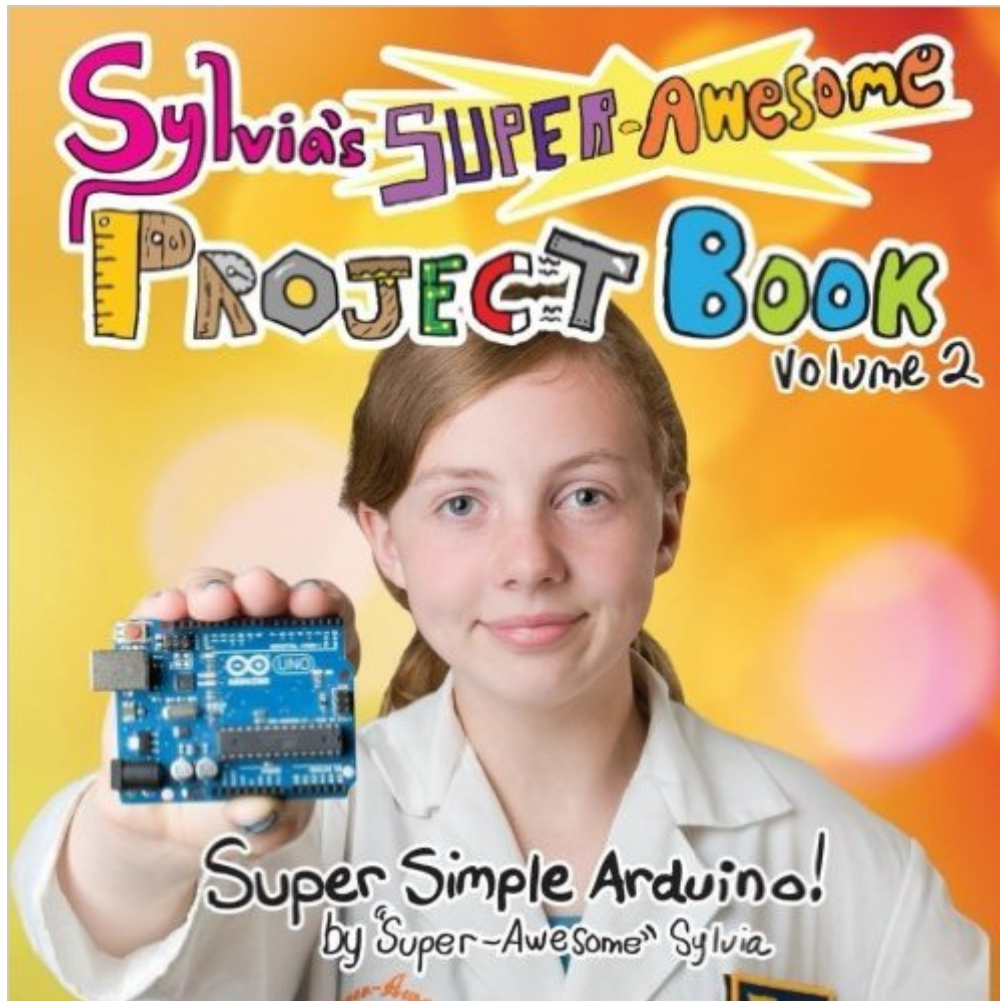


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# Sylvia's Super-Awesome Project Book: Super-Simple Arduino (Volume 2)



## Synopsis

In this super fun book, Sylvia teaches you to understand Arduino microcontroller programming by inventing an adjustable strobe and two digital musical instruments you can play! Along the way, you'll learn a lot about electronics, coding, science, and engineering. Written and illustrated by a kid, for kids of all ages,Â Sylvia's whimsical graphics and clever explanations make powerful STEM (Science, Technology, Engineering, and Math) concepts accessible and fun.

## Book Information

Series: Sylvia's Super-Awesome Project Book

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Average Customer Review: 4.5 out of 5 starsÂ Â See all reviewsÂ (23 customer reviews)

Best Sellers Rank: #331,081 in Books (See Top 100 in Books) #47 inÂ Books > Children's Books > Education & Reference > Science Studies > Electricity & Electronics #4601 inÂ Books > Children's Books > Science, Nature & How It Works #89055 inÂ Books > Reference

Age Range: 8 - 12 years

Grade Level: 4 - 7

## Customer Reviews

This is very difficult for a beginner to use. The projects will interest only the earliest beginners, but the book is simply inadequate for a beginner without a constant companion. It has "girl child engineer" star power, but other than a catchy title and a few satisfactory sciencey descriptions, I don't see educational quality. I am a female computer engineer, so I know what I am talking about. I will share with you a few quotes from the book to explain why I would not purchase this product. About getting the required software up and running. P. 4: "If you are using Windows, make sure the Arduino driver installation is successful before continuing." Uh, how would I know that, Sylvie? "Sometimes it's a real pain to get your Arduino board to talk to your computer, but once things are worked out, they'll live happily ever after." Uh, no. I've had this a few months, and it just stops working, but a reinstall of the Arduino software fixes it. This is frustrating even for an

experienced adult, and crushing for an enthusiastic child to pull it from the closet and need a reinstall first. About not frying LEDs by using outside of pin 13: p. 9: "Always use an appropriate resistor if lighting an LED from any Arduino pin other than 13." Sylvie, children have not studied electrical science and don't know what qualifies as "appropriate" for a resistor. And if the kit contained one, you haven't even told us how to use it! Also, descriptions like p.9 "I chose pin 2, 'cause it's the coolest of the analog pins!" is not particularly helpful. A discussion about how to get those tiny wires to stick into the tiny holes in the potentiometer would be actually quite useful. I'll work with this because I have years of college lab experience, but I wouldn't recommend this for anyone outside of a class or the guidance of someone with circuit experience.

I bought this book to add to my growing Maker Library with the intention of helping me better grasp how to incorporate Arduinos into my own practice and into the science and art classrooms. Sylvia delivers information in attainable chunks using a friendly voice throughout the book. With the help of her "robot friends," Sylvia offers guided inquiry for coding, science, arts, and engineering explorations for both Arduino beginners and people who are ready for additional challenges. This is a great addition to any STEM library, and would make a terrific gift (especially when paired with an Arduino kit) for makers and tinkerers of any age.

I teach a middle school STEAM Lab and my students are in the midst of a circuit and electricity project. This book is a fantastic resource for the students who are working with the Arduino for the first time. Sylvia's projects using sound and lights captivate the imaginations of my students and her easy to understand and easy to follow instructions means that students can work on projects without feeling overwhelmed. This book does an excellent job in providing basic projects for students to tackle, then once the student has constructed project, provides a detailed examination of the concepts, the code, and the components used. Once basic ideas are understood, Sylvia provides creative and challenging ways to modify or extend the projects. This is not a step-by-step recipe book where all projects end up the same, but a project book that provides starting points and information to learn the basics with challenges and ideas to push beyond the ordinary.

Super Awesome Sylvia stays true to her mantra by sharing simple projects young makers (including adult children) that encourage them to get out there and start making. Along with a team of bot buddies, Sylvia leads budding makers on an adventure into a new world of making, tinkering and learning. What I really like about this book is that no experience is necessary and kids won't need to

read through a lot of theory or explanations before getting started. Like master teachers, when explanations are necessary, Sylvia and our bot buddies provide just-in-time learning snippets explaining concepts. Also shared are ways to extend projects to be even better. This book will definitely be a hit with makers in our school's maker studio. Get this book into a youngsters hands and they will soon be out making something!

Although I teach elementary school technology, I have been intimidated to embrace the Arduino and try learning to use it. This guide was exactly what I needed to overcome my hesitancy and jump in. Lavishly illustrated by Sylvia herself, this project book leads the Arduino novice through three projects of increasing challenge in an easy to follow, fun way. Each project builds on lessons from the previous, so the lessons are never overwhelming and information is presented as it is relevant, instead of piled on you at the beginning of the book. I look forward to using this guide as I start exploring programming the Arduino!

I honestly had no idea what this book was about when I ordered. I try to buy stimulating educational materials for my daughter, and this looked like it fit that criteria. Talk about hitting the ball out of the park! It's a kid (and adult) friendly introduction to Arduino. We are both extremely excited to get started. Understand that you will have to purchase additional products, an Arduino Uno or Redboard, etc., but they are relatively inexpensive. You must also have computer and internet access. I will do a status update once we have the opportunity to try it out.

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