

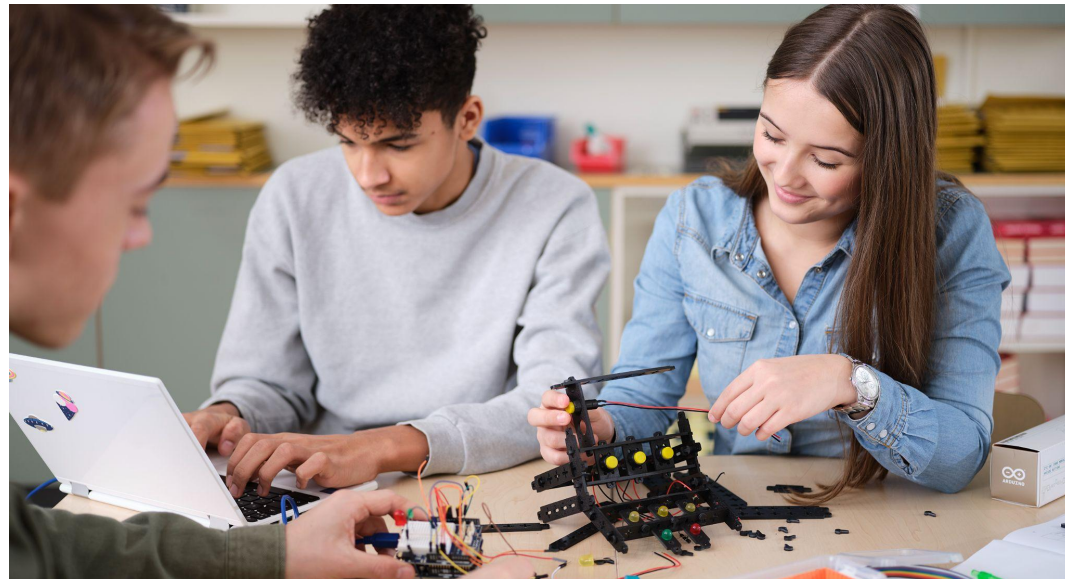
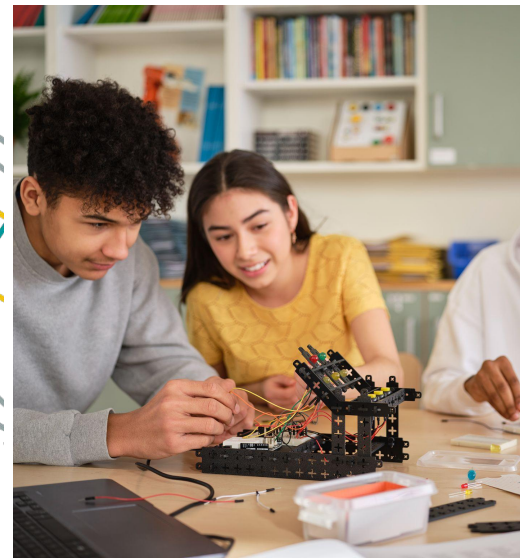
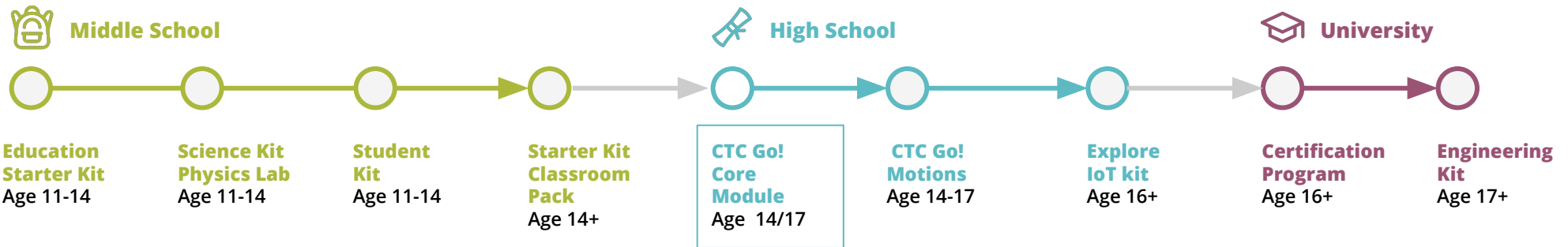


Discover the Arduino CTC GO! Core Module

Engage high school students in STEAM subjects, teach them how to use technology as a tool in a playful, hands-on learning environment, and how to apply that knowledge in the real world. A modular program including curriculum-aligned lessons, projects & all the materials and softwares you need to teach 24 students. Enable students to design, create and tests a series of fun, relevant experiments.

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.



Arduino CTC GO! Core Module

Product Benefits

- Teach engaging lessons that are relevant, fun and able all students to thrive
- Enhance students' problem-solving and communication skills
- Create a playful, collaborative environment where students want to learn
- Everything you need for high school STEAM lessons in one place
- Easy to get started with all the support you need included

Key Learning Values

- Understanding the basics of electronics, reading schematics, and connecting commonly used components.
- Creative ways of using technology, designing and developing physical computing projects.

Lessons Included

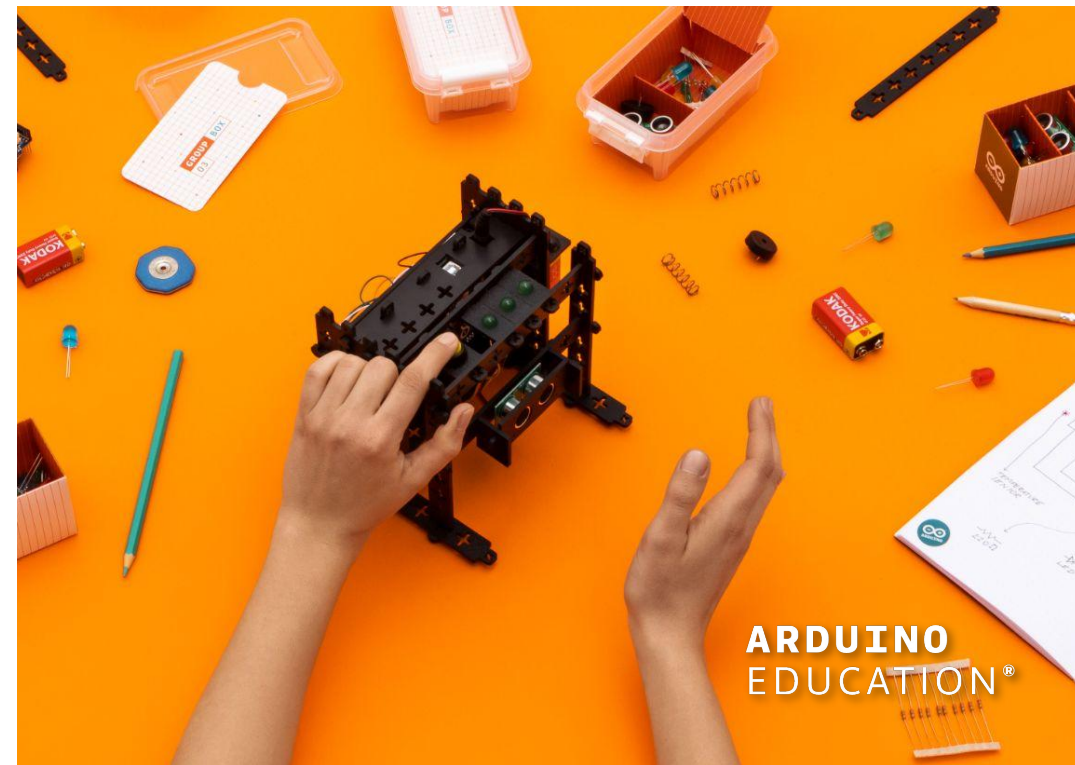
- Electronics
- Programming
- Digital I/O
- Pinball
- React



The student-led lessons navigate users...to make learning to come to life on the table in front of them

- Corina Pachi, Technical Editor

Discover more at: store.arduino.cc



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EDUCATION®