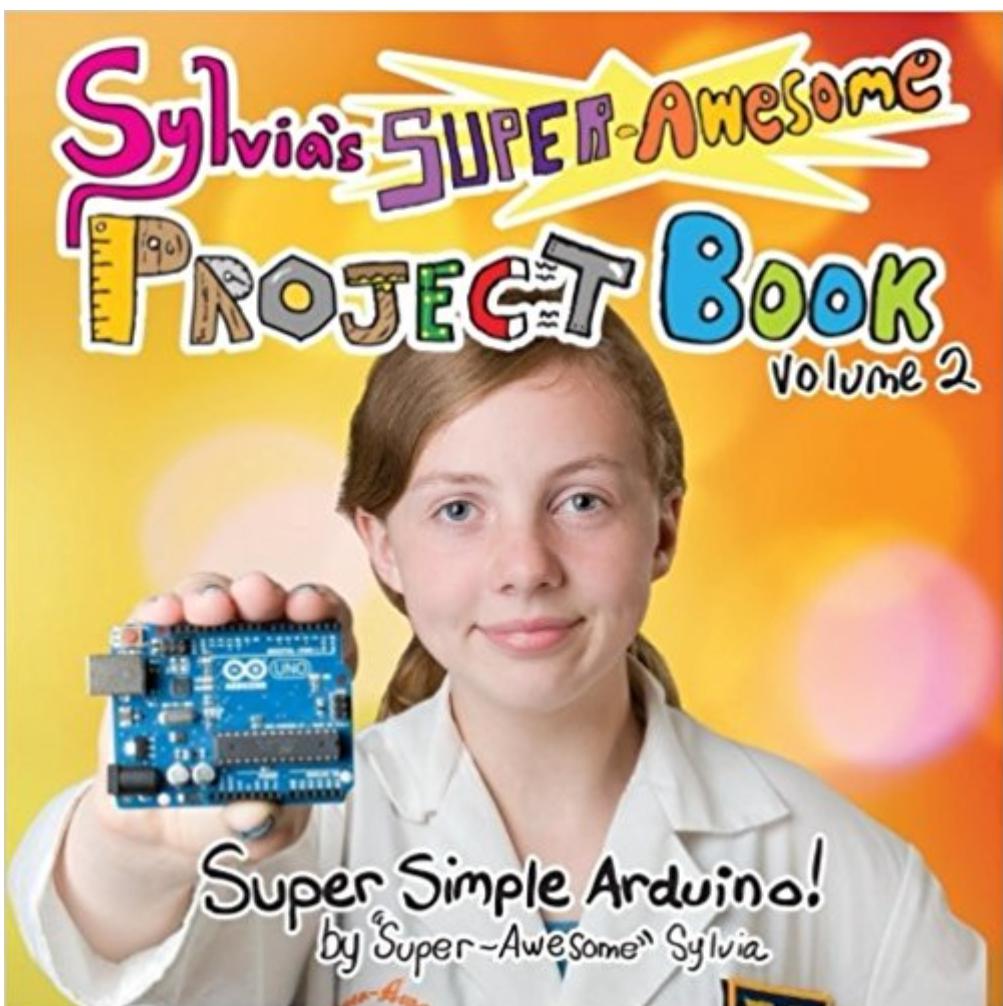


The book was found

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

Paperback: 44 pages

Publisher: Constructing Modern Knowledge Press (November 20, 2014)

Language: English

ISBN-10: 0989151166

ISBN-13: 978-0989151160

Product Dimensions: 8.5 x 0.1 x 8.5 inches

Shipping Weight: 5 ounces (View shipping rates and policies)

Average Customer Review: 4.3 out of 5 stars 25 customer reviews

Best Sellers Rank: #370,501 in Books (See Top 100 in Books) #35 inÂ Books > Children's Books > Education & Reference > Science Studies > Electricity & Electronics #5162 inÂ Books > Children's Books > Science, Nature & How It Works

Age Range: 8 - 12 years

Grade Level: 4 - 7

Customer Reviews

Doing things like this made me love building projects and made me feel special when I was quite young. The knowledge of how to do such things is around but it's almostÂ always more important to get youngsters to WANT to do thing like this. Sylvia carries that motivation factor so well that I actually would want to embark on these projects myself.Â The hardest steps are the beginning ones and these projects are simple enough to not lose the interest of youngsters who want to build things in their lives. Â -Â Steve Wozniak,Â cofounder of Apple"What a refreshing and original book!"

Sylvia's Super-Awesome Project Book: Super-Simple Arduino by Super-Awesome Sylvia is packed with whimsy, energy, and tons of practical "hands-on" activities to get kids excited about microcontroller engineering, science and programming. This is also a great book for parents and teachers who should be joining their kids at the "maker table!" Bravo, Sylvia! Super-awesome!!" -

Peter H. Reynolds, NY Times Bestselling author & illustrator, The Dot, Ish, The Judy Moody series "When kids encounter Arduino, they quickly realize that it's possible to create almost anything they can dream of. Sylvia is the best teacher I could imagine to introduce them to this powerful, easy-to-use electronics prototyping platform." - Mark Fraunfelder,Â Founding editor-in-chief of MAKE magazine "Sylvia's super awesome explanations and illustrations illuminate the often intimidating introduction to Arduino. Easy to read, clear, and funny, this book has everything a kid (even a big one) needs to get started tinkering and coding their own projects with confidence." - Pat Yongpradit, Director of Education, Code.org

Super-Awesome Sylvia started making and tinkering with things when she was 7, and loves to try new things. One year after visiting Maker Faire, she and her dad were inspired to create a Web show about making things modestly titled, "Sylvia's Super-Awesome Maker Show", where she shows kids and adults that making things can be fun, easy and more rewarding than just buying something. Â Millions of views later, Sylvia has covered everything from hobby rocketry, to sewable soft circuits. The show has garnered attention from parents and educators the world over. Learners of all ages report that the show gets students them in making things and learning something along the way. She is a girl scout and has three younger siblings.Â Sylvia has been profiled on network news, People Magazine, and in the New York Times.Â In 2014, Sylvia became an author by launching a series of full-color children's books, "Sylvia's Super-Awesome Project Books," published by Constructing Modern Knowledge Press.

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 youngster's 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!

Is there anything better than empowering kids? Yes, kids empowering kids! Sylvia is an amazing leader of the maker movement. For years, her videos and live presentations have been inspiring not only children but also adults. In Sylvia's Super-Awesome Project Book, Sylvia continues to provide helpful information and how-tos that make it easy for even the most inexperienced tinkers to start making. I highly recommend that parents, educators and kids buy and use this book. I can't wait for the next volume!

Didn't realise the activities require equipment needing to be obtained from the Sylvia company - not easy for overseas buyers

This is a great book for kids. Each project clearly explains how to put it together. It also gives great explanations for the science behind the projects. It clearly discusses and illustrates electricity, sound waves and computer programming. There are also extensions for the projects, so each project is just a starting point. I teach middle school students and I am excited to introduce this book to them.

My son was so excited to receive this.

It's basically "the many ways you can blink an LED"

[Download to continue reading...](#)

Sylvia's Super-Awesome Project Book: Super-Simple Arduino (Volume 2) Captain Awesome 4 Books in 1! No. 2: Captain Awesome to the Rescue, Captain Awesome vs. Nacho Cheese Man, Captain Awesome and the New Kid, Captain Awesome vs. the Spooky, Scary House The Sylvia Browne Book Collection: Boxed Set Includes Sylvia Browne's Book of Angels, If You Could See What I See, and Secrets & Mysteries of the World Project Management: Secrets Successful Project Managers Already Know About: A Beginner's Guide to Project Management, nailing the interview, and essential skills to manage a project like a Pro Beginning C for Arduino, Second Edition: Learn C Programming for the Arduino Arduino Project Handbook, Volume II: 25 More Practical Projects to Get You Started The Arduino Inventor's Guide: Learn Electronics by Making 10 Awesome Projects Super Mario Run: Diary of Super Mario: Super Run for coins! (Unofficial Super Mario Run Book) Agile Project Management: QuickStart Guide - The Simplified Beginners Guide To Agile Project Management (Agile Project Management, Agile Software Development, Agile Development, Scrum) Super Power Breathing: For Super Energy, High Health & Longevity (Bragg Super Power Breathing for Super Energy) Super humans, and Super Heroes edition 3: How to Cause Super humans and Super Heroes with Quantum Physics Adult Coloring Books: Awesome Animal Designs and Stress Relieving Mandala Patterns for Adult Relaxation, Meditation, and Happiness (Awesome Animals) (Volume 2) Adult Coloring Books: Awesome Animal Designs and Stress Relieving Mandala Patterns for Adult Relaxation, Meditation, and Happiness (Awesome Animals) (Volume 1) Arduino Project Handbook: 25 Practical Projects to Get You Started Dad's Book of Awesome Science Experiments: From Boiling Ice and Exploding Soap to Erupting Volcanoes and Launching Rockets, 30 Inventive Experiments to Excite the Whole Family! (Dad's Book of Awesome) Captain Awesome Meets Super Dude!: Super Special Super House: Design Your Dream Home for Super Energy Efficiency, Total Comfort, Dazzling Beauty, Awesome Strength, and Economy Awesome Things You Must Do in Retirement: Ultimate Guide to an Awesome Life After Work Awesome Memes 9: The most awesome rage comics in this one! Indonesia: 101 Awesome Things You Must Do In Indonesia: Awesome Travel Guide to the Best of Indonesia. The True Travel Guide from a True Traveler. All You Need To Know About Indonesia.

[Contact Us](#)

[DMCA](#)

Privacy

FAQ & Help