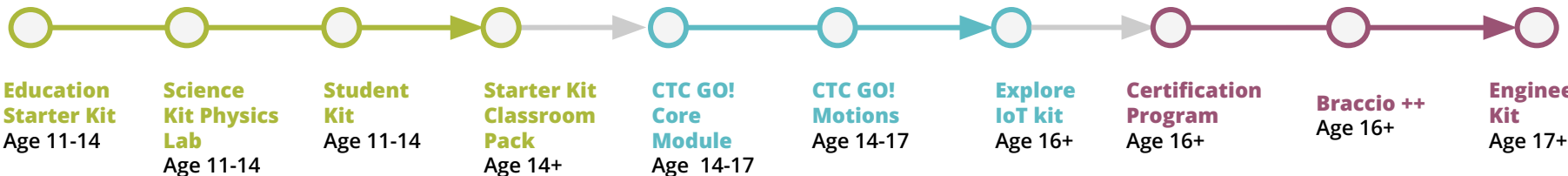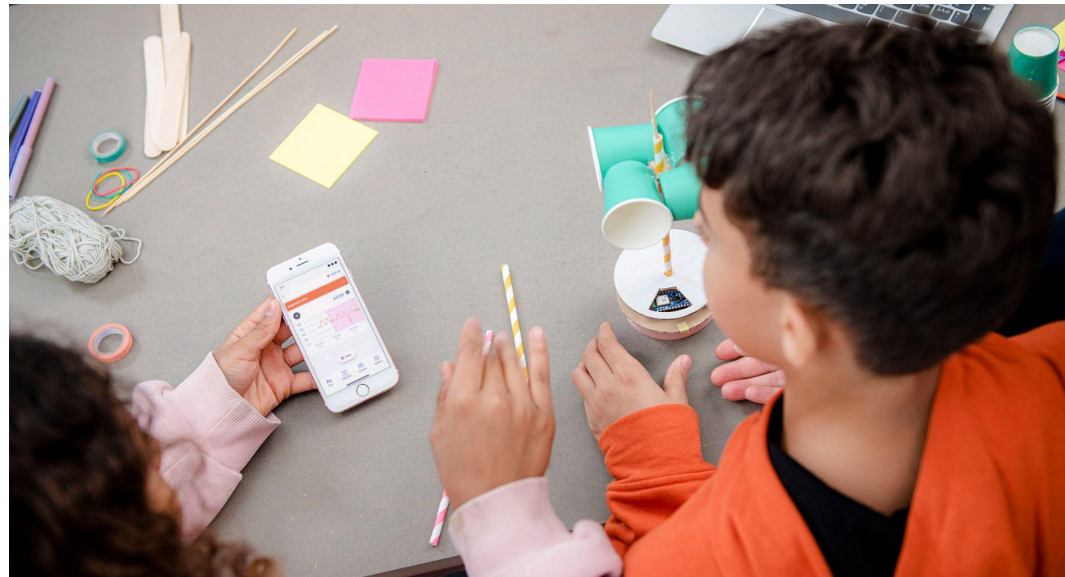# ARDUINO
EDUCATION

Discover the Arduino Science Journal

Transform different devices into pocket-size science tools that encourage students to explore their world.
It can be used on its own, or explored together with external sensors. The app is designed to teach the scientific method, problem-solving, and applying mathematical skills through real-life examples making it classroom-friendly and it can be applied in different backgrounds.

Through the **Teacher's plan subscription** educators can create assignments, templates and experiments in the app and import existing classes from Google Classroom. It's simple to use and keeps everything in one place.

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. The Science Journal is designed to be used by every student, no matter their school year.

Education Starter Kit	Science Kit Physics Lab	Student Kit	Starter Kit Classroom Pack	CTC GO! Core Module	CTC GO! Motions	Explore IoT kit	Certification Program	Braccio ++	Engineering Kit
Age 11-14	Age 11-14	Age 11-14	Age 14+	Age 14-17	Age 14-17	Age 16+	Age 16+	Age 16+	Age 17+

# Arduino Science Journal

Product Benefits

- Free and simple to use
- Easy to set up: download the app and start exploring with your phone's built-in sensors
- Portable: enhance your home learning or bring your device outside to study the world around you
- Fully compatible with Arduino hardware: keep experiencing with the Arduino Nano 33 BLE Sense board
- Safe for children to use: COPPA Compliance
- Google Drive integration, as well as local download

Key Learning Values

- Apply observational, practical, problem-solving, and mathematical skills
- Using scientific theories and explanations to develop hypotheses
- Developing an understanding of the nature, processes and methods of science

Subjects covered:

→ Physics
→ Chemistry
→ Biology
→ Maths (data evaluation, statistical analysis)
→ Engineering design
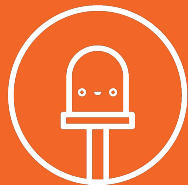
> It's really cool to take measurements from something in your pocket
>
> - Angevine, teacher
>   9th to 12th Grade

Discover more at: **sj.arduino.cc**

ARDUINO
EDUCATION®