

PTkau: 03: Intro: What is Designing and developing digital outcomes?

Video Name: Advice for Starting Out with Physical Programming and Electronics

Presenter: Andrew Wills

Starting off I just explored some very basic electronics like making paper circuits: understanding positive and negative and LEDs and which way they go round. If you can find someone who is more knowledgeable in your community it's much easier to get them to explain things to you than to try and spend a lot of time searching on the internet.

In terms of the Picaxe, we've created a website that's a good starter for finding out some basic information on using Picaxes and what platforms they work on and where you can get them from.

Exploring, there's probably some children in your school who have some experience at working with electronics. It's possibly a journey that you have together with your students, not something that you're 'top down' teaching them.

I hadn't really explored programming much until I discovered physical programming working with code and with electronics. The range of things you can do and the ideas kids can come up with is so varied and versatile. The actual building of things and debugging circuits, it's great experience in persevering and trouble shooting problems. It mirrors the coding aspect which is the same thing. You've got to look at what you've got and see step-by-step where it's going wrong and working out why.

I'm finding the kids are really enjoying it, the kids I'm working with, and I'm really enjoying working with them too.