

Using Arduino-based sensors on nanosatellites to engage middle and high school students with science and coding

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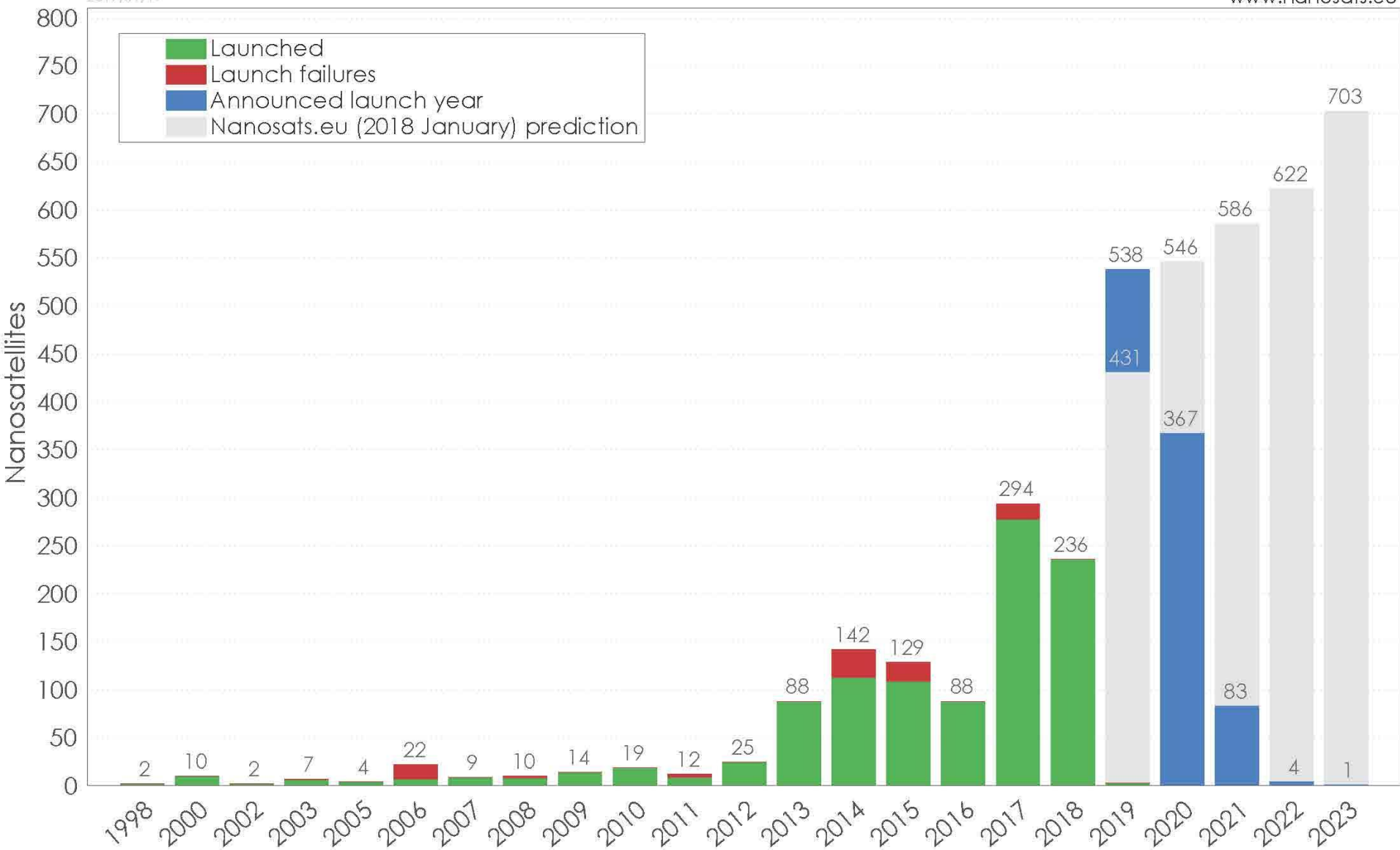


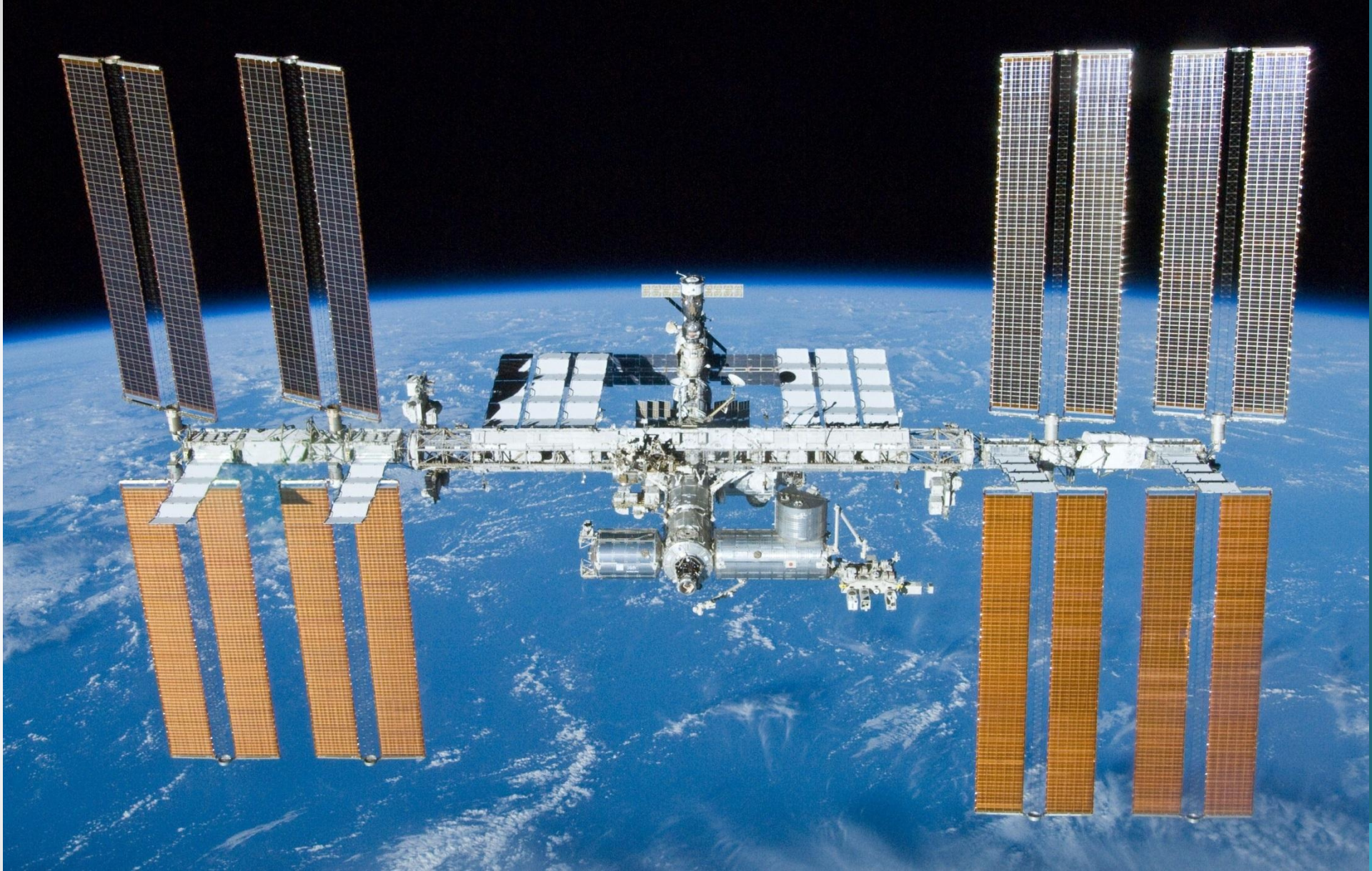
What is a Nanosatellite? ... and what do they do?



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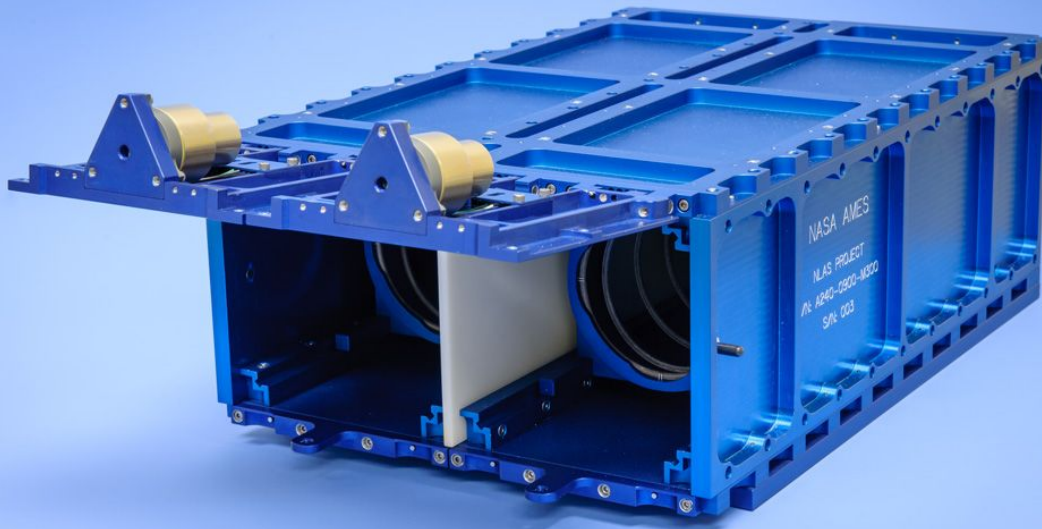

SEPUP
Issue-Oriented Science



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BECAUSE

LEARNING



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Project Goals

- **For the Curriculum**
 - Have students conduct scientific investigations using the nanosatellite's sensor board
 - Familiarize students with the sensors:
 - What they measure
 - Their limitations
 - Have students plan an investigation that utilizes the sensor board on an orbiting nanosatellite.



Project Goals

- **For the Curriculum (continued)**
 - *Expose* students to programming and provide opportunities for them to learn more.
 - Interact with STEM professionals
- **For Research**
 - Understanding the design differences for three different implementations:
 - Afterschool (Emeryville High School)
 - Summer camp (Lawrence Hall of Science)
 - In science class (Civicorps)



Civicorps

DEMOGRAPHICS



57% African/African American

17% Hispanic/Latino

14% Two or more races

8% Asian/Asian American/
Pacific Islander

4% White, American Indian or
Alaska Native, and Other



39% Female

<1% Transgender

61% Male

18%
Experiencing
homelessness*

45%
Justice-
involved*

30%
Have a
learning
disability

29%
Parents
of young
children

39%
Victim of
violence*

17%
Former
foster
youth*

*self-reported



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Project Goals

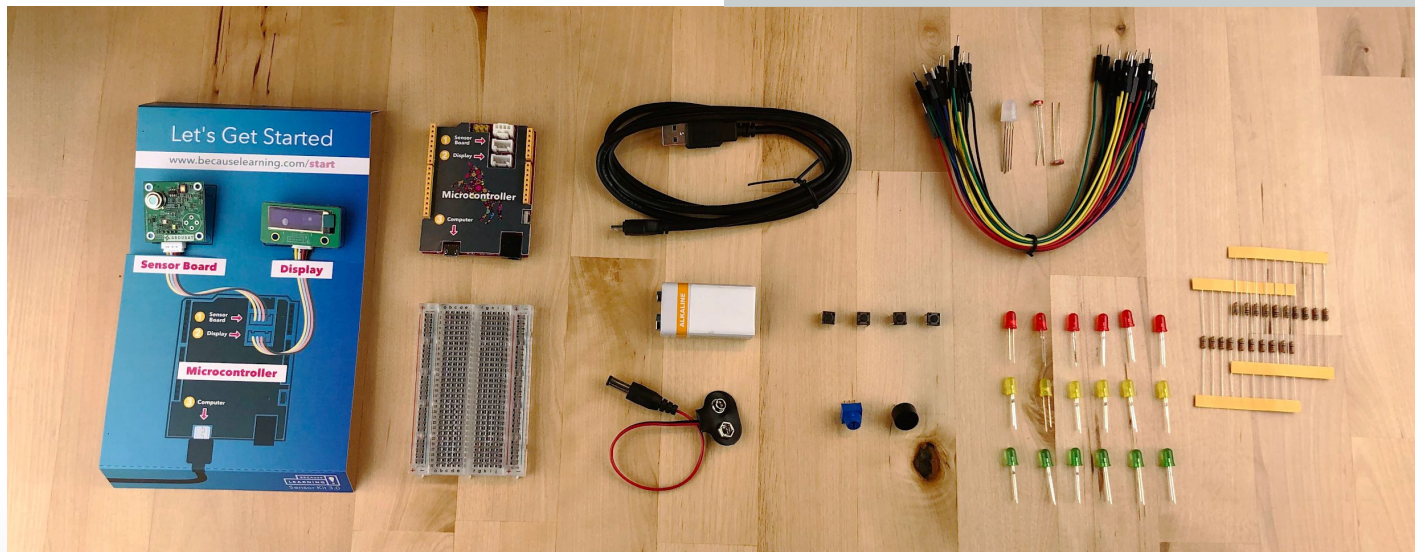
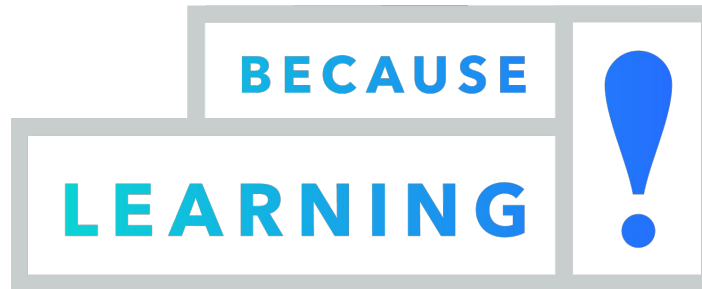
- **For Research (continued)**
 - Understanding how students' values of the learning environment and expectations for success influence their engagement.
- **For Research (moving forward)**
 - What can we learn about designing for equity and inclusion in science learning environments.



Key Materials

- **Because Learning! Launch Kit**

- Arduino
- Sensor Board
- OLED Display

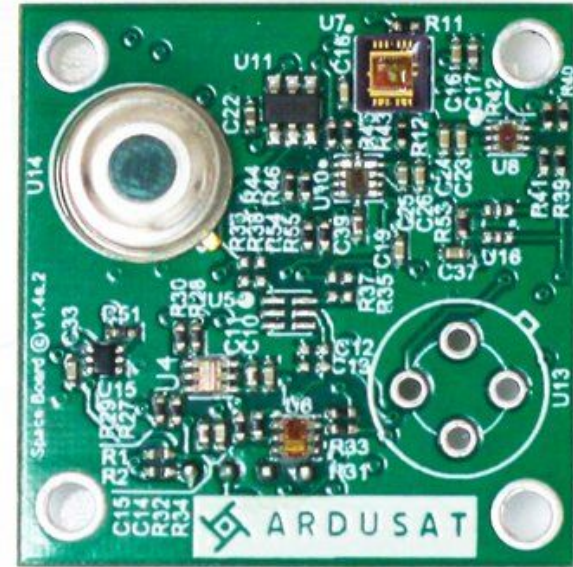
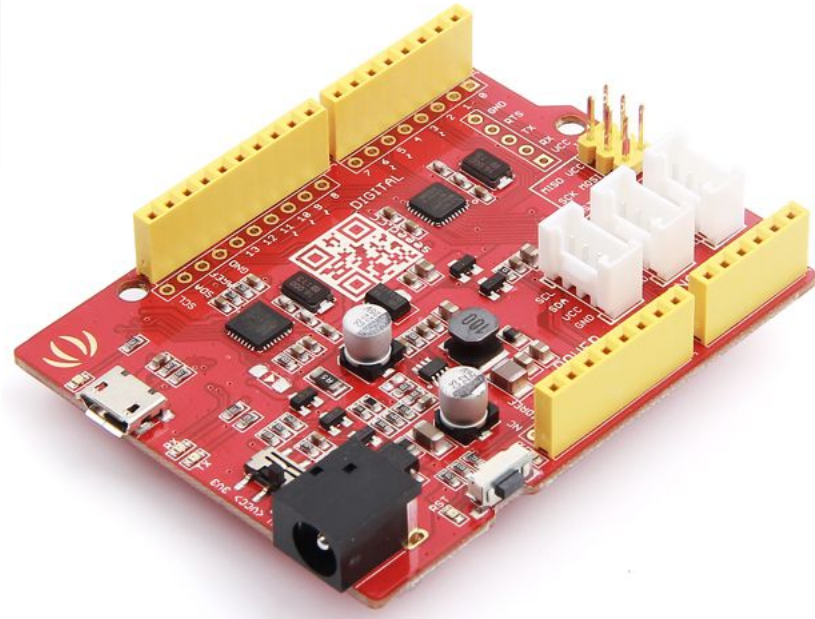


Key Materials

- **We Provided**
 - SD Card writers for Arduino
 - Computers (Chromebooks)
 - Servo-motors
 - Materials for specific experiments:
 - UV Lights
 - Sunglasses
 - Sand/Water
 - Filter gels



Arduino + Sensor Board



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Sensor Board



- Sensors:
 - accelerometer
 - magnetometer
 - gyroscope
 - temperature
 - IR
 - luminosity
 - red, green, and blue light
 - UV



What Scientific Investigations could you do in your class with these sensors?

- accelerometer
- magnetometer
- gyroscope
- temperature
- IR
- luminosity
- red, green, and blue light
- UV



Our Focus

- **Climate Science**
 - Differential Heating of Surfaces
 - UV and IR Radiation from the Sun
- **Physics**
 - Electromagnetic Radiation
 - Satellite Kinematics

Measuring the Unseen

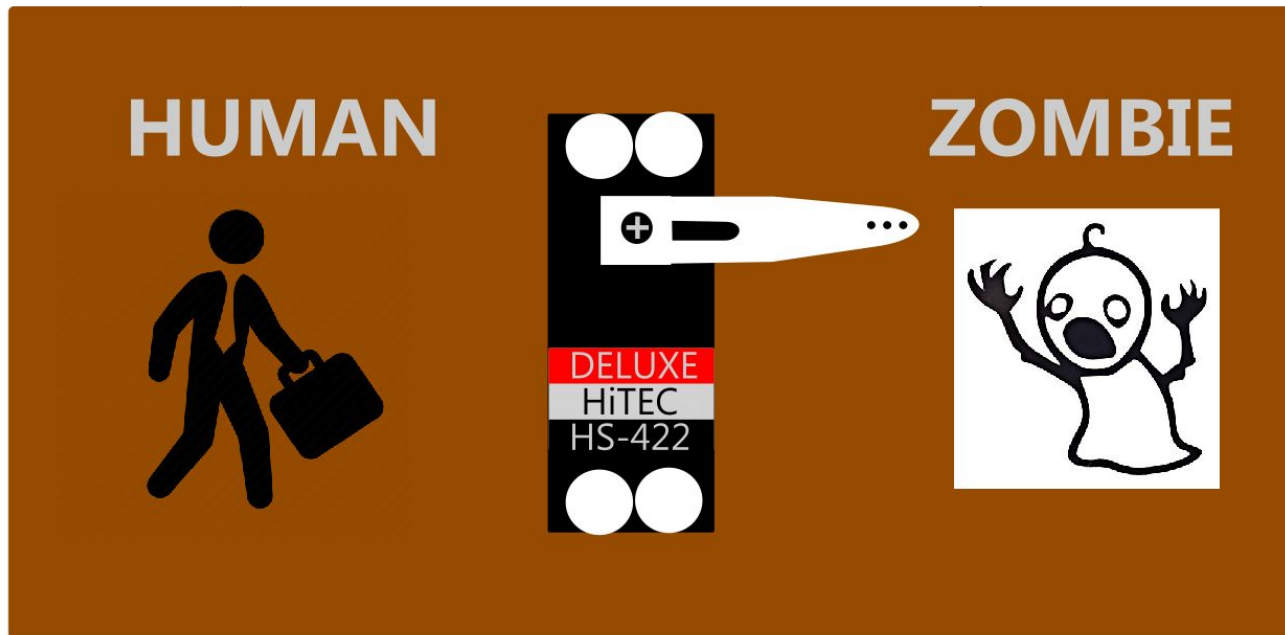
- **Infrared Sensor**
 - “Zombie Detector”
 - Sand vs. Water Experiment
- **UV Sensor**
 - Sunglasses Experiment
- **Combination**
 - Filter gels



Measuring the Unseen

Zombie Detector

- Determine if a can of soda is at room temperature or colder than room temperature



Measuring the Unseen

Sand vs. Water Experiment

- Measuring the rate at which both materials heat up in the Sun using the IR Sensor



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Measuring the Unseen

Analog version of the Sand vs. Water Experiment

- Measuring the rate at which both materials heat up in the Sun using thermometers



Measuring the Unseen

Sunglasses Experiment

- How much UV Radiation does *your* pair of sunglasses block (absorb or reflect)?



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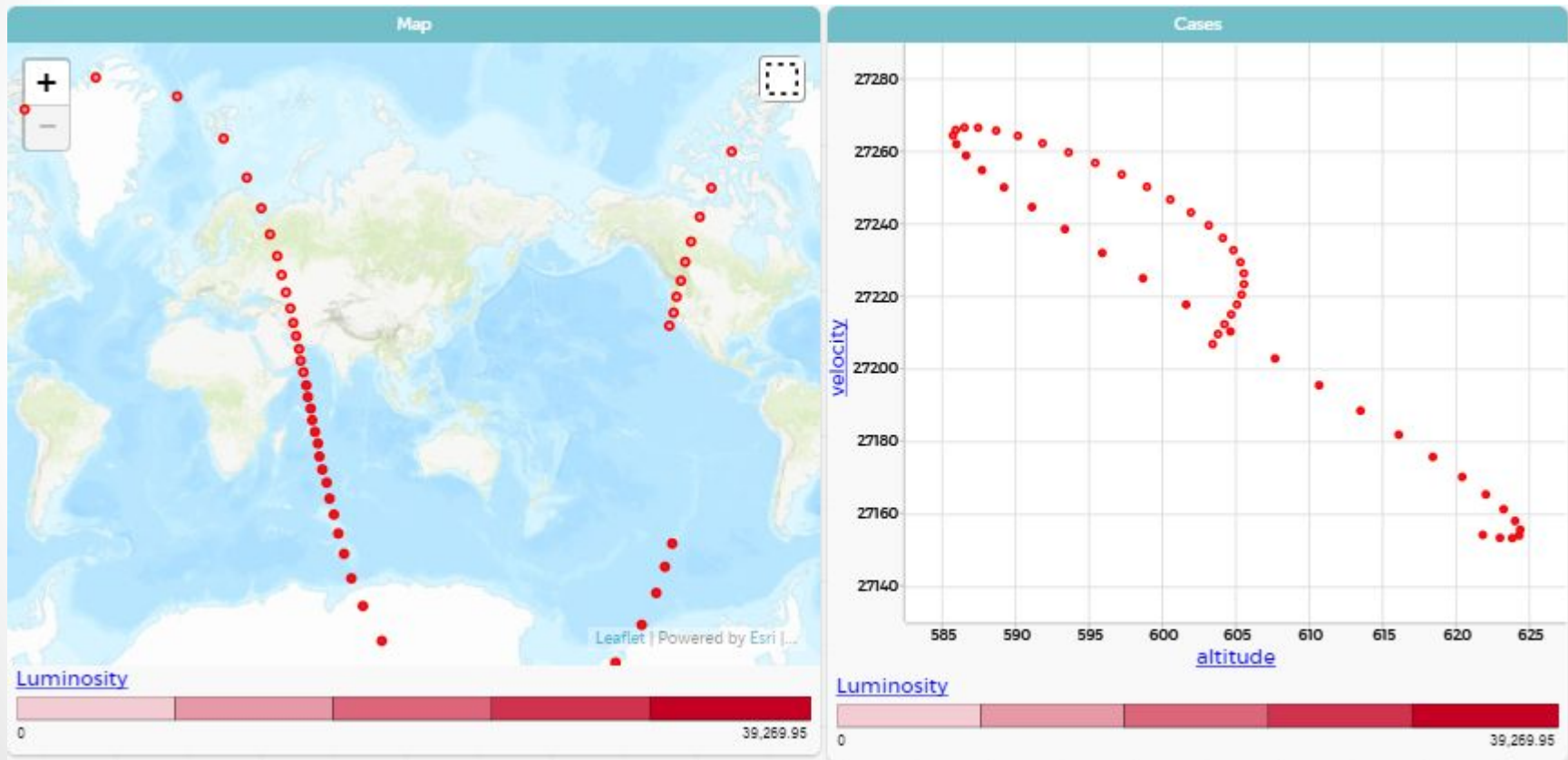
Nanosatellite Investigation

- Student could determine:
 - Rate at which data is captured (ie once every minute)
 - Type of orbit
 - Polar
 - Equatorial
 - International Space Station
 - Which sensors are used (there is a data cap)



Analyzing Data

- CODAP (<https://codap.concord.org/>)



Student Presentations

Student presentations were an important part of each program.

STEM professionals were present to ask questions.



Lessons Learned

We found that it was a cognitive burden to ask students to simultaneously:

- use new-to-them tools
- learn, or at least begin to parse, programming languages
- conduct scientific investigations

So, we developed a new component for the curriculum to prime students for the Arduino portion

Nano-Spacestations

What behaviors would you ask students to design into a robotic space station that has:

- lights
- motors
- light sensors
- distance sensors
- and sound sensors?

Nano-Spacestations

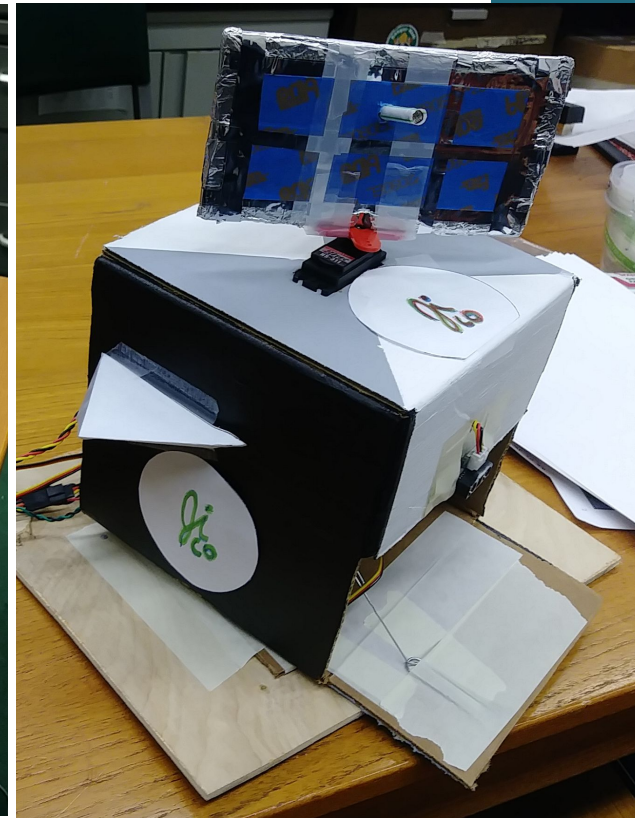
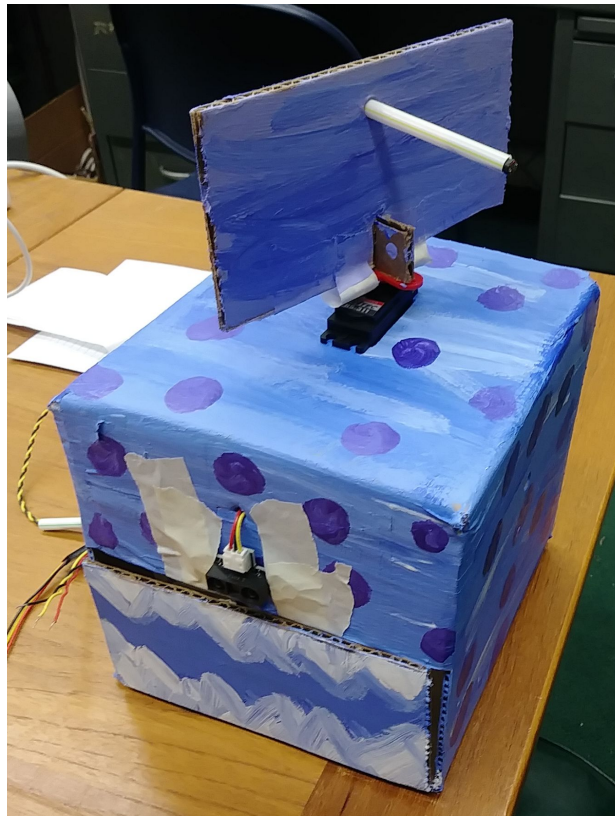
Using Hummingbird Robotics kits, we developed curriculum designed to teach students the basics of programming and sensors through robotics.

This worked really well because:

- The programming language was easier (the “Scratch” **block-based language**)
- Robots give physical responses rather than numerical data
- Students didn’t need to conduct data analysis/interpretation



Nano-Spacestations



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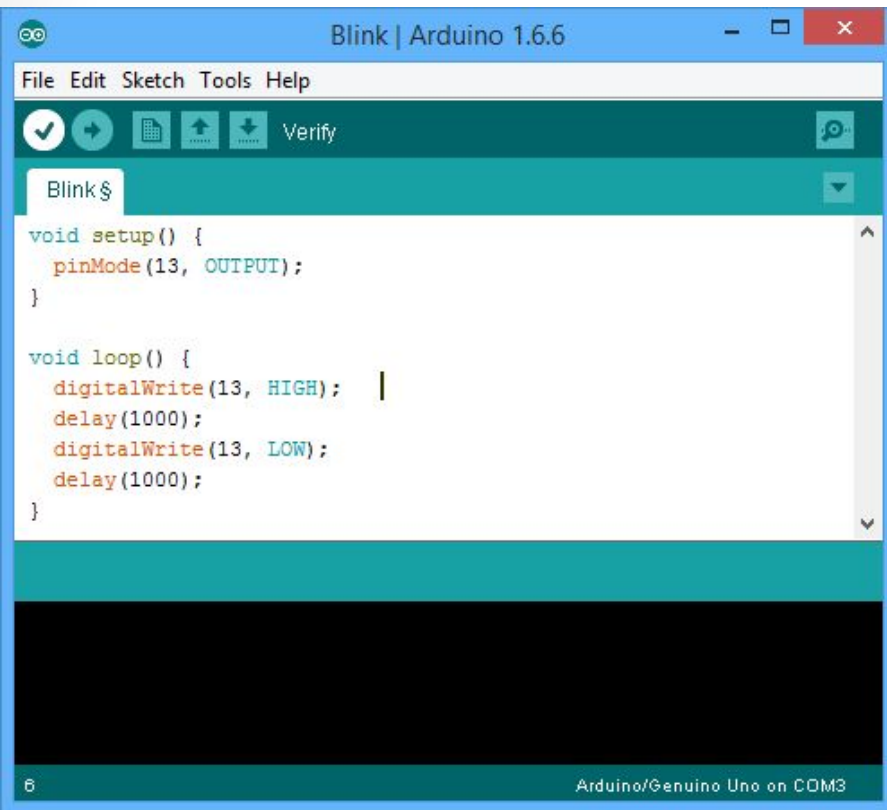
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Lower Entry Point

Arduino

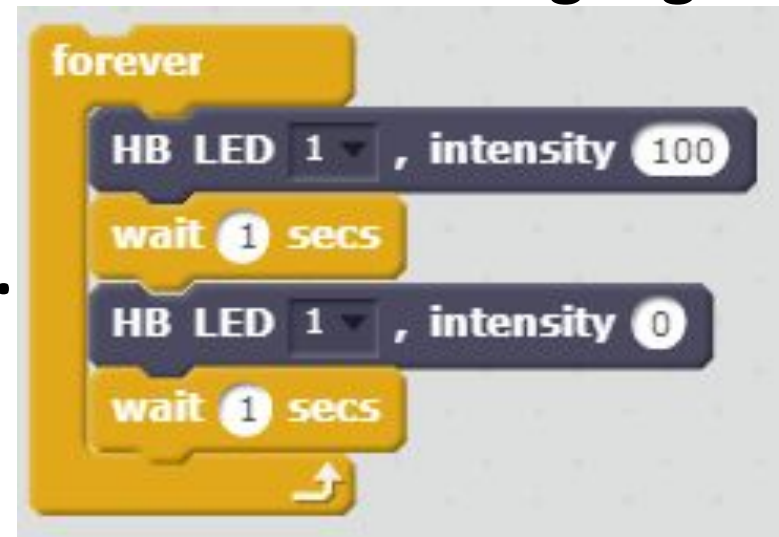
Text-based language



Vs.

Scratch

Block-based language



Set up for Success

By leading with the Robotics and block programming portion:

- Students were more comfortable with the idea of algorithms and the relationship between code and input/output devices**
- More confident in their ability to understand the text-based Arduino programming language later on in the curriculum**



Notable Takeaways

- Troubleshooting Technology requires scientific thinking
- Simply **exposing** students to programming languages made them less weary/intimidated
- Students know how to figure out technologies even if instructors don't
- Arduino (text-based) programming language isn't very friendly for first time programmers but Scratch (block-based) is.
- Analyzing data from sensors is too abstract if students don't understand the sensors.



Questions

Is there interest in making the curriculum materials available?

Is there interest (and is there a need) for a facilitator guide that supports the use of a constructivist approach for introductory programming classes at upper elementary or middle school level?

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This slideshow can be found at sepuplhs.org/news



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