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The idea is to offer **different pathways depending on beginners' level**; these documents have been used with different age groups.

How to proceed? By reading, tinkering, testing, wiring, poking around, building and programming hardware — here is the list of what children can tackle:







1. And what about programming?

There is of course the famous Scratch. But it has limits because it stays purely virtual; to interact with our hardware we need something dedicated: mBlock. It also goes further by turning the program into Arduino code that can be uploaded to the board.

Finally, for more advanced users there is the software I develop: Blockly@rduino.

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