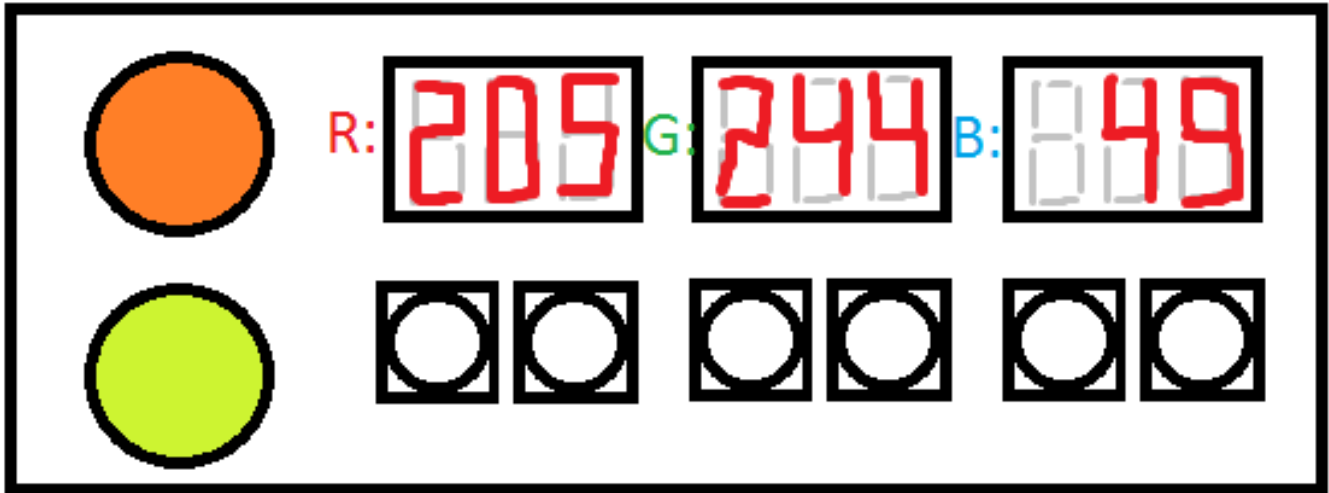


SCENARIO	
Title	RGB color model
Summary	Scenario teaches student to recognize the color in the RGB system
Author/s	Pavel Mechovičius Date: 30/10/2019

Didactic objectives	
Teaches how to recognize colors by code. Develops imagination.	
Physics <input type="checkbox"/> Mathematics <input type="checkbox"/> Information Technology <input checked="" type="checkbox"/> Robotics <input type="checkbox"/> Programming <input type="checkbox"/>	
Education Level: 10-12 years <input type="checkbox"/> 12-14 years <input checked="" type="checkbox"/>	
Problem Statement	
An important element in information technologies is the representation of color in the RGB system. Scenario will teach you to recognize the RGB code by seeing color and vice versa. This skill helps in web design and computer graphics.	
BOM (Bill Of Materials needed)	
Arduino, RGB Leds, Digital tubes, buttons.	
Activity description	
When we start, the LED lights up in random color. We have set second LED parameters to make the color as similar as possible (+/- 10 units). Color changes then we change RGB parameters by clicking the buttons. One increases value, the other decreases. When we choose the right color, the task will change (another color). Activity ends, when time is up.	

Resources



Students' Evaluation

The student can quickly recognize the color.
The student set up X colors in Y time.

Bibliography

Scalability

Add hex color code.

More information