

ACTIVITY TITLE:

Internet of Things



BOOT UP:

The Internet of Things (IoT) is the network of physical objects embedded with electronics, software, sensors, and network connectivity, which enables these objects to collect and exchange data. IoT is built on cloud computing and networks of data-gathering sensors and they say it's going to make everything in our lives from streetlights to toothbrushes "smart."

LOADING...

Read some information on IoT on Intel's website here:

<http://www.intel.com/content/www/us/en/internet-of-things/infographics/guide-to-iot.html>

Watch Intel's video about IoT in society:

<https://www.youtube.com/watch?v=Q3ur8wzzhBU>

Now that you are more familiar with IoT, design your home of the future and include any IoT objects or technologies that you think could make home life easier.

A large, empty rounded rectangle with a blue border, intended for the student to draw their design of a smart home.

ACTIVITY HOSTS

Objective: Learn about the all-pervasive nature of technology and some ways that technology is going to further shape our everyday lives in the near future.

If you would like your students to learn and explore the use of IoT technology, have a look at the following resources:

<https://www.youtube.com/watch?v=QaTltfC5R-M> – a talk at TEDxCIT

<http://www.theinternetofthings.eu/what-is-the-internet-of-things> - the IoT Council

<http://steamlabs.ca/about-us/resources/> - SteamLabs IoT teaching kit

FINAL STEP!

Activity Hosts - Don't forget to register your activities on www.techweek.ie.

