

Program

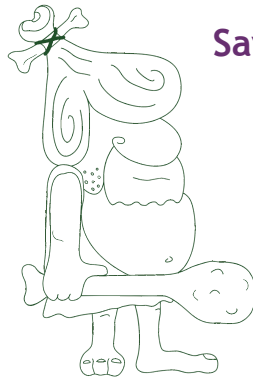
Play

Programming microcontrollers can be fun and easy to understand with a different method.

The EDU-G Board was designed to help students learn about object oriented PIC programming while creating games.

The Introduction to Object Oriented PIC Programming Workbook is written in an easy-to-read conversational approach.

These tools allow students to quickly comprehend concepts, implement lessons learned, and see the results of their efforts all while having fun.



Savage Innovations, LCC

Learn to program
the fun way!!!

Check out other great products on our
website: www.savageinnovations.com
or call us at 1-256-519-9119.



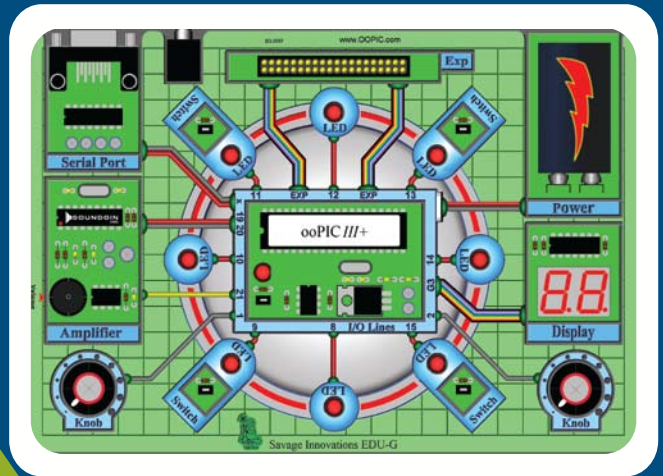
Savage Innovations
906 Bob Wallace Ave
Suite F
Huntsville, AL 35801



256-519-9119



www.savageinnovations.com



EDU-G Board and Workbook

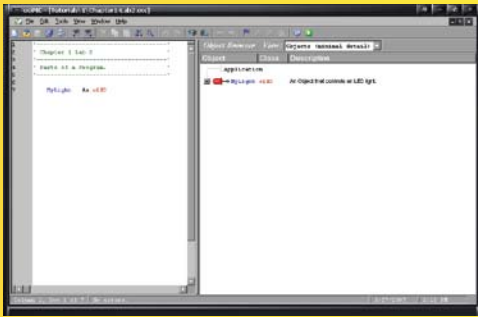
**Learn to Program
The Fun Way**

E D U - G

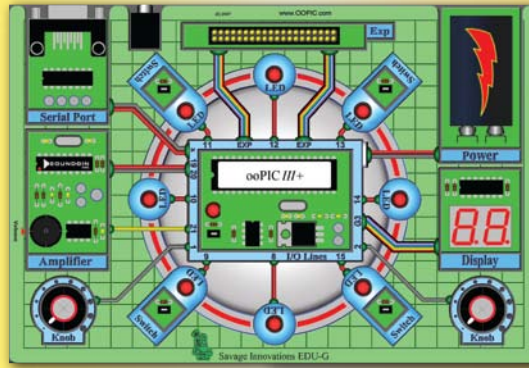
Learn It...

Program It...

Play It!



Chapter 1 ~ Lab 2



Chapter 5 ~ Lab 8

Programming Fun for Everyone!

E D U - G

Features and Benefits

-  Teaches Structured Programming
-  Classroom Friendly
-  Hands-on Labs
-  Learn While Playing
-  Desktop Design
-  Visual Basic Syntax
-  Programmable Devices
-  Expansion Port
-  Battery Operated
-  Great Introduction to Algebraic Fundamentals

Engage your students quickly with our hands-on lessons and labs.

See the excitement and sense of accomplishment your students feel from the beginning. Starting with a student, a light and some basic programming concepts, students create structured programs and control lights from the very first chapter.

The pace quickly moves to building interactive games that can be played with lab partners. While playing, students discover the need for game enhancements such as sound effects and scoreboards. The labs guide the students to identify and implement solutions to these needs.

With each game advancement, the imagination is further stimulated. Problem-solving skills are strengthened, thus building independence. And before you know it, students are creating their own games and interactively competing with classmates, all the while enhancing their career opportunities in the science and technology industries.

The workbook is written for a classroom environment with 38 labs, quizzes and tests that include true/false, essay and vocabulary.

Kit includes EDU-G Board, Serial Cable, Software CD and Workbook. Additional Workbooks, Boards and add-on peripherals are also available.

Kits are available from: