

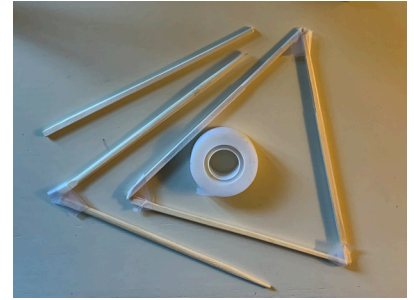
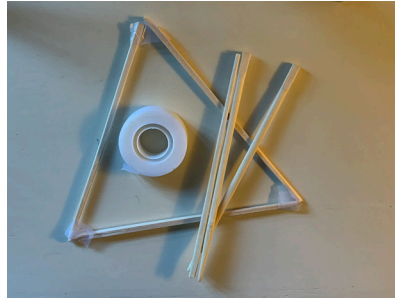
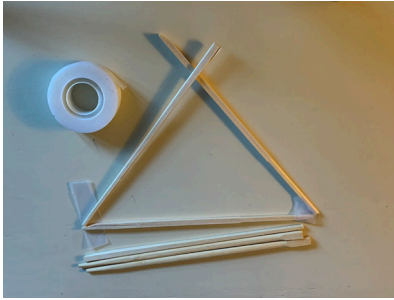


Glow Your Own: build a tetrahedron lantern

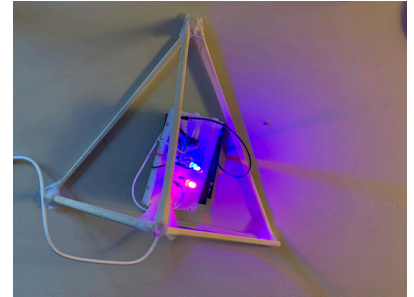
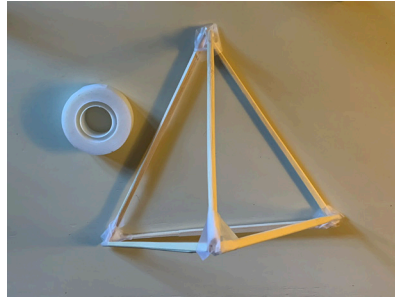
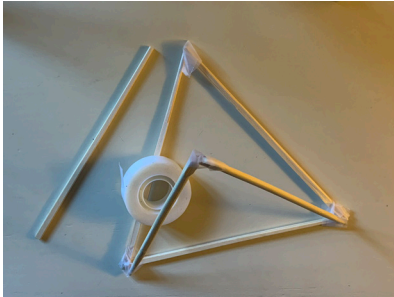
Glow Your Own is a science and art project using six workshops to build a computer circuit that powers your own digital lantern. Workshop 5 gets crafty to build a lantern.

You will need: 6 sticks at least 17cm long (eg. old chopsticks or pens that no longer work), tissue paper or something similar, sticky tape, your Arduino with LEDs and connectors, and a power source:

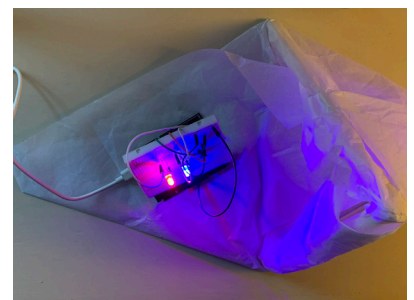
1. Connect sticks with tape to form triangles (extend your sticks by joining them together if needed)



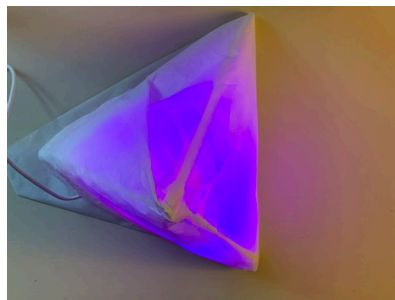
2. Make a tetrahedron (a triangular-based pyramid) and check your Arduino and LEDs fit inside the 3D shape



3. Wrap your tetrahedron in tissue paper (or something that light will shine through) and secure in place



4. Fully enclose your Arduino in the tetrahedron to make a portable lantern powered by a battery



Part of IF Oxford; for all information about Glow Your Own, visit: www.if-oxford.com/gyo

