

First period with Atlas

A complete 45-minute first lesson for a class set. Students work in pairs; you need one laptop at the front and nothing installed on it. No accounts are created at any point, and the school wifi is never used.

GOALS	Every student can drive the device (one dial, one button), has played another student over Bluetooth, has programmed the mouse in Mouse, and has watched firmware get written to a unit from a browser.
MATERIALS	One Atlas per pair, charged. One front laptop with Chrome or Edge and a USB cable. Projector if you have one. The Library base station is optional today; it starts in lesson two.
PREP	Five minutes: charge the set, count the units out, open installatlas.com on the front laptop. That is all of it.

The 45 minutes

0:00	Hand out and power on One unit per pair. Twist the dial to scroll, push it to click, hold it to go home. That is the entire control scheme; say it once and let them find the rest. The face that greets them is the firmware talking, and it never stops.
0:05	The tour, taught by them Prompt: find one mode and teach it to the pair beside you. Ten minutes, no further instructions. Circulate. The device has no wrong doors, and the point is that nobody needed a tutorial.
0:15	Head to head Both partners open Social and pair over Bluetooth, then play pong against each other. Ask the room afterwards what network that needed. The answer, none, is the first big idea of the platform.
0:25	Meet Mouse Open Mouse, chapter one. There is a mouse, there is a crumb, and you do not steer him: you give him rules and press go. Let pairs clear the first levels and compare programs. Same level, different solutions, is the discussion.
0:35	Hand over the keys Front laptop, projector on. Plug in one Atlas, open installatlas.com, choose Update, and flash it live in front of the room. Update keeps every save on the unit. Tell them plainly: from now on, you do this yourselves.
0:43	The exit question Ask what the device asked them for today. No name, no account, no password, no wifi. Send them out on it.

If you have the Library base station

End with two minutes of theatre. Power the Library on the front desk, have every pair join its network from the Atlas, and start one film. Ten screens lock to the same frame with one soundtrack out loud, and the wifi light on the wall never blinks. Lesson two builds on this room.

Troubleshooting, complete

Won't turn on	Charge it over USB. Any powered hub or cart works.
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Frozen or lost	Hold the dial to return home. Worst case, power it off and on.
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Won't boot at all	Plug into the laptop, open the flasher at installatlas.com , choose Fresh install. Two minutes later the unit is factory-new. If it still won't, the people who built it are at 162 Locke Street South, Hamilton, and they answer.
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Where it goes from here

Mouse runs a chapter a week and the levels are identical on every unit, so the room always argues about the same puzzle. The Print and Play Academy tree maps the longer road: ten pathways and thirty-seven badges, from a first 3D print to soldering a whole Atlas, each badge a readable document with checkpoints, assessed by a person watching, not a quiz. Print the tree as a wall poster from installatlas.com/academy.

Print and Play Creative Manufacturing · 162 Locke Street South, Hamilton, Ontario · installatlas.com/classroom · free to copy for classroom use