

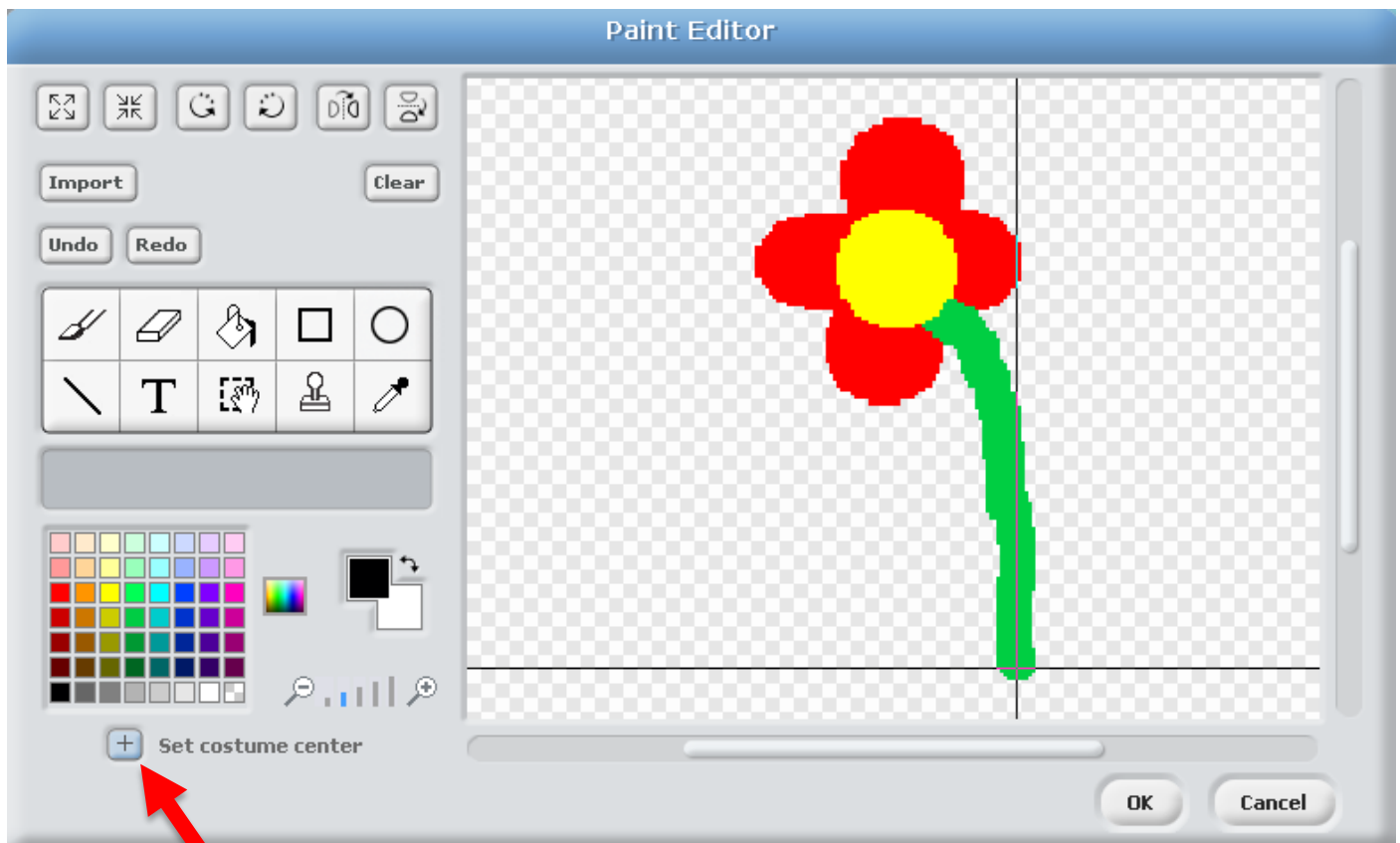
## How to use the Plant Moisture Sensor

In order to use your plant moisture sensor you'll need to plug the wires into Port A on the Picoboard and connect it to your computer.

Scratch sensors give readings from 0 to 100. The moisture sensor shows 100 when there is no moisture present and shows around 20 when it is fully submersed in water. This value is accessed in the Scratch program using the Resistance-A variable.

**Step 1:** Start Scratch and get the Picoboard working correctly with Scratch.

**Step 2:** Create a new sprite and paint a flower shape along with a stem. Click on the 'Set Costume Center' button and click on the base of the stem



**Safety:** Please note that you use these resources at your own risk. Correct use of some components requires care.

**Step 3:** Choose a background from the available options, then draw 2 leaves as shown below



**Step 4:** Place your flower sprite on the stage so that it lines up with the leaves.

**Step 5:** Create the program shown below and click on the green flag, you should see that the flower wilts when there is little moisture sensed!

