



### **Explore Components Design Worksheet: High-Altitude Balloons**

Pick one NASA TechRise experiment idea and plan your design.

#### **Explore Components Design Activity Procedure**

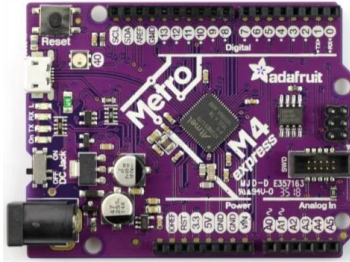
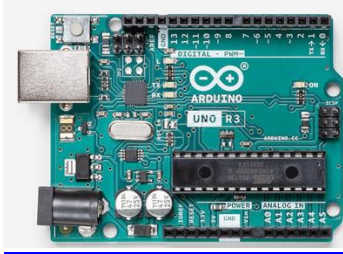
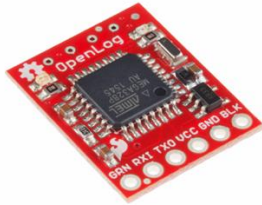
1. Now that you've brainstormed experiment ideas and understand the electrical components needed to build an experiment, choose one idea for your group, and plan the experiment's design.
2. Review the hardware component menu (below) and use the following questions as a guide to plan your experiment.

**Choose one person in your group to record the answers to the following questions.**

1. What is your experiment idea?
2. What data do you want to collect from your experiment?
3. How will you capture data? What will this data tell you?
4. What main components/hardware will you need to build your experiment? Use the hardware component menu below to help plan out the design for your experiment. Keep in mind you are welcome to use other components that you know of in the design and are not limited to only ones that you see in the list.
5. Sketch a drawing or diagram of your experiment plan (optional).

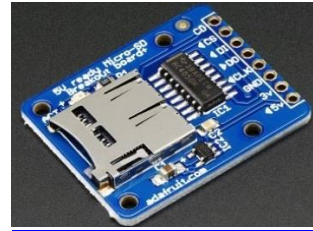
## HARDWARE/COMPONENT MENU

This menu is meant to serve as a guide for what hardware types can be used for a TechRise Experiment. Teams are welcome to use other components not listed on this menu. If you have any questions about the hardware components listed, please do not hesitate to reach out to Future Engineers at [support@futureengineers.org](mailto:support@futureengineers.org).

Component	Description	Reference Image	Possible Sources
Microcontroller	Microcontrollers are programmable chips that can be used as the “brains” of an experiment to automate simple tasks by receiving data (input) and sending data (output). You can think of a microcontroller almost like a mini computer. They perform repetitive functions and can be programmed to interact with the components below to build out your experiment. (A simple example could be a microcontroller programmed to receive data from a temperature sensor and to tell a fan motor to turn on if the temperature goes above a certain value.)	 <p>Adafruit Metro M4</p>  <p>Arduino Uno</p>	<a href="#">Metro M4 Source 1</a> <a href="#">Metro M4 Source 2</a> <a href="#">Metro M4 Source 3</a>  <a href="#">Arduino Uno Source 1</a> <a href="#">Arduino Uno Source 2</a> <a href="#">Arduino Uno Source 3</a>
Data Capture	Experiments that are designed to collect data will require an additional device to store, or log, information as text so it can be retrieved and analyzed following a successful flight. SD and MicroSD card readers are well suited for this task. These external storage devices		<a href="#">Open Log Source 1</a> <a href="#">Open Log Source 2</a> <a href="#">Open Log Source 3</a>

connect to a microcontroller allowing the controller to write data as text to files stored on the removable SD cards. Some development microcontrollers have built-in card readers but most will need a second board, or “shield” dedicated to data storage.

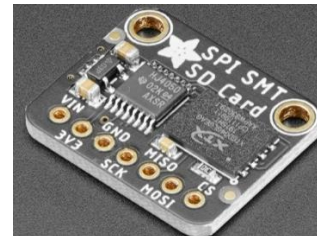
### Data Logger



Adafruit MicroSD Card Breakout Board



Adafruit Feather M0 Adalogger



Adafruit SPI Flash SD Card - XTSD 512 MB

[MicroSD Board Source 1](#)

[MicroSD Board Source 2](#)

[MicroSD Board Source 3](#)

[Adalogger Source 1](#)

[Adalogger Source 2](#)

[Adalogger Source 3](#)

[SPI Flash SD Card Source 1](#)





[SPI Flash SD Card Source 2](#)

[SPI Flash SD Card Source 3](#)

## Motion Components


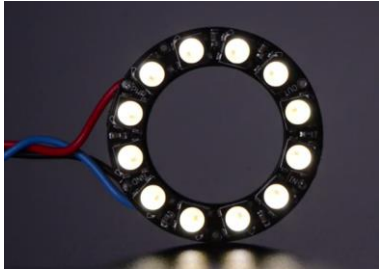

<p>DC Motors</p>	<p>Component that converts electricity into rotational mechanical energy. Motors can be selected to automate tasks using a certain speed or torque. Some motors need to be geared to provide higher torque at lower speeds. It is recommended that any DC motors be wired into a motor driver (see <a href="#">Electronic Hardware</a>) rather than directly into the microcontroller to protect your microcontroller from current overdraw or backflow.</p>	<div data-bbox="1178 120 1314 337" data-label="Image"> </div> <div data-bbox="1184 358 1318 391" data-label="Caption"> <p>DC Motor</p> </div> <div data-bbox="1054 443 1446 649" data-label="Image"> </div> <div data-bbox="1150 667 1350 699" data-label="Caption"> <p>Gearbox Motor</p> </div> <div data-bbox="1064 751 1432 992" data-label="Image"> </div> <div data-bbox="1087 1013 1413 1045" data-label="Caption"> <p>DC Motor in Servo Body</p> </div> <div data-bbox="1064 1101 1432 1325" data-label="Image"> </div> <div data-bbox="1094 1347 1409 1414" data-label="Caption"> <p>High Torque Motor with Gearbox</p> </div>	<div data-bbox="1486 115 1738 264" data-label="List-Group"> <ul style="list-style-type: none"> <li><a href="#">DC Motor Source 1</a></li> <li><a href="#">DC Motor Source 2</a></li> <li><a href="#">DC Motor Source 3</a></li> </ul> </div> <div data-bbox="1486 521 1801 670" data-label="List-Group"> <ul style="list-style-type: none"> <li><a href="#">Gearbox Motor Source 1</a></li> <li><a href="#">Gearbox Motor Source 2</a></li> <li><a href="#">Gearbox Motor Source 3</a></li> </ul> </div> <div data-bbox="1486 813 1927 963" data-label="List-Group"> <ul style="list-style-type: none"> <li><a href="#">DC Motor in Servo Body Source 1</a></li> <li><a href="#">DC Motor in Servo Body Source 2</a></li> <li><a href="#">DC Motor in Servo Body Source 3</a></li> </ul> </div> <div data-bbox="1486 1161 1858 1310" data-label="List-Group"> <ul style="list-style-type: none"> <li><a href="#">High Torque Motor Source 1</a></li> <li><a href="#">High Torque Motor Source 2</a></li> <li><a href="#">High Torque Motor Source 3</a></li> </ul> </div>
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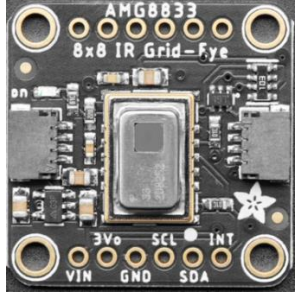

<p>Servomotor (Servo)</p>	<p>A motor that can provide position control. The motor shaft can be moved to a specific angle or position swiftly and precisely. For example, you can program a servo to move from 0 degrees to 90 degrees at a specific moment during your experiment. Most servomotors cannot apply much force and are limited to a 180° range of motion, but they can be utilized as fast release mechanisms or lightweight actuators. Servomotors do not require a motor driver.</p>	<div data-bbox="1058 110 1442 378" data-label="Image"> A blue micro servo motor with a black metal arm and a yellow, orange, and red three-wire cable. </div> <div data-bbox="1058 396 1428 431" data-label="Caption"> <p>Micro Servo High Powered</p> </div> <div data-bbox="1052 483 1446 686" data-label="Image"> A blue micro servo motor with a white top and a yellow, orange, and red three-wire cable. The label on the servo reads 'FITEC Continuous Servo FS909R'. </div> <div data-bbox="1058 704 1428 773" data-label="Caption"> <p>Continuous Rotation Micro Servo</p> </div>	<p> <a href="#">Micro Servo High Powered Source 1</a>  <a href="#">Micro Servo High Powered Source 2</a>  <a href="#">Micro Servo High Powered Source 3</a> </p> <p> <a href="#">Continuous Rotation Servo Source 1</a>  <a href="#">Continuous Rotation Servo Source 2</a>  <a href="#">Continuous Rotation Servo Source 3</a> </p>
<p>Stepper Motors</p>	<p>Similar to a servo, a stepper is a type of motor that allows for precise control of rotation. Steppers are typically heavier than servos and require a motor driver to control, however all steppers are capable of continuous rotation and usually have higher torque than servos. Steppers are commonly used in combination with <a href="#">screw gears</a> to create linear motion.</p>	<div data-bbox="1142 802 1434 1032" data-label="Image"> A black NEMA-8 stepper motor with a silver shaft and four colored wires (red, green, blue, yellow). </div> <div data-bbox="1037 1044 1455 1112" data-label="Caption"> <p>Mini Stepper Motor - NEMA-8 Size</p> </div> <div data-bbox="1062 1149 1434 1433" data-label="Image"> A white unipolar stepper motor with a blue base and four colored wires (red, green, blue, yellow). </div> <div data-bbox="1079 1451 1417 1487" data-label="Caption"> <p>Unipolar Stepper Motor</p> </div>	<p> <a href="#">Mini Stepper Motor Source 1</a>  <a href="#">Mini Stepper Motor Source 2</a>  <a href="#">Mini Stepper Motor Source 3</a> </p> <p> <a href="#">Unipolar Stepper Source 1</a>  <a href="#">Unipolar Stepper Source 2</a> </p>

Solenoid	An electromagnetic device that can “push out” or “pull in.” Solenoids are an on-or-off mechanism that can operate very quickly to actuate linear movement. For example, solenoids are used in pinball machines to shoot away a ball quickly when it touches the bumper.	 <p>Solenoid</p>	<a href="#">Solenoid Source 1</a> <a href="#">Solenoid Source 2</a> <a href="#">Solenoid Source 3</a>
Pump	A pump is a device that moves liquids or gases by mechanical action – for example water pumps or air pumps. The submersible pump only has a port for tubing on the outlet, while the peristaltic pump has tubing for the inlet and outlet. A peristaltic pump is recommended for any applications where the outlet is under pressure.	 <p>Submersible Pump</p>  <p>Peristaltic Pump</p>	<a href="#">Submersible Pump Source 1</a> <a href="#">Submersible Pump Source 2</a> <a href="#">Submersible Pump Source 3</a>  <a href="#">Peristaltic Pump Source 1</a> <a href="#">Peristaltic Pump Source 2</a> <a href="#">Alternate Peristaltic Pump Source 1</a> <a href="#">Alternate Peristaltic Pump Source 2</a>
Solenoid Valve	A solenoid valve uses a solenoid to open or close a valve. “Normally open” valves are open when not powered, and close when power is supplied. “Normally closed” valves operate in reverse, opening when power is supplied and closing when it is removed. These valves are not suited to corrosive liquids.	 <p>Solenoid Valve</p>	<a href="#">Solenoid Valve Source 1</a> <a href="#">Solenoid Valve Source 2</a>

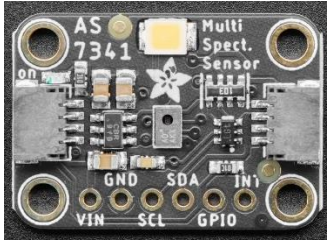
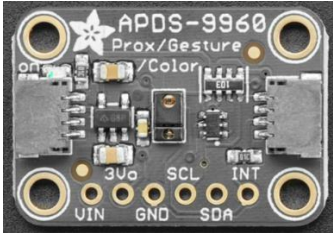

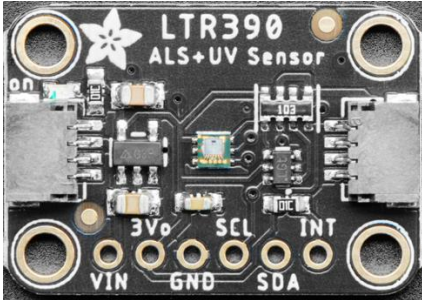


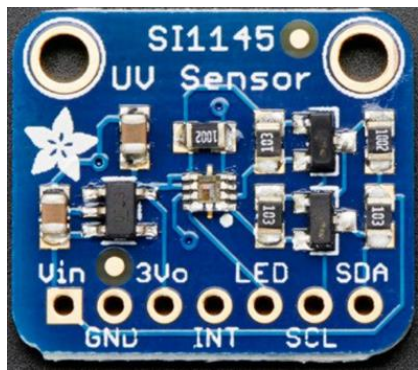
## Imaging

Lights	Lights are recommended if you plan to take photos or videos of your experiment. Ambient lighting during the flight may fluctuate and image quality strongly relies on adequate lighting. Lighting an LED is a common first lesson in electronics. A 150 Ohm <a href="#">resistor</a> is recommended on the positive (longer) lead of the LED, however you may calculate the minimum necessary resistance if you would like the LED to be brighter. Neopixels do not require a resistor, and instead can be wired directly into the microcontroller.	 LEDs  Neopixel Ring	<a href="#">White LEDs Source 1</a> <a href="#">White LEDs Source 2</a> <a href="#">White LEDs Source 3</a>  <a href="#">Neopixel Ring Source 1</a> <a href="#">Neopixel Ring Source 2</a> <a href="#">Neopixel Ring Source 3</a>
Camera	A camera that takes photos or videos. Camera boards without an integrated microSD card slot (such as the Arducam) will require an external one and will occupy your microcontroller's processor while taking a video, rendering it incapable of any other actions. You can select an additional, smaller microcontroller dedicated to camera processing if necessary.	 Dash Cam	<a href="#">Dash Cam Source 1</a> <a href="#">Dash Cam Source 2</a>  <a href="#">Arducam Mini Camera Source 1</a> <a href="#">Arducam Mini Camera Source 2</a> <a href="#">Arducam Mini Camera Source 3</a>

		 <p>Arducam Mini Camera</p>	
IR/Thermal Camera	<p>An infrared camera that detects thermal (heat) energy. It senses an object's heat signature and creates an image of varying colors depending on how cold or hot an object is.</p>	 <p>Adafruit IR Thermal Camera Breakout</p>  <p>IR Thermal Camera Breakout</p>	<p><a href="#">Adafruit IR Camera 55 Deg Source 1</a></p> <p><a href="#">Adafruit IR Camera 55 Deg Source 2</a></p> <p><a href="#">Adafruit IR Camera 55 Deg Source 3</a></p> <p><a href="#">IR Thermal Camera Source 1</a></p> <p><a href="#">IR Thermal Camera Source 2</a></p> <p><a href="#">IR Thermal Camera Source 3</a></p>
<b>Light Sensors</b>			
Visible Light Sensor	<p>A sensor that detects light in the visible spectrum. Some are equipped with additional capabilities such as RGB value measurement or proximity readings.</p>	 <p>Light Sensor</p>	<p><a href="#">TSL 2591 Source 1</a></p> <p><a href="#">TSL 2591 Source 2</a></p> <p><a href="#">TSL 2591 Source 3</a></p>



		 <p>AS7341 Multi Spect. Sensor</p> <p>Light Spectrum Analyzer</p>	<a href="#">AS 7341 Source 1</a> <a href="#">AS 7341 Source 2</a> <a href="#">AS 7341 Source 3</a>
		 <p>APDS-9960 Prox/Gesture/Color</p> <p>Proximity, Light, RGB and Gesture Sensor</p>	<a href="#">APDS 9960 Source 1</a> <a href="#">APDS 9960 Source 2</a> <a href="#">APDS 9960 Source 3</a>
		 <p>VCNL4040 Proximity Sensor</p> <p>Proximity and Lux Sensor</p>	<a href="#">VCNL4040 Source 1</a> <a href="#">VCNL4040 Source 2</a> <a href="#">VCNL4040 Source 3</a>
UV Sensor	Sensor that measures ultraviolet rays.	 <p>LTR390 ALS+UV Sensor</p> <p>UV Light Sensor</p>	<a href="#">UV Light Sensor Source 1</a> <a href="#">UV Light Sensor Source 2</a>



UV Sensor

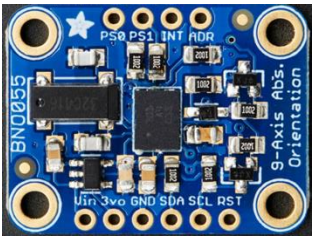


UV Sensor

- [UV Sensor Source 1](#)
- [UV Sensor Source 2](#)
- [UV Sensor Source 3](#)

- [UV Sensor Source 1](#)
- [UV Sensor Source 2](#)

**Motion and Force Sensors**

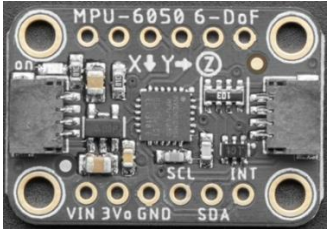
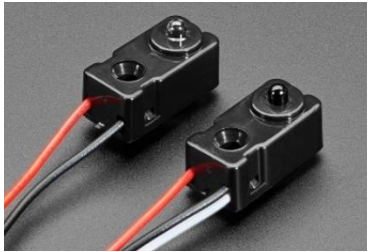

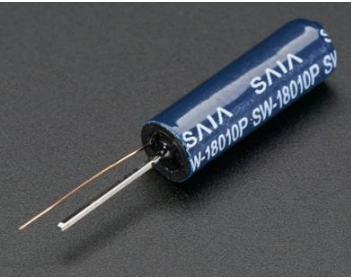


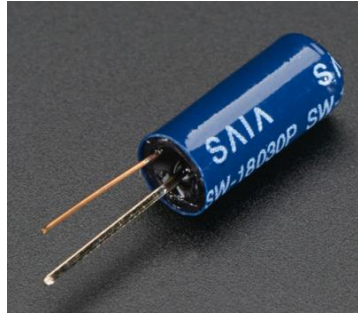
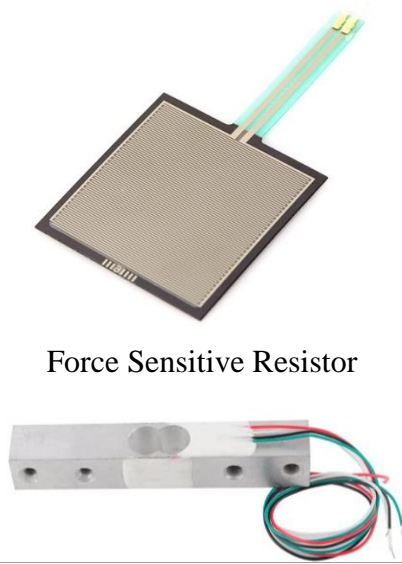
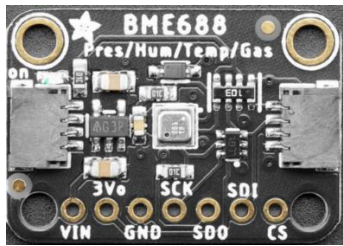
IMU


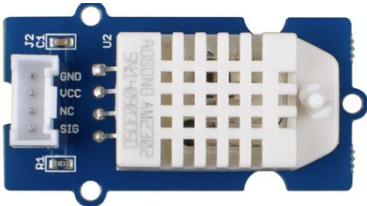
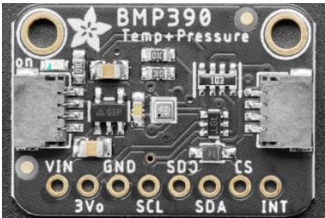

- [IMU Source 1](#)
- [IMU Source 2](#)
- [IMU Source 3](#)

IMU, Orientation Sensor and Gyro





The inertial measurement unit can sense speed, direction, acceleration, force, angular velocity and more. The Orientation Sensor and Gyro Sensor measures the rotation of an object in three axes (x,y,z).

		 <p>Gyro &amp; Acceleration Sensor</p>	<a href="#">Gyro Source 1</a> <a href="#">Gyro Source 2</a> <a href="#">Gyro Source 3</a>
IR Beam Break Sensor Set	Infrared emitter and receiver set detects when the beam is broken. This set can be used as a “gate” to detect when something has crossed the invisible line produced by the emitter and receiver.	 <p>IR Beam Break Set</p>	<a href="#">IR Beam Break Set Source 1</a> <a href="#">IR Beam Break Set Source 2</a>
Ultrasonic Distance Sensor	This sensor produces inaudible sound waves that are bounced off an object and reflected back to the sensor. It calculates the distance to the object based on the time it takes for the waves to be received.	 <p>Ultrasonic Distance Sensor</p>	<a href="#">Ultrasonic Distance Sensor Source 1</a> <a href="#">Ultrasonic Distance Sensor Source 2</a> <a href="#">Ultrasonic Distance Sensor Source 3</a>
Vibration Sensor	Sensor that detects non-directional vibrations.	 <p>Fast Vibration Sensor</p>	<a href="#">Fast Vibration Sensor Source 1</a> <a href="#">Fast Vibration Sensor Source 2</a> <a href="#">Fast Vibration Sensor Source 3</a>




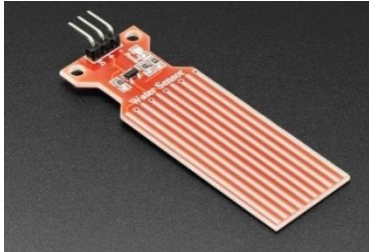

		 <p>Slow Vibration Sensor</p>	<a href="#">Slow Vibration Sensor Source 1</a> <a href="#">Slow Vibration Sensor Source 2</a> <a href="#">Slow Vibration Sensor Source 3</a>
Force Sensors	<p>Two common methods of force sensing are Force Sensitive Resistors (FSR) and Strain Gauges. FSRs are an inexpensive and easy option but are fairly inaccurate. They are best used to detect changes in force but aren't recommended to measure exact weights. Strain gauges can measure weight accurately, however they are larger and more complicated to use. They require calibration and an Analog to Digital Converter, like <a href="#">this one</a>.</p>	 <p>Force Sensitive Resistor</p> <p>Strain Gauge</p>	<a href="#">Force Sensitive Resistor Source 1</a> <a href="#">Force Sensitive Resistor Source 2</a> <a href="#">Force Sensitive Resistor Source 3</a>  <a href="#">Strain Gauge Source 1</a> <a href="#">Strain Gauge Source 2</a> <a href="#">Strain Gauge Source 3</a>
<b>Environmental Sensors</b>			
Humidity Sensor	Sensor that measures humidity.		<a href="#">Humidity Sensor Source 1</a> <a href="#">Humidity Sensor Source 2</a> <a href="#">Humidity Sensor Source 3</a>


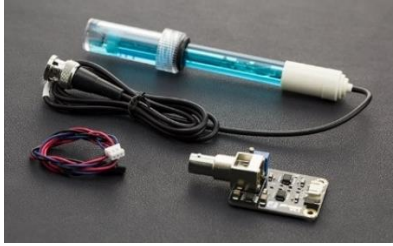



		Temperature, Humidity, Pressure and Gas Sensor	
Temperature Sensor	Sensor that measures temperature.	 <p>Temperature Sensor</p>  <p>Temperature-Humidity Sensor</p>	<a href="#">Temperature Sensor Source 1</a> <a href="#">Temperature Sensor Source 2</a> <a href="#">Temperature Sensor Source 3</a>  <a href="#">Temp &amp; Humidity Sensor Source 1</a> <a href="#">Temp &amp; Humidity Sensor Source 2</a>
Pressure Sensor	Sensor that measures atmospheric pressure.	 <p>Precision Barometric Pressure and Altimeter</p>	<a href="#">Temp &amp; Pressure Sensor Source 1</a> <a href="#">Temp &amp; Pressure Sensor Source 2</a> <a href="#">Temp &amp; Pressure Sensor Source 3</a>
Particulate Monitor	An air quality monitor that measures pollutants in terms of particulate matter size. Can be used to detect particles in the air such as pollen, dust, soot, smoke, etc.	 <p>Air Quality Breakout Sensor</p>	<a href="#">Air Quality Breakout Sensor Source 1</a> <a href="#">Air Quality Breakout Sensor Source 2</a> <a href="#">Air Quality Breakout Sensor Source 3</a>  <a href="#">Particulate Matter Sensor Source 1</a>

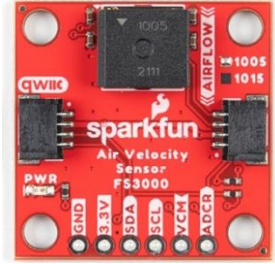

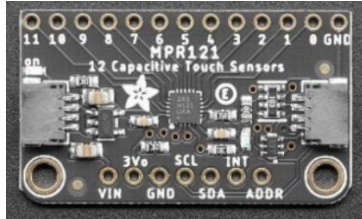


		 <p>Particulate Matter Sensor</p>	<a href="#">Particulate Matter Sensor Source 2</a> (does not include 5-wire cable)
Gas Sensors	Sensor that detects gas concentration in parts per million or parts per billion.	 <p>Low Concentration Ozone Gas Sensor</p>  <p>Air Quality VOC and CO<sub>2</sub> Sensor</p>  <p>Methane Sensor</p>	<a href="#">Ozone Gas Sensor Source 1</a> <a href="#">Ozone Gas Sensor Source 2</a>  <a href="#">VOC and CO<sub>2</sub> Sensor Source 1</a> <a href="#">VOC and CO<sub>2</sub> Sensor Source 2</a> <a href="#">VOC and CO<sub>2</sub> Sensor Source 3</a>  <a href="#">Methane Sensor Source 1</a> <a href="#">Methane Sensor Source 2</a>
<b>Radiation and Magnetism</b>			
Radiation Sensor	Sensor that detects ionizing radiation.		<a href="#">Pocket Geiger Radiation Sensor</a>



		 <p>Pocket Geiger Radiation Sensor</p>	
Magnetometer	Sensor that detects magnetic fields in 3 axes.	 <p>Magnetometer</p>  <p>Accelerometer Magnetometer</p>	<a href="#">Magnetometer Source 1</a> <a href="#">Magnetometer Source 2</a>  <a href="#">Accel/ Magnetometer Source 1</a> <a href="#">Accel/Magnetometer Source 2</a> <a href="#">Accel/Magnetometer Source 3</a>
<b>Water</b>			
Water Sensor	Sensor that detects the presence of water. It can be used to detect water level with low amounts of accuracy.		<a href="#">Water Sensor Source 1</a> <a href="#">Water Sensor Source 2</a>
Water Flow Rate Sensor	Small turbine that measures water flow rate.		<a href="#">Water Flow Rate Sensor Source 1</a> <a href="#">Water Flow Rate Sensor Source 2</a>

Soil Moisture Sensor	Capacitive sensor that measures (unitless) moisture in soil.		<a href="#">Soil Moisture Sensor Source 1</a>
pH Sensor	Sensor kit to measure pH of liquids.		<a href="#">pH Sensor Kit Source 1</a>
Total Dissolved Solids (TDS) Sensor	Sensor kit to measure TDS of liquids.		<a href="#">TDS Sensor Source 1</a> <a href="#">TDS Sensor Source 2</a>
<b>Miscellaneous</b>			
Lightning Detector	Detects lightning up to 40 km away.		<a href="#">Lightning Detector Source 1</a>
Current Sensor	Measures current flow through the sensor board.		<a href="#">Current Sensor Source 1</a> <a href="#">Current Sensor Source 2</a>

Air Velocity Sensor	Measures air velocity across the sensor board. NB: High altitude balloons typically move <i>with</i> the air currents, meaning there may not be much air flow relative to the payload.		<a href="#">Air Velocity Sensor Source 1</a> <a href="#">Air Velocity Sensor Source 2</a>
Microphone	Records audio.		<a href="#">Microphone Source 1</a> <a href="#">Microphone Source 2</a>
Capacitive Touch Sensor	Detects the presence of electrically conductive materials.		<a href="#">Capacitive Touch Sensor Source 1</a> <a href="#">Capacitive Touch Sensor Source 2</a>
<b>Other Useful Hardware</b>			
Electronic Hardware	<a href="#">Prototyping(solderless) Breadboard</a> <a href="#">Perma-proto(solderable) Breadboard</a> <a href="#">Jumper Wires</a> <a href="#">Slip Ring</a> <a href="#">I2C Multiplexer</a> <a href="#">Motor Driver</a> <a href="#">Resistors</a> <a href="#">MicroSD Card &amp; Reader</a> <a href="#">Soldering Iron</a>		
Mechanical Hardware	<a href="#">Prototyping Mounting Hole Plates</a>		

	<a href="#"><u>Springs</u></a> <a href="#"><u>Syringes</u></a> <a href="#"><u>One-way(check) valve</u></a> <a href="#"><u>Gears</u></a> <a href="#"><u>Angle Brackets</u></a> <a href="#"><u>Pulleys</u></a> <a href="#"><u>3D Printer</u></a>
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