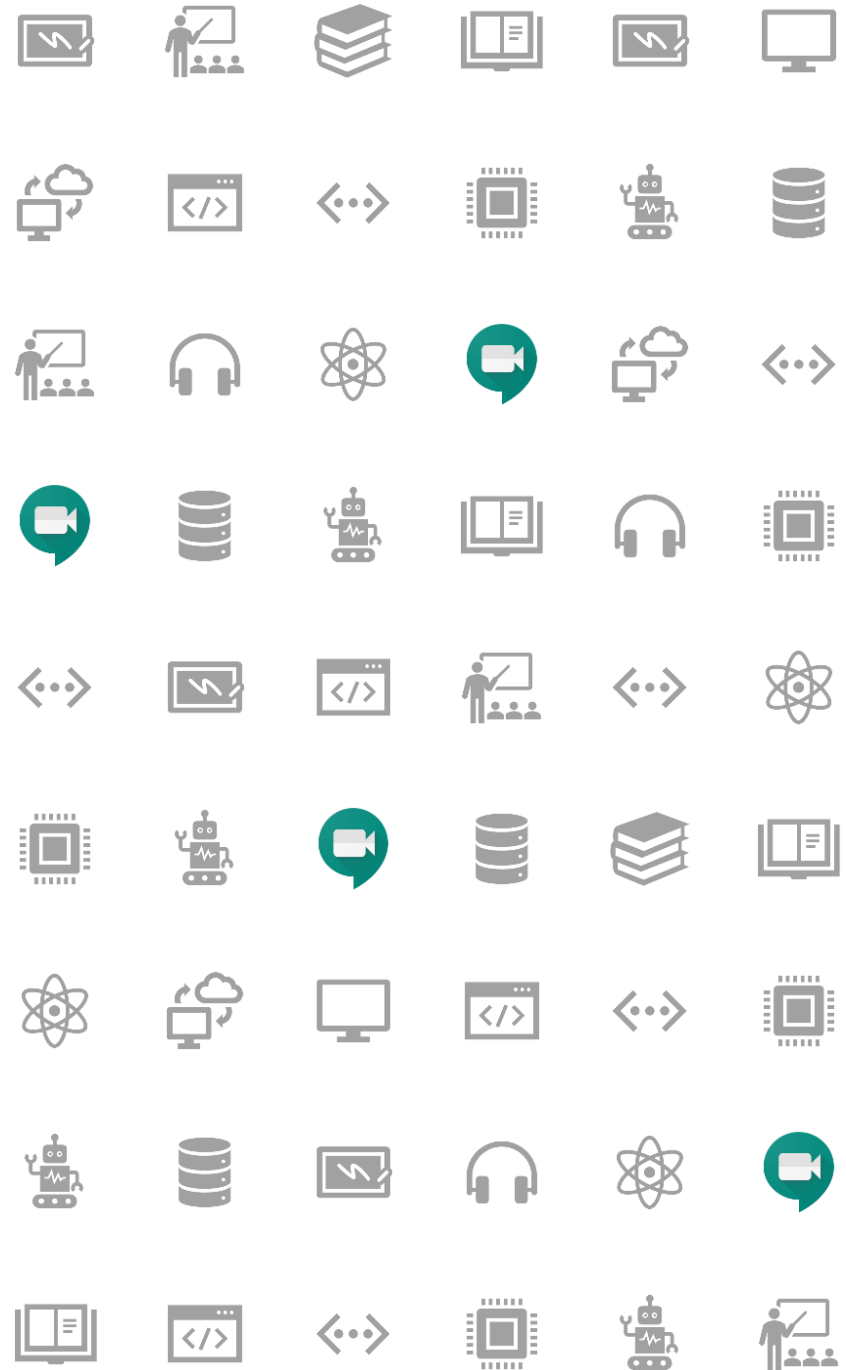




Using Google Meets

for
Home Based Learning



Hello world!

Google Meets allows you to meet your instructor for your home-based learning sessions! It is a **browser-based** platform, so it works on Google Chrome, Mozilla Firefox, Microsoft Edge, Safari, or even on your phone!

Now, let's see how to use Google Meets!

Step 0:

Prepare your laptop

Ensure you have:



Internet
connection



Microphone



Camera

... and the correct software installed:

For LEGO Mindstorms



LEGO
Mindstorms
EV3 software



For Scratch



Scratch 3.0



For Arduino and S4A



Arduino IDE



For Python



Anaconda 3.7



SPYDER

To be installed on
Anaconda Navigator

NOTE: You have to run the software installer (.exe file for Windows, .dmg file for Mac OS) that is downloaded from the website so that the software will be installed on to your device and be used for the lesson.

Step 1:

Look for invitation link

The most straightforward way is to have an invitation from your instructor with a URL link:

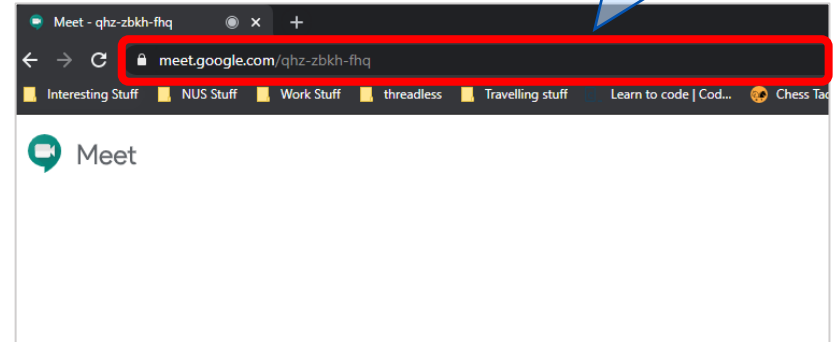
For example:

<https://meet.google.com/aaa-aaaa-aaa>

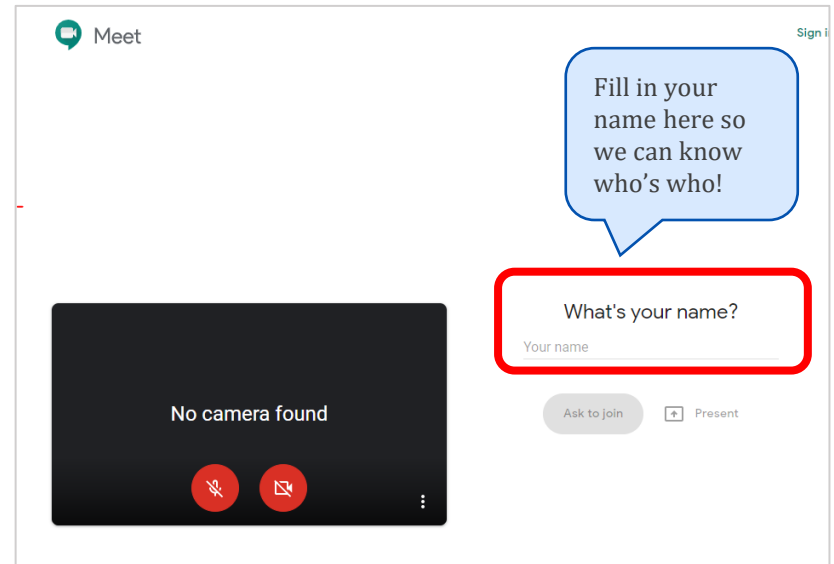
Step 2:

Type URL into web browser

Type URL here!

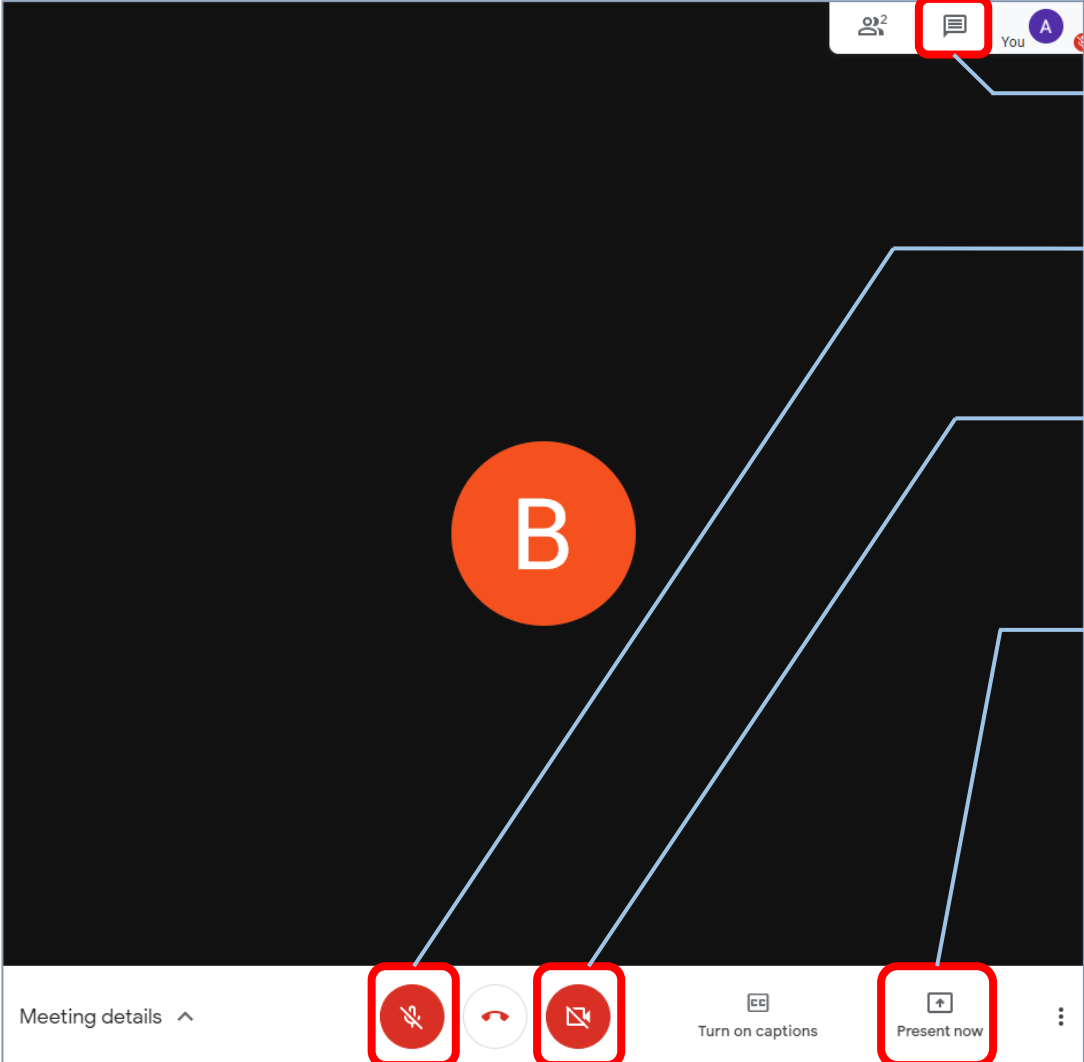


That should bring you to the meeting room:



Step 3:

That's it!



The image shows a Zoom meeting interface with several call controls highlighted by red boxes. Lines connect these boxes to text boxes on the right. A large orange circle with the letter 'B' is in the center of the meeting area.

- Chat icon:** Click on this to open/close the chat for the session!
- Mute icon:** Use this to mute your microphone
- End call icon:** Use this to close the call
- Present icon:** Click this to show your screen:
Choose to present everything on the screen

Present

- Your entire screen** (highlighted with a red box)
- A window

Meeting details ^

Turn on captions

Present now

Prepare for your lesson



Privacy

For the safety and security of our students and instructors, **DO NOT** share the Google Meets link to anyone.



Software

Open the software needed for the lesson OR have your software readily accessible on your device (icon on your desktop/toolbar)



Check in early

Do access the Google Meets link 15 minutes before the start of the session so that any technical issues can be resolved.



Turn on camera

So that your instructor may take your attendance.

During the lesson



Mute your mic *(when not talking)*

This will avoid any feedback noise (echo) during the session. Turn on the mic only when you need to ask a question or if you have any issue that you wish to highlight to your instructor.



Do not abuse the chat

Please use the chat only for purpose of the lesson (e.g. if you have a question, you have an answer to your instructor's question or if you have any issues etc.)



Notice something weird?

If you notice any weird messages, links, or files that are not sent by the instructor, do alert your instructor.



Questions?

If you have any issues before/after the lesson, do contact us at c4rl@nullspace.com.sg.