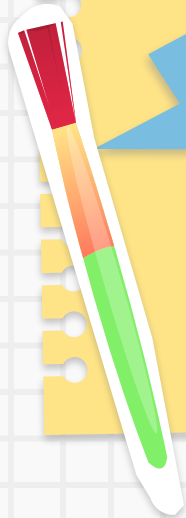




Makey-makey PLAYGROUND

Attendance link: <https://bit.ly/sita26attend>

By: Ellie Winkler
Technology Integrator
Green Bay Area Public Schools



AGENDA

01

Understanding

Learn what it is and how it works.

02

How it works?

Try, connect and play.

03

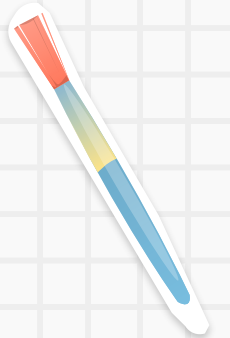
Examples

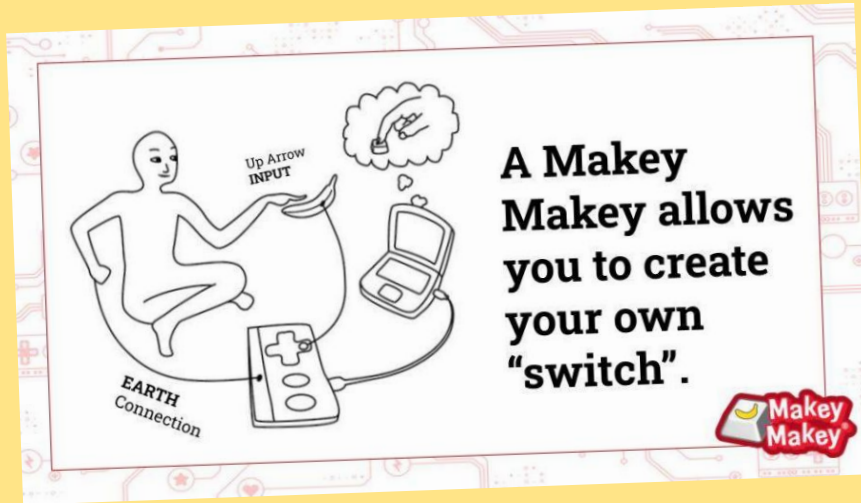
How can be connected with your curriculum?

04

Hands-on

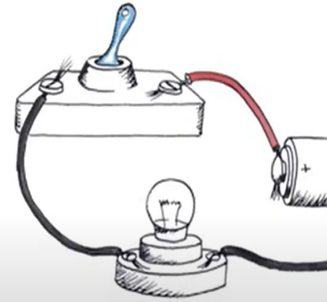
Lets build and play an interactive Poster





A Makey Makey allows you to create your own "switch".

A switch opens and closes a circuit.



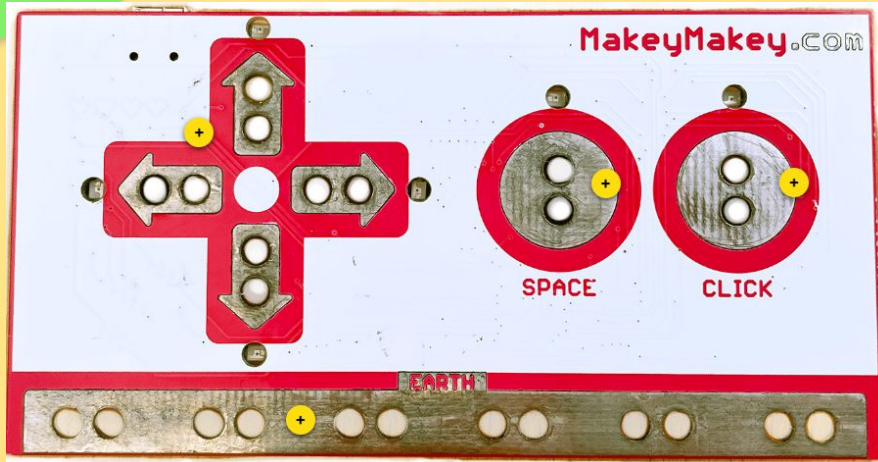
01

What is Makey Makey?

01

Understanding

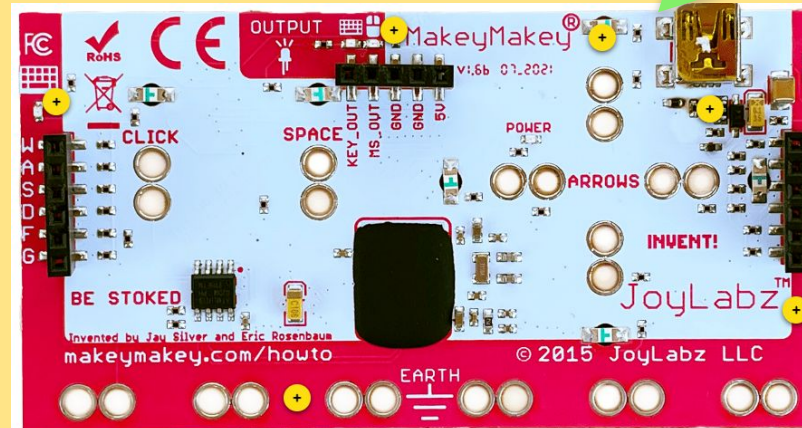




18 inputs:

6 in the front and 12 in the back

How it works?



02

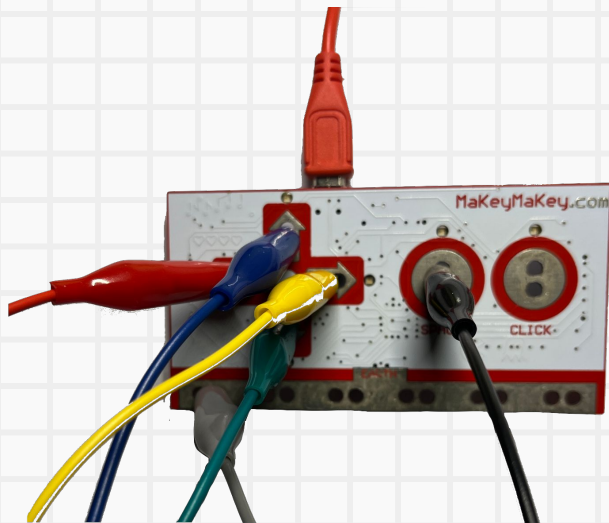
Building a Circuit



Open this [link](#)

Build a Piano

Your piano cannot be like a normal piano. It should be original and creative.



Using the alligators, connect each input with one key of your piano

Connect the Circuit

Be creative!

02

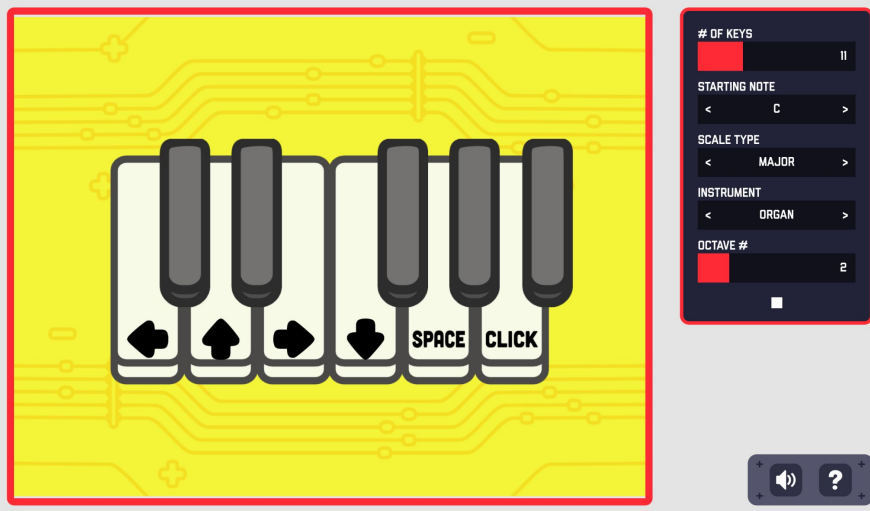
Configure your own Piano



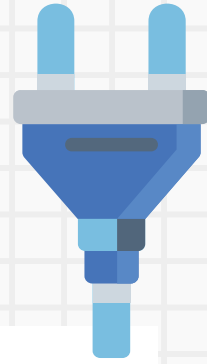
Open this link

Update your Piano

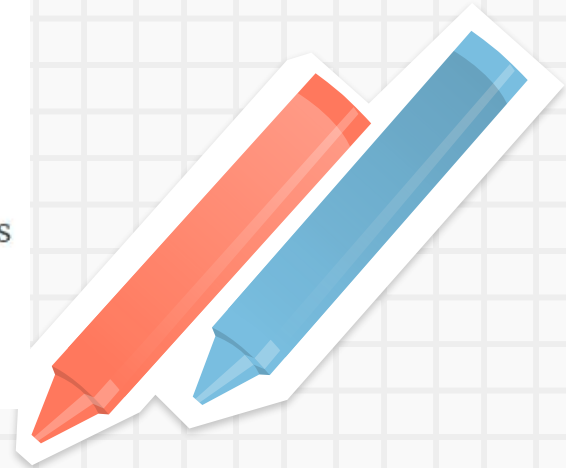
Build more keys for your piano, play with the scale type, changing the instrument and the Octave #

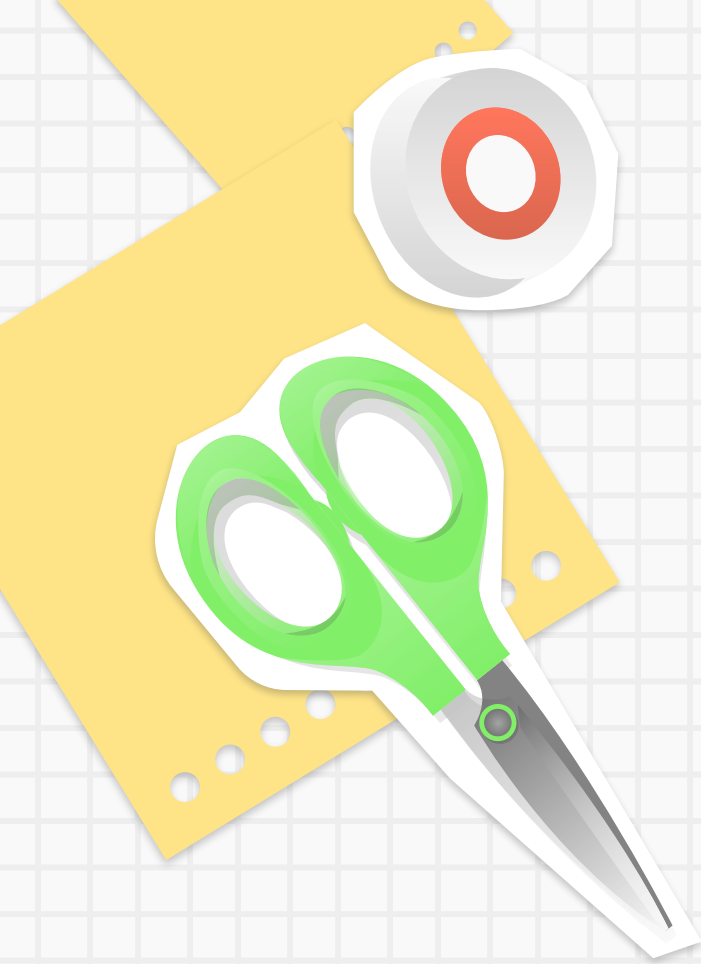


Types of CONNECTIONS



- **SKIN TO SKIN:** Human touches a human
- **SKIN TO OBJECT:** Human touches an electricity conductive object
- **TOOL TO OBJECT:** A tool held in the hand touches a conductive object
- **BRIDGE:** Use skin or conductive material to bridge between two contacts
- **SWITCH:** Simple mechanism completes a circuit





Simple circuit

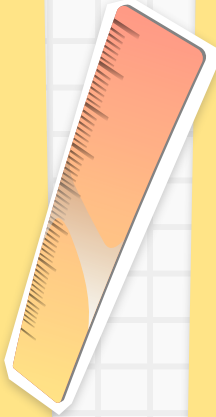
As people learn to read and write the world, they also
can learn how to invent it.

HOME



WHAT IS ABOUT?

Not everyone will be a professional writer, but everyone needs to learn to read a menu and write a text message. Likewise people should graduate understanding how things are made and how to build their own ideas, at least at the proficiency equivalent to writing a 5 paragraph essay.



Let's offer everyone the opportunity to learn the basic alphabet, vocabulary, and grammar of inventing. As people learn to read and write the world they live in, they gain a special empowerment that I call creative confidence.



03

EXAMPLES

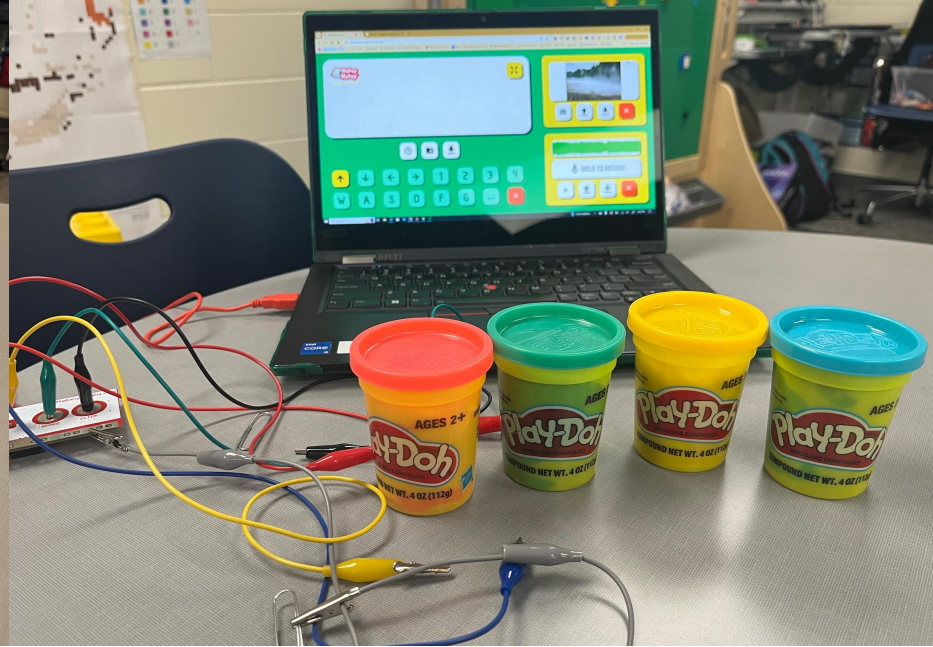


Interactive Poster With Makey Makey Resources

1. Students will need to research and prepare on their topic or content, then complete their actual “poster” setup (cardboard, paper, images, etc.)
 - a. Once their poster is set, put a conductive material (aluminum foil, brass pins, paper clips, etc.) at each area, touchpoint, image or any learning area that they want others to tap and learn something
2. Students will place alligator clips on the Makey Makey ‘action areas’ (arrows, space, click, etc.) - place enough to have for each touchpoint on the interactive poster.
3. Students will plug the Makey Makey into their device and load the Interactive Poster app on their device
4. Select an action area in the app that matches one of the touch points on the poster
 - a. Record audio by clicking/holding on the appropriate icon (adding an image to that same action is an option as well)
 - b. Select a new action area and repeat the last step 4a.

All grades, but recommended for grades K-3





Resources:

[Lesson Plan for Interactive Poster](#) by Makey Makey

[Interactive Poster](#) app by Makey Makey from the [Plug & Play Library](#) by Makey Makey

[Design Challenge Ideas With Makey Makey](#)

[Makey Makey STEAM Projects](#)

Interactive Museum

All grades, but recommended for 3-5 grades

Directions

1. Staff directions for how to login and get started with [Scratch & Google CS First](#)
2. Students will need to research and prepare on their topic, then complete their actual “museum” setup (cardboard, paper, images, etc.)
3. Students will join your CS First class, create a project
4. Students will build code in CS First Scratch that could include images, audio, etc.
 - a. Note that a small section of code would be built for each “area, image, or touch point” on the physical museum. See the images on the [next slide\(s\)](#) to see examples of code
 - b. If students need to record audio to import into their code, they can use [vocaroo.com](#) and it will save to their Google Drive to then import into their CS First Scratch project

Resources & Other Ideas:

[Interactive Museum ideas with Makey Makey](#)

[Tiny Museum With Makey Makey](#)

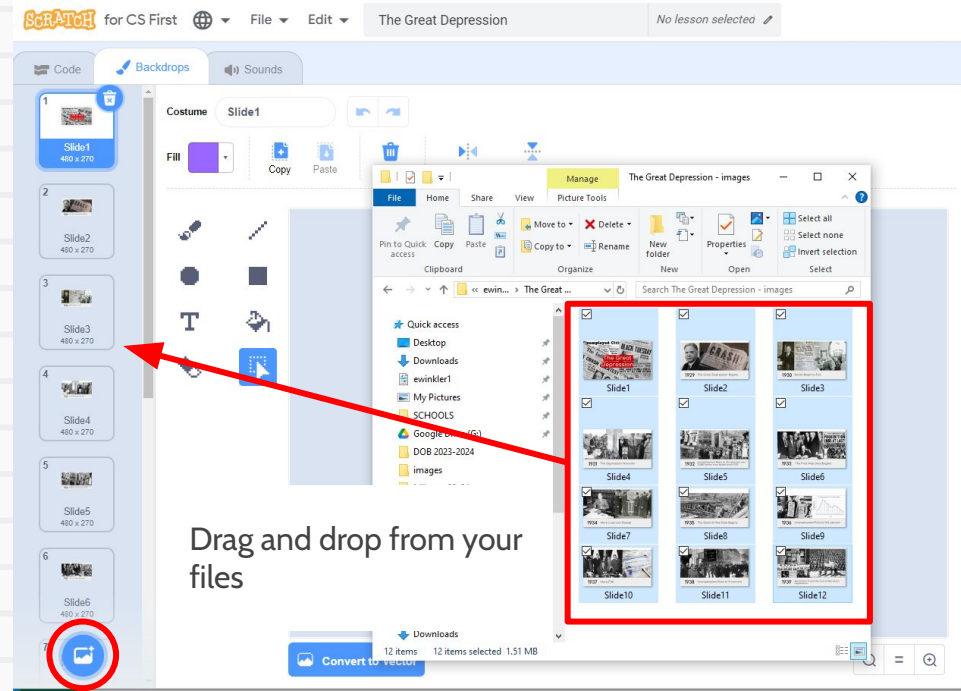
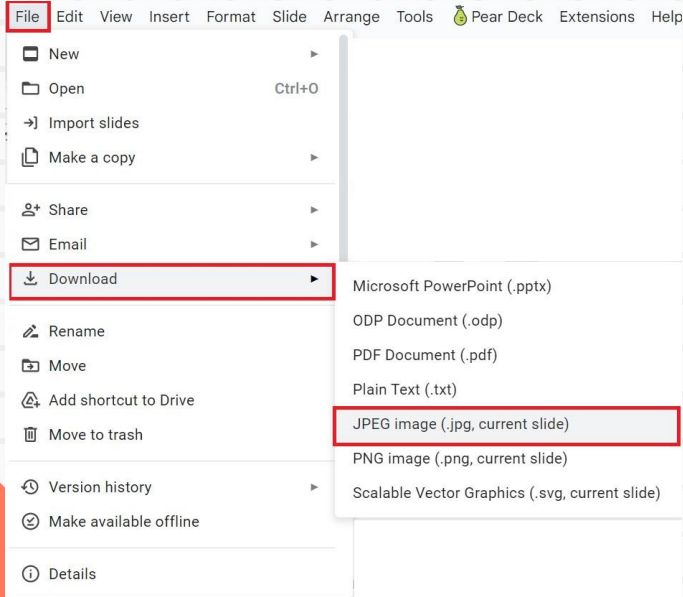
[Design Challenge Ideas With Makey Makey](#)

[Makey Makey STEAM Projects](#)



Interactive Museum

From Google Slides students download the slides images:



Interactive Museum

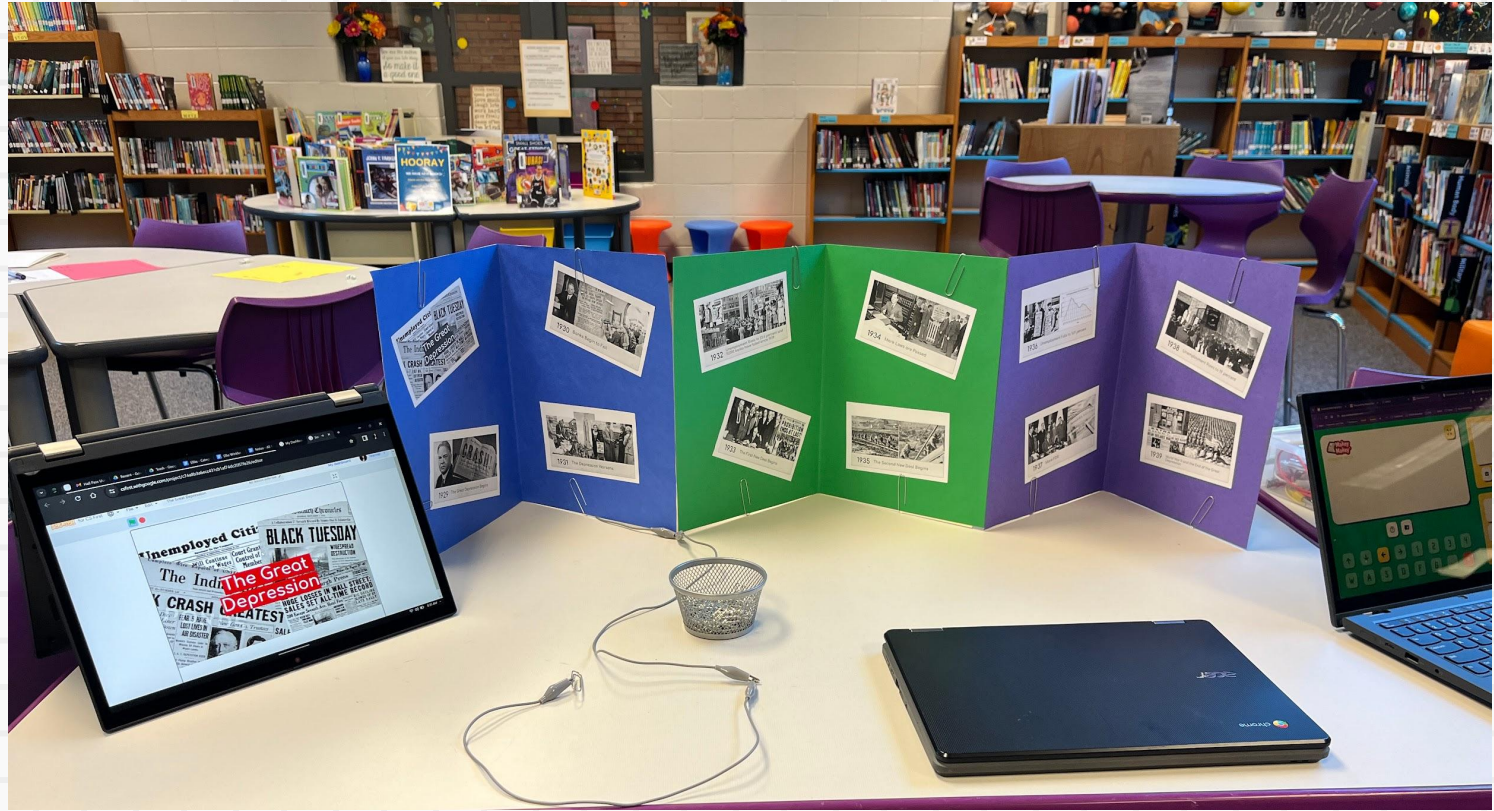
You need to start on your first image
(could be instructions of how to
interact with the museum or a cover)



The rest of the code will be like this:



Click on the drop list to select the
keyboard that is going to activate the
sound and background.



Goal:

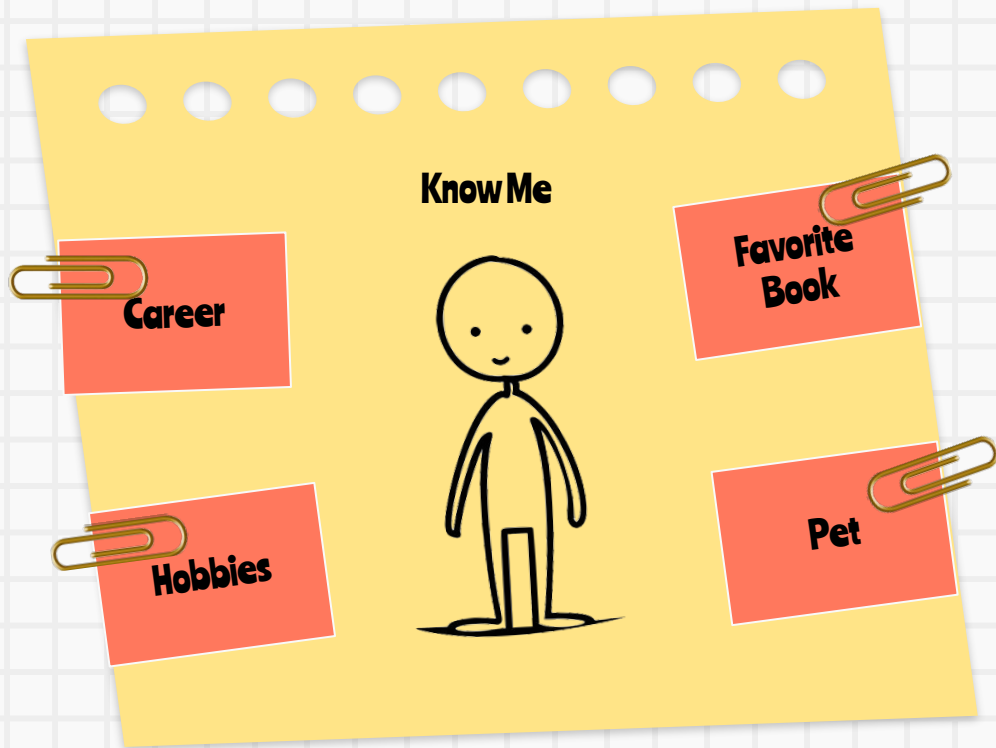
Create a board using clips and code using Scratch and Makey Makey, so each time the ground touch a paper clip, the program show an image an reproduce a message.

Steps:

1. Create 4 backdrops.
2. Code the keyboards: right arrow, left arrow, up, and down arrow to show each backdrop.
3. Record 4 audios, one for each drop.
4. Include each audio to the coding.

04

Hands-on



Thank you!

Evaluation link:

<https://bit.ly/sita26evaluation>