

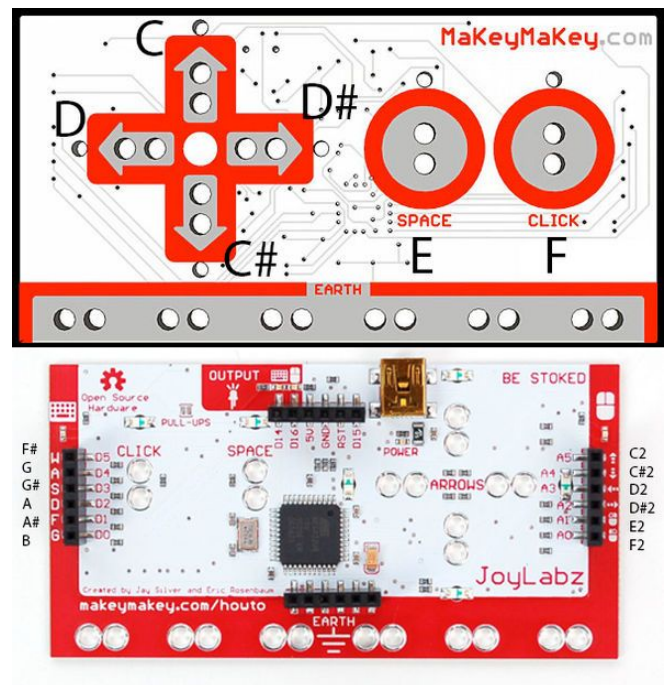
Makey Makey (Inventions made possible - “extended usage may result in creative confidence”)

The ‘maker movement’ is more than robots or coding or building things. It is a mindset that encourages curiosity and exploration. Seen in roles from engineers to artists, they solve real-world design challenges by inventing and reinventing.

Design thinking taps into capacities we all have but are overlooked by conventional problem-solving practices. It relies on our ability to be intuitive, to recognize patterns, to construct ideas that have emotional meaning as well as functionality.

Combine tactile materials of the classroom with coding projects on the computer to bring creations to life.

Any conductive material can be used as the input device for a computer. Because it comes preprogrammed, students with no coding experience can use it and learn to experiment with it as they start to learn coding.



Start with the Basics:

Go to <http://makeymakey.com/how-to/classic/>

These instructions will get you connected. From there it's only a matter of creativity. Try the Gallery for ideas.

Make a piano: <http://makeymakey.com/piano/>

Take it to another level by integrating Makey Makey with Scratch programming (Both of these were created by MIT).

<http://bit.ly/1I8uS6Z> (or <https://www.youtube.com/watch?v=IKKr9Vt1Zhc>)

<http://bit.ly/2lizRix> (or <https://www.youtube.com/watch?v=OtpJjDuayyU>)

Examples by real students!

- You can find an example on our site with a grade 2 class. They recorded their sales pitch of their selected province
<https://www.thinglink.com/scene/826061816093212673>
- Another example of student project on biomes
<https://www.youtube.com/watch?v=kXxWTglab8I>