

First steps with

Scratch 3 and eduArdu

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olimex.com

Step 1 prepare eduArdu

What you need is [eduArdu or eduArdu-QS](#) Open Source Hardware board from Olimex.
Then you need to program it with example #20 from [GitHub](#)
20_eduArdu_Makey-Makey

The code program eduArdu when sense touch to D9-D16 to send these keys:

D9 - „a“

D10 - „s“

D13 - „d“

D14 - „f“

D15 - „g“

D16 - „w“

Joystick Up – Key-Up

Joystick Down – Key-Down

Joystick Left – Key-Left

Joystick Right– Key-Right

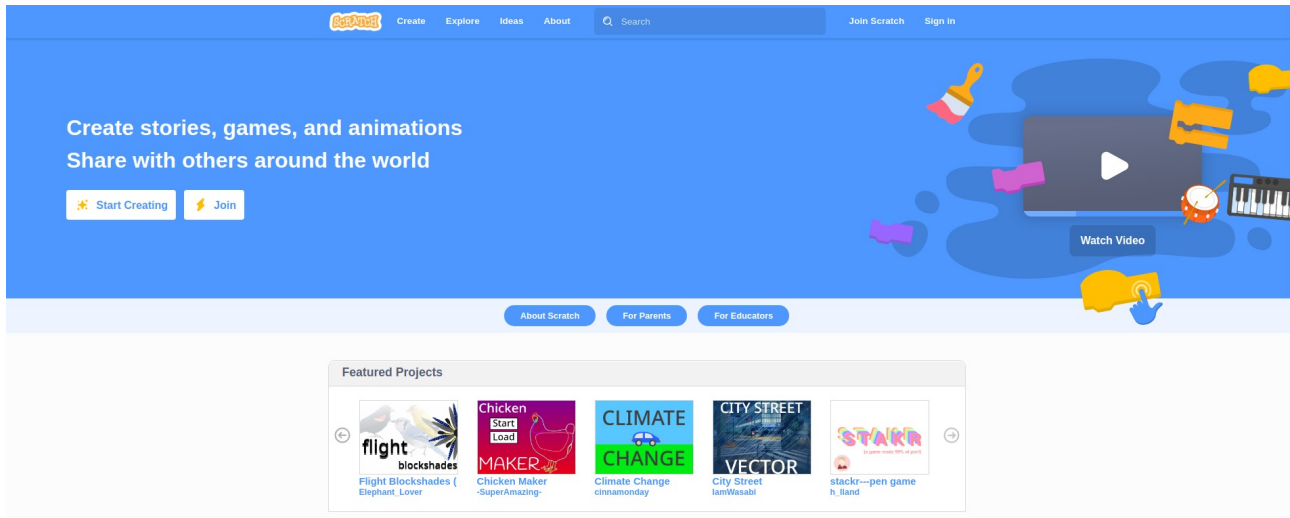
Joystick Button – Space

Note that you can re-define any of these in the code if you need!

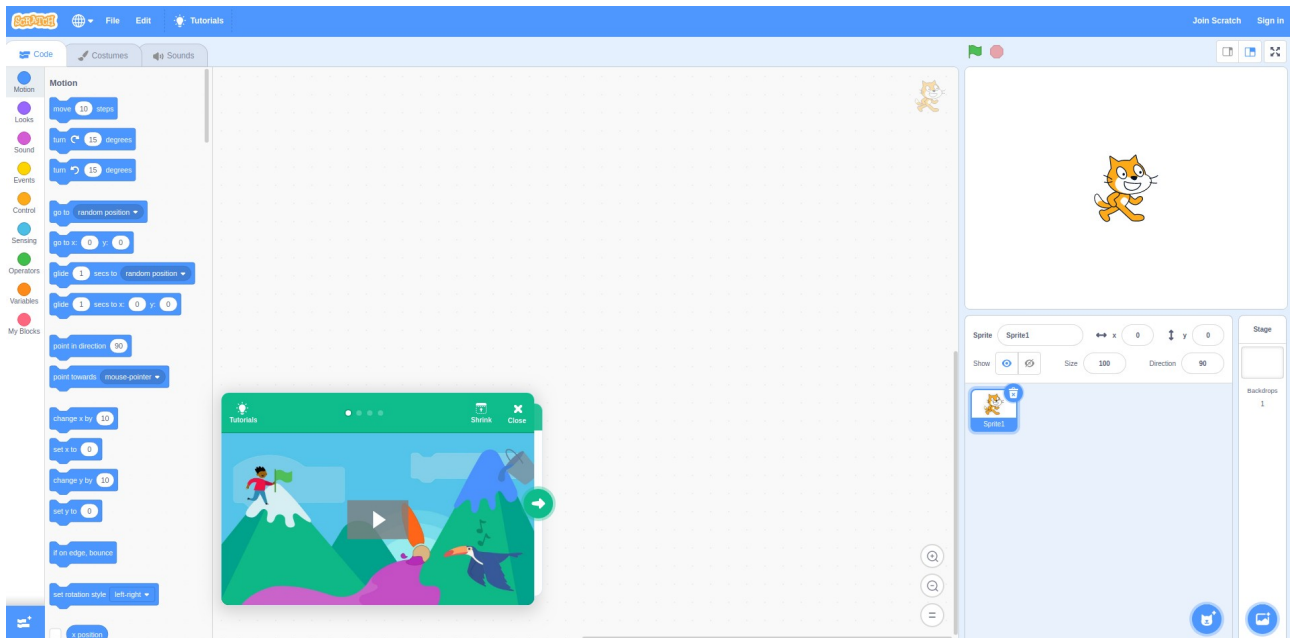
Step 2 configure Scratch3

Go to Scratch 3 web site:

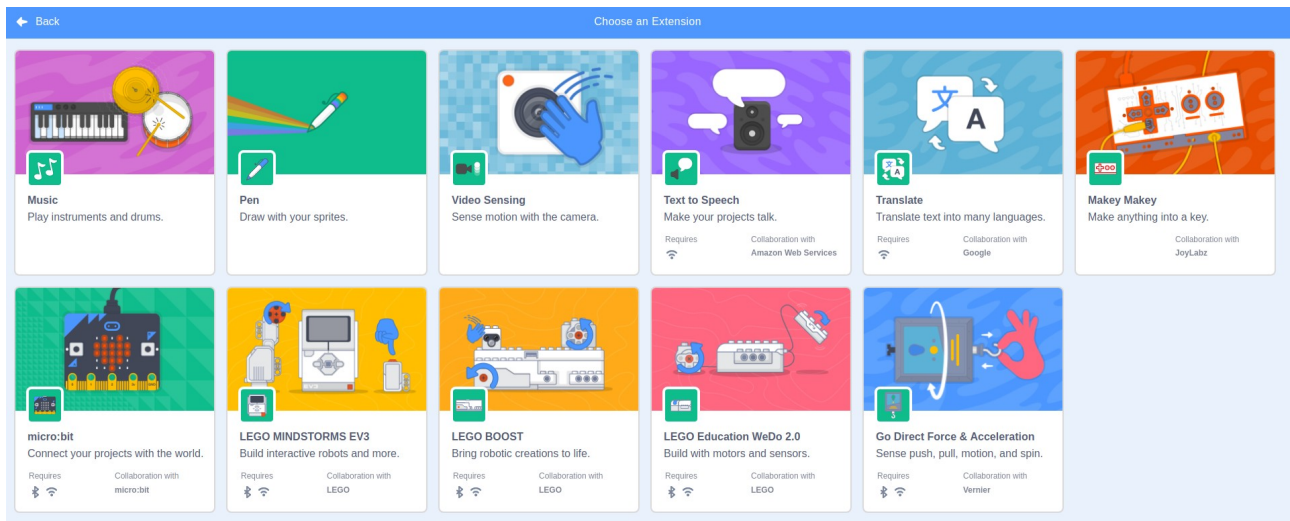
<https://scratch.mit.edu/>



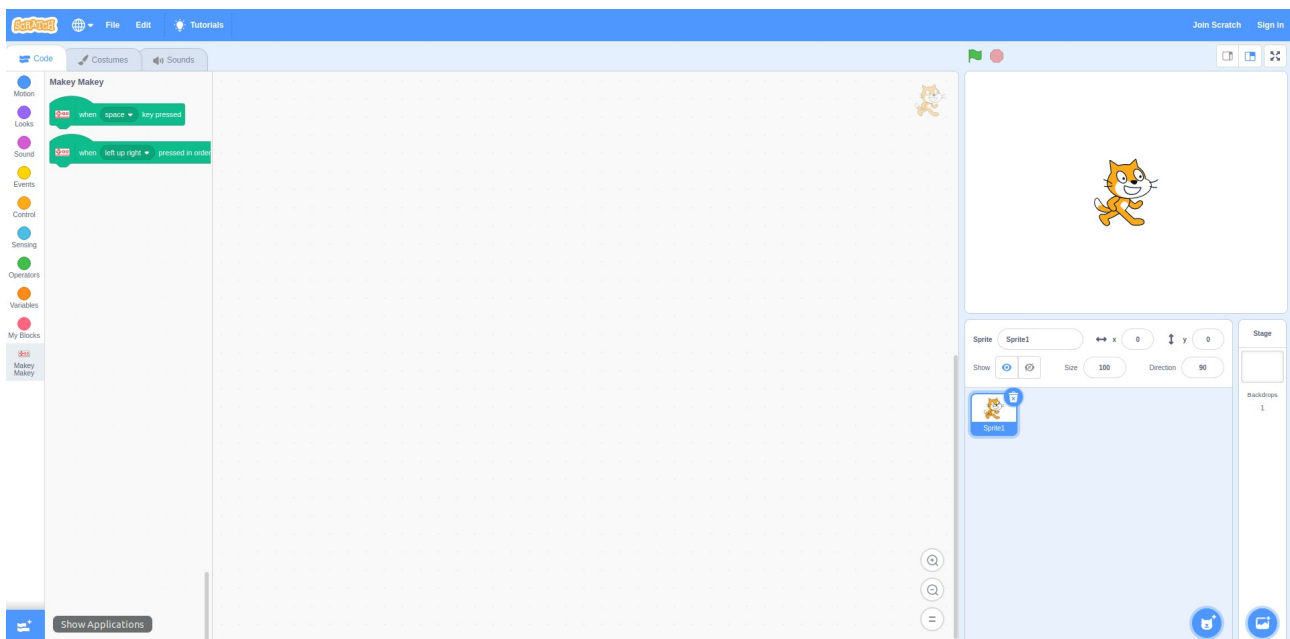
Click on „Start Creating“, you will see project page:



Click on Down Left corner „Add-Extension“ icon:



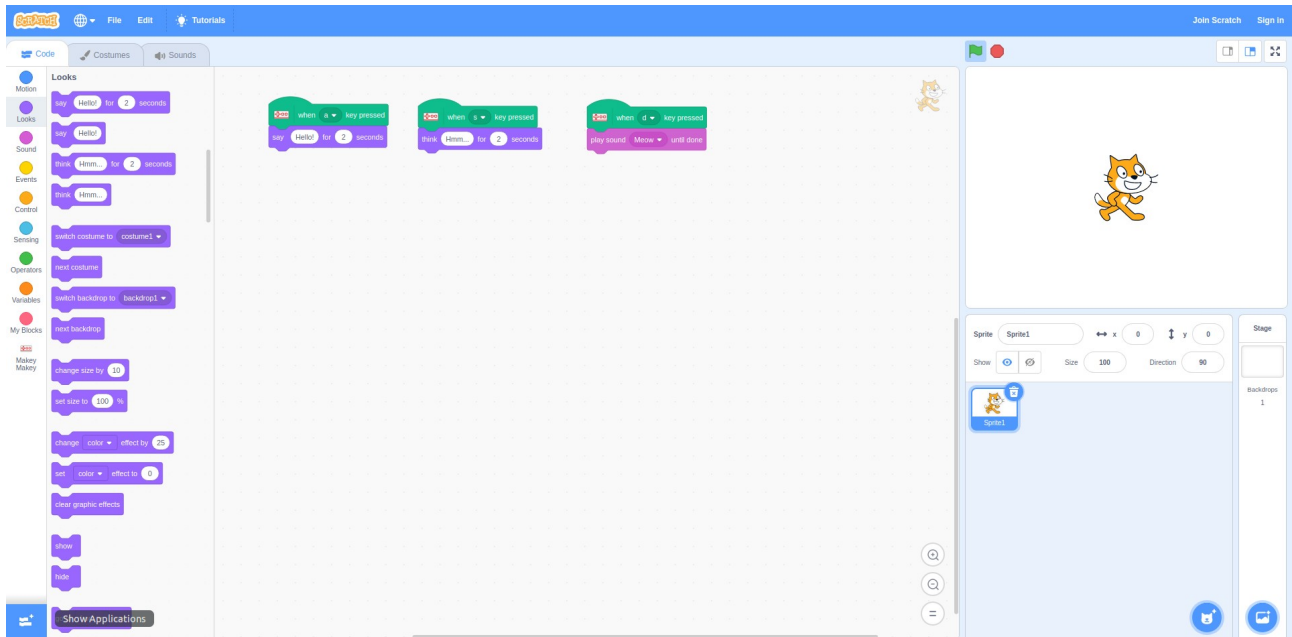
Select Makey Makey , when you go back you will see new MakeyMakey blocks:



Step 3 write your own program

Now you can make your program using MakeyMakey blocks.

The program below does this: when D9 is touched the Cat will say „Hello“, when D10 is touched the Cat say „Hmm“, when D13 is touched Meow sound is played.



Here you can see this in action: <https://youtu.be/GwdAzChfQ9Y>

Have fun!!