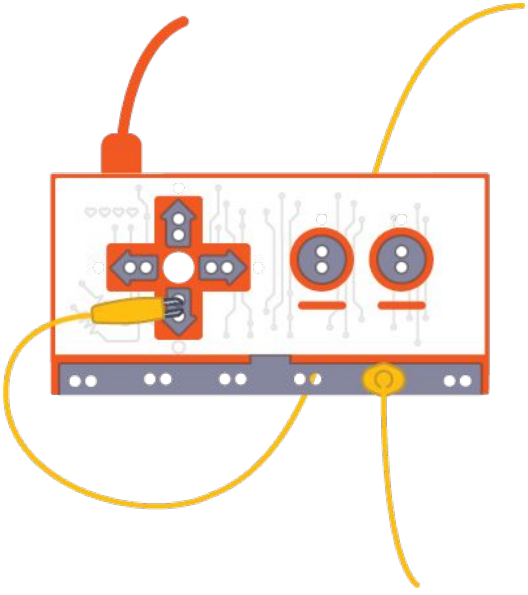
Makey Makey Cards



Make projects that connect to the physical world with Makey Makey!

Cards in This Pack

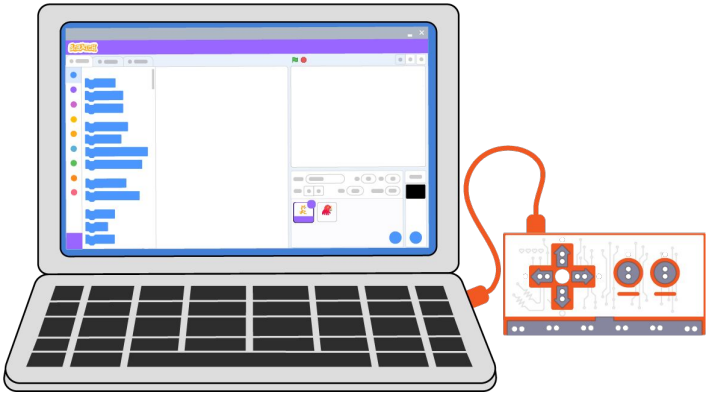
- Set Up Makey Makey

Try These Cards In Any Order:

- Electric High Five
- Makey Secret Code
- Foil Piano
- Art Comes Alive

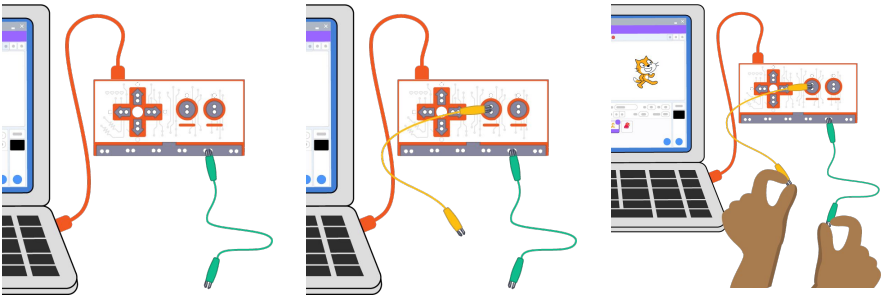
Or combine with other cards like “Make It Fly” to create an external keyboard to control a game!

Set Up Makey Makey



Instructions:

1. Plug the Makey Makey Board into your computer using the provided cable. You should see a light turn on on the board to know it is connected properly. (There is no need to install drivers, etc.)
2. Open Scratch and create a new project.



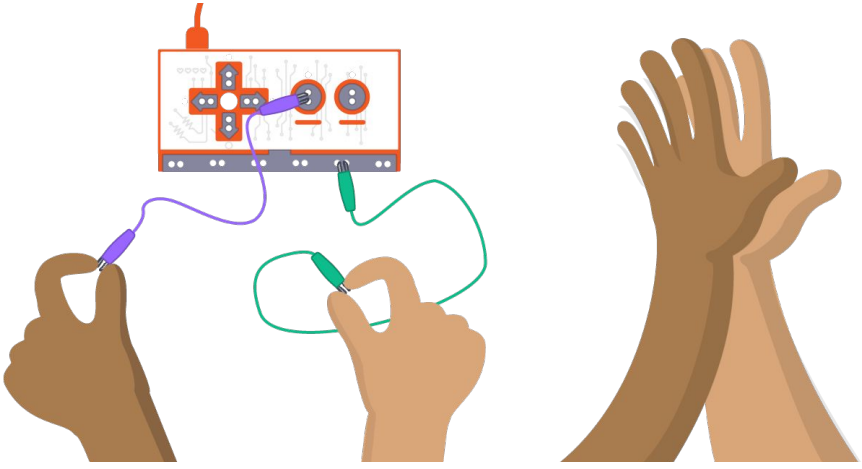
3. Connect an alligator clip to any set of holes along the “EARTH” strip on the bottom of the board.

4. Connect an alligator clip to any of the holes aligned with a keyboard key.

5. Create a script to run when that keyboard key is pressed.

6. Close the circuit to make the program register that keyboard key was pressed by holding the metal part of each alligator clip (key and EARTH).

Electric High Five



Instructions:

1. Connect one alligator clip to EARTH.
2. Connect a second alligator clip to a keyboard key.
3. Have each person touch an alligator clip and give a high five to close the circuit and see the result!

Electric High Five

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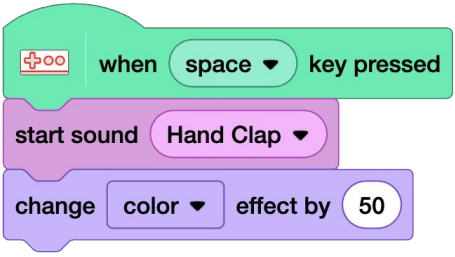
GET READY

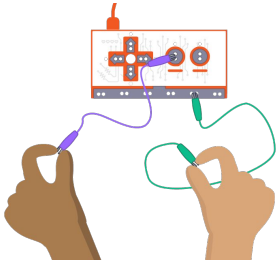
Choose any sprite.

Find a partner.

ADD CODE AND TEST



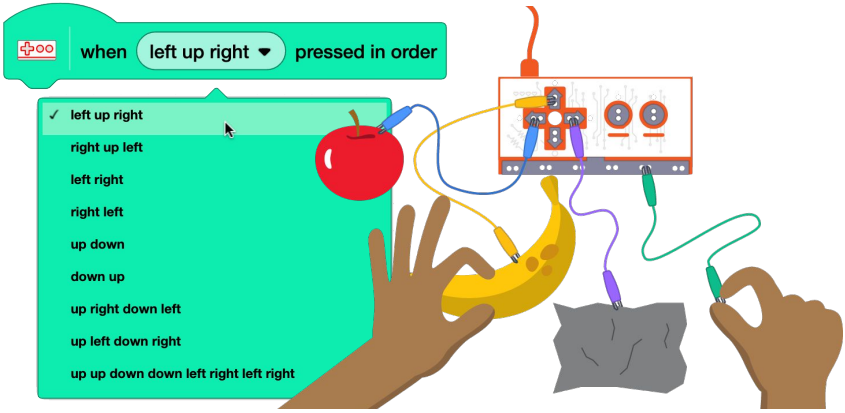
Add code to happen when the keyboard key is pressed. (You can use the Makey Makey extension hat block or the Event hat block.)



One person holds the alligator clip connected to the keyboard key. The other holds the clip connected to EARTH.

Now, give a high five to close the circuit and run your code!

Makey Secret Code



Instructions:

1. Use a unique block available under the Makey Makey Extension.
2. Select a keyboard combination to activate your secret code program.
3. Touch the alligator clips or connected conductive objects in the right order to close the circuit and see the result!

Makey Secret Code

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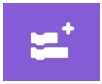
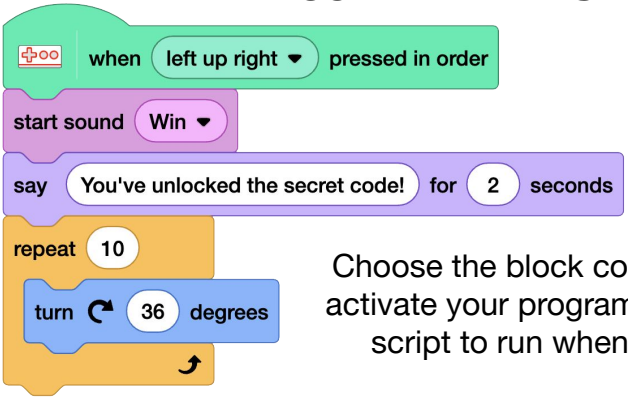
GET READY

Choose any sprite.



Add the Makey Makey Extension.

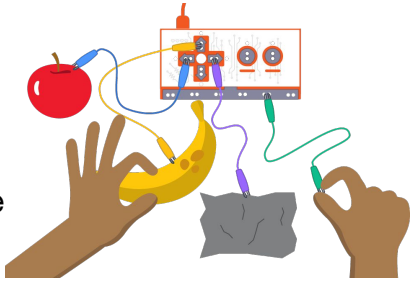
ADD CODE AND TEST



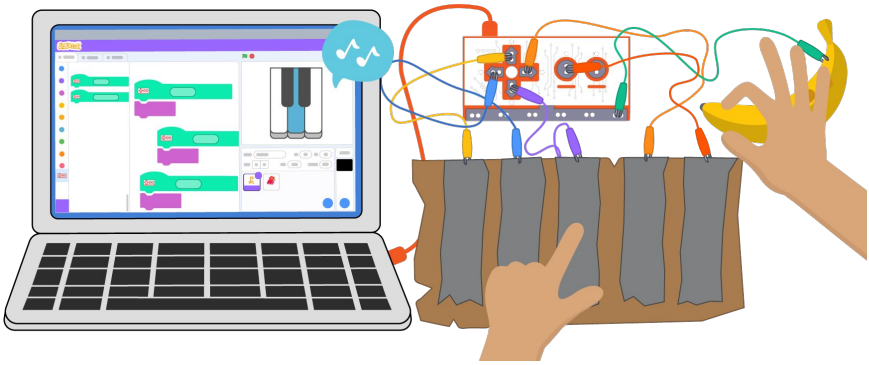
Choose the block combination to activate your program, and write a script to run when received.

Close the circuit to register each keyboard press by touching EARTH and each keyboard input in order.

Debug your code and test the conductivity of materials by trying actual keyboard keys versus the Makey Makey.



Foil Piano



Instructions:

1. Connect one alligator clip to EARTH and various alligator clips to multiple keyboard keys, which will represent various musical notes.
2. Code a project so key presses play different notes.
3. Use foil, bananas, Play-doh, or other conductive materials as external keys.

Foil Piano

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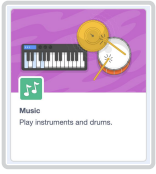
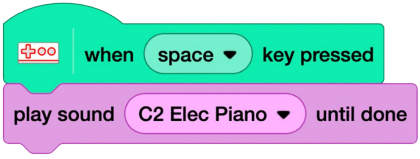
GET READY

Choose any sprite or draw your own.

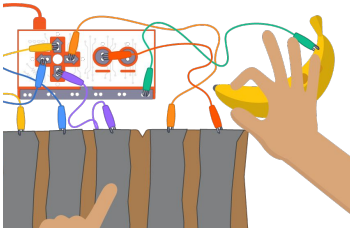
Optional: add the Music Extension.

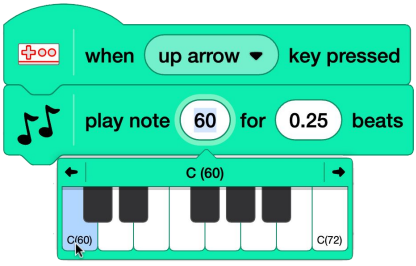


ADD CODE AND TEST



Select note sounds in the Sound library to play when different keyboard keys are pressed. (You can use the Makey Makey extension hat block or the Event hat block.)

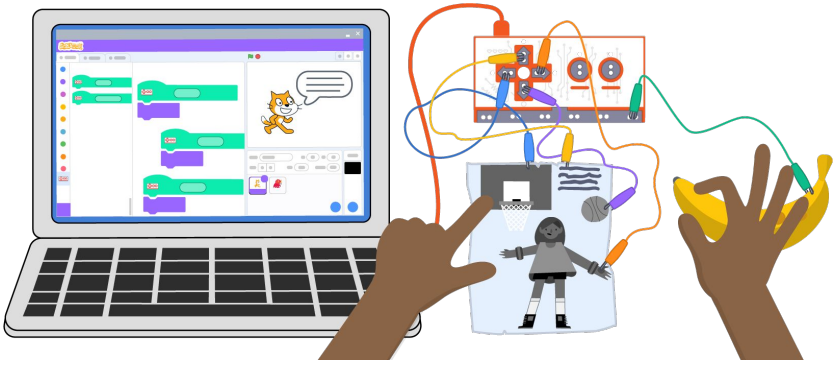




Or add the Music Extension and select notes to play when different keyboard keys are pressed. Notes can be customized for beat count and instrument.

Close the circuit to register each keyboard press by touching EARTH and a keyboard input.

Art Comes Alive



Instructions:

1. Create a drawing, informational sheet, poem, or poster you want to connect to the digital space.
2. Use a graphite pencil, foil, conductive tape, or conductive paint to create connection points with pieces.
3. Use Makey Makey and Scratch to provide additional information when participants interact with your work.

Art Comes Alive

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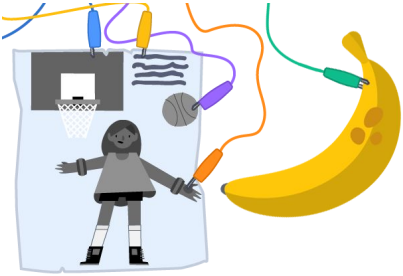
GET READY

Choose any sprite.

Create your drawing.

ADD CODE AND TEST



Connect different pieces of your drawing to alligator clips. Make sure the conductive pieces don't overlap, so only one key is registered as pressed at a time. Don't forget to connect EARTH!

Add code to play a sound (like a recording of your voice) or have your sprite say something when different pieces of the drawing are touched.