

# MAKEY MAKEY INTRODUCTION LESSON K-2

## BASIC CIRCUITRY

**OVERALL TIME** 50- to 60-minute lesson

**GROUPS** Three to five kids per computer

### Next Generation Science Standards:

#### K-2 ETS1-1

*Ask questions, make observations, and gather information about a situation people want to change to define a simple problem that can be solved through the development of a new or improved object or tool.*

### OBJECTIVE

Kids will explore and interact with basic circuitry using Makey Makey.

### MATERIALS

- **Electronic device**
- **Makey Makey kit**
- **Games/activities from the Makey Makey or Scratch websites**

### PREPARATION

Set up two demo games or activities for six to eight stations from the Makey Makey or Scratch websites. Select two activities that integrate with your grade level standards in science, literacy, or math or one that you think would be engaging for the kids. For example, the bongo drums or banana keyboard for reinforcing different types of patterns, ABB, AABB, etc.

**LAUNCH** 10 to 15 minutes

Explain to the group that they will explore and interact with basic circuitry using Makey Makey. Say which activities you selected. Then,

choose two or three volunteers to come up in front of the class and demonstrate the activity.

**EXPLORATION** 35 to 40 minutes

Have kids partner up in groups of four to five. Depending on the grade-level and time available, consider having the groups already formed and pre-select the order the kids will rotate.

Assign half of the group to one game station and the other half to the other station. Set a timer for 20 to 25 minutes to mark the time for kids to switch stations.

**CLOSING** 10 to 15 minutes

Invite groups to gather around in a circle to answer the following questions:

- *What did you learn about Makey Makey?*
- *Which activity was your favorite? Why?*
- *Did you have fun?*
- *Are you interested in finding out more about Makey Makey?*