INTERMEDIATE MAKER COURSE

STEM activities created with kids in mind to encourage hands-on learning, tinkering, creativity, and physical computing.

Get a Makey

Makey for home

Class 1:

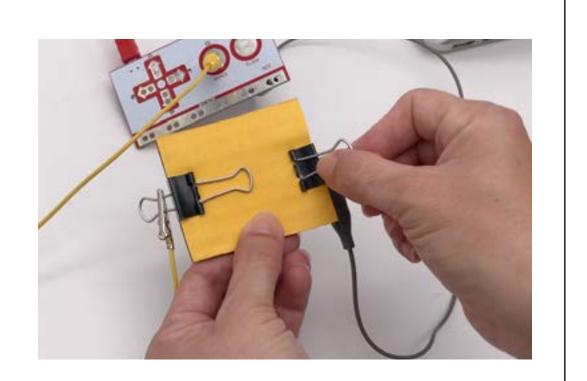
Designing

Switches and

Sensors

Class Description

Design momentary and non-momentary sensors to work with future projects.



Student Learning Link

https://makeymakey.com/ blogs/how-to-instructions/lesson-eight-crafting-and-designing-switches Tinker with everyday materials to design and test a device that can complete a circuit.

Investigate electrical engineering concepts.

Learning

Objective

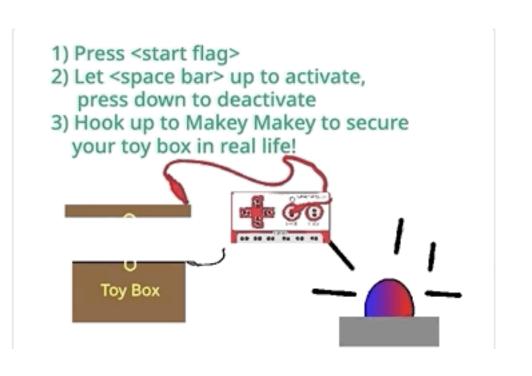
Class 2: Hack a Toy! Hack a plushie with momentary switches to create a body systems toy!



https://makeymakey.com/ blogs/how-to-instructions/ maker-class-lesson-twohack-a-toy Understand how bodies work and design a toy to assist others in learning about body systems.

Class 3:
Designing
Alarm Systems

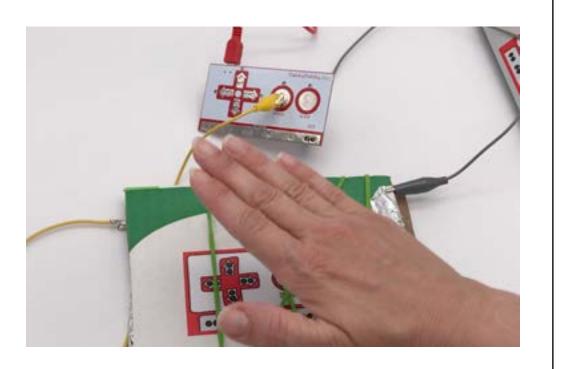
Design an alarm system to work with momentary and non-momentary switches.



https://makeymakey.com/ blogs/how-to-instructions/ maker-class-lesson-threealarms Design creative solutions for unique problems and understand the importance of cause-and-effect while designing alarms.

Class 4:
Crafting Tilt
Sensors

Tinker with movement and learn how movement can close a switch.



https://makeymakey.com/blogs/how-to-instruc-tions/maker-class-les-son-four-recycla-ble-tilt-sensors

Understand how a tilt sensor works then build and debug a unique tilt sensor design out of recyclable materials.

INTERMEDIATE MRKER COURSE

STEM activities created with kids in mind to encourage hands-on learning, tinkering, creativity, and physical computing.

Get a Makey Makey for home

Class Description

https://makeymakey.com/blogs/ how-to-instructions/makerclass-lesson- ve-secret-codes-

and-coding-a-makey-makey-

life-cycle-project

Student

Learning Link

Understand the life cycle and code a life cycle project. Use coding concepts to design animations.

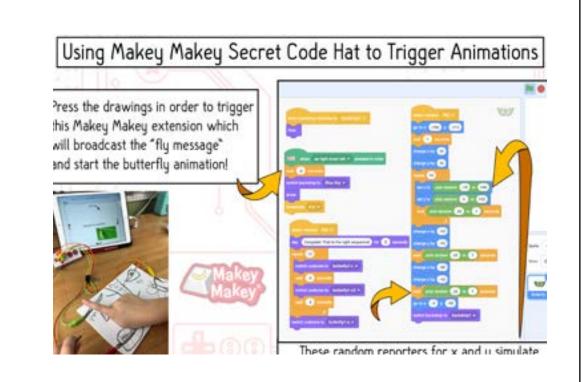
Learning

Objective

Makey®

Class 5: Life Cycle Project

Use order and sequence to code special effects in Scratch!

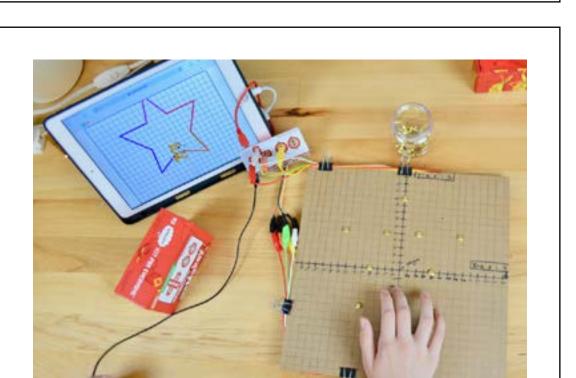


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https://makeymakey.com/blogs/ how-to-instructions/advancedsequencing-and-secret-codeprojects-code-this-close-encounters-secret-code-music

Use cardboard techniques and implement conductive touch pads to create a musical instrument.

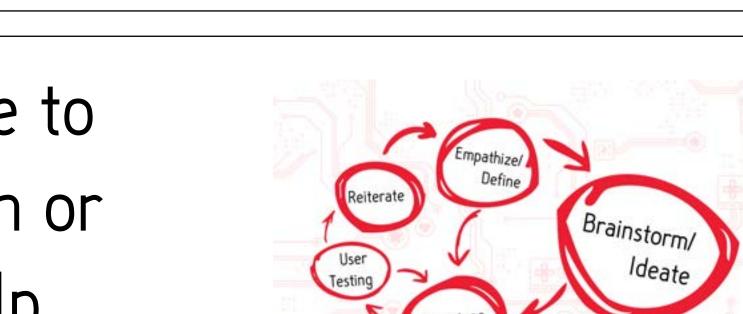
Class 6: Sequencing Music and Secret Codes Craft a cardboard synthesizer and code secret sequences for custom animations.



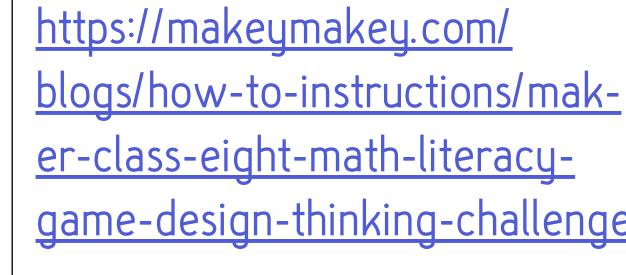
https://makeymakey.com/ blogs/how-to-instructions/ maker-class-lesson-fourpixel-art- ngerpaint

Understand how to plot points on a coordinate plane both physically and virtually. Then combine this technique to make physical computing pixel paint!

Class 7: Pixel Art Finger Paint Combine conductive touch points on a coordinate plane and code pixel art Finger paint in Scratch!



Use the design cycle to invent a tactile math or literacy game to help someone else learn.



Understand the enginerring process and design a wide range of solutions for unique user problems.

Class 8: Invention Challenge game-design-thinking-challenge