INTERMEDIATE MAKER COURSE

Makey Makey®

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	Student Learning Link	Learning Objective
Class 1: Designing Switches and Sensors	Design momentary and non-momentary sensors to work with future projects.	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.
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-two-hack-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-three-alarms	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-instructions/maker-class-lesson-four-recyclable-tilt-sensors	Understand how a tilt sensor works then build and debug a unique tilt sensor design out of recyclable materials.
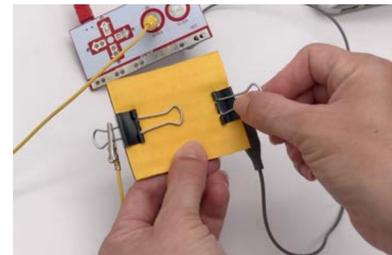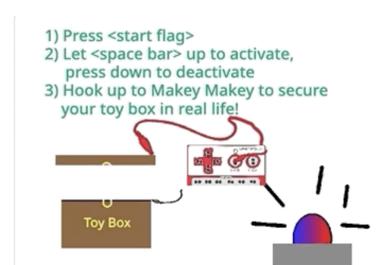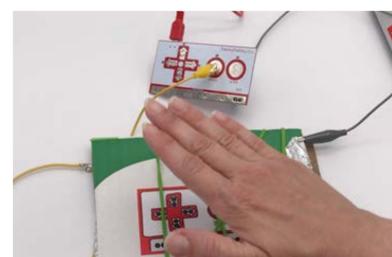
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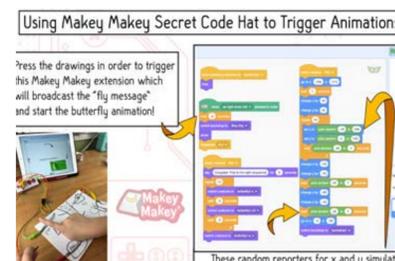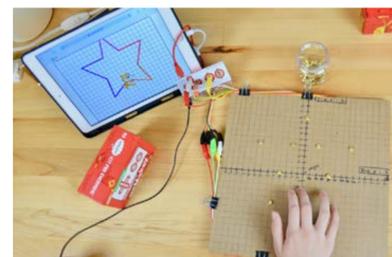
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Class 5: Life Cycle Project	Use order and sequence to code special effects in Scratch!	https://makeymakey.com/blogs/how-to-instructions/maker-class-lesson-ve-secret-codes-and-coding-a-makey-makey-life-cycle-project	Understand the life cycle and code a life cycle project. Use coding concepts to design animations.
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/advanced-sequencing-and-secret-code-projects-code-this-close-en-counters-secret-code-music	Use cardboard techniques and implement conductive touch pads to create a musical instrument.
Class 7: Pixel Art Finger Paint	Combine conductive touch points on a coordinate plane and code pixel art Finger paint in Scratch!	https://makeymakey.com/blogs/how-to-instructions/maker-class-lesson-four-pixel-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 8: Invention Challenge	Use the design cycle to invent a tactile math or literacy game to help someone else learn.	https://makeymakey.com/blogs/how-to-instructions/maker-class-eight-math-literacy-game-design-thinking-challenge	Understand the enginerring process and design a wide range of solutions for unique user problems.