**Makey Makey Project Ideas:**

<https://labz.makeymakey.com/#/>

**Tuesday, April 25 (day 2)**

1. Introduce the project. “Design a game controller for your chosen software.”
2. Choose groups
3. Show them the video of what a makey makey can do. (2 min)
4. Explain the relationship between a complete circuit and the makey makey. (2 min)
5. Take them to step #5 together <http://makeymakey.com/how-to/classic/> (15 min)
6. Skip step on “Try out Materials” and go to the “Try Out Software” to experiment with how the makey makey works with software they can use. (15 min)

**Project Day 2 (day 4) Thursday**

1. Come up with a plan for their design & list the materials (provide a sheet)
2. They will have a double block next day to work on it. That’s it. Will present to the class.
3. Stress the importance of having their stuff

**Project Day 3 (day 5) Monday**

1. Make their controller

**Project Day 4 (day 2) Wednesday**

1. Present their controller to the class.