# Maker Space Kit Idea Sheet
## Makey Makey Kit

**CONTENTS:** 4 Makey Makey Kits, with alligator clips, jumper wires, Makey-Makey board and mini-USB cable.

**NOTE:** You will need a computer for each Makey Makey set to make it work. You'll also need other supplies that conduct electricity (graphite pencil lead, fruits and vegetables, fabric, humans, and more!)

**DESCRIPTION:** An invention kit for the 21st-Century! You can turn every day items into touch pads and combine them with the Internet to do cool things. Learn about circuits, coding, and more!

**PROGRAM IDEAS:**

**Volunteer/Partner Presenters:** Is there a community member or group who would volunteer to help a library staff member pull off a program?
The school's Technology or Science teachers, local Arduino enthusiasts, 4-H Clubs, Scouts?

**Active Programming:**

- Use the kit as part of a larger Maker/Technology event, and have one creation station with Makey-Makey and common, everyday items (fruit, salt dough, pencils, coins)
- Use a piano app (try this one: http://piano-player.info/) and hook up the Makey Makey so you can use bananas, or some other fruit, as the keyboard.
- Use a pencil to draw a PacMan game, then hook it up and use the drawing as your board.
- Make a keyboard out of alphabet soup (or a pencil drawing) and use it as your keyboard to send a message!
- More tips here: http://web.media.mit.edu/~ericr/makeymakey/ ; http://makeymakey.com/how-to/classic/
- Makey Makey is Arduino Compatible, so if there is an Arduino users group or enthusiasts in your area, they are terrific potential partners!

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STEAM and maker space programming clearly show how libraries are providing programs outside of traditional library programs. Additionally, libraries are collaborating with community experts in STEAM learning opportunities. The Aspen Institute, **"Rising to the Challenge: Re-Envisioning Public Libraries."**