Makey Makey® is an invention kit for the 21st century designed by MIT doctoral researchers to afford easy access and limitless possibilities for creative learning through hands-on exploration. Turn bananas into touch pads and combine the world of everyday objects with the digital.

An award-winning STE(A)M learning tool, Makey Makey is used by educators around the world to teach Coding, Computer Science, Collaborative Problem Solving, Invention Literacy, Design Thinking, and more.

- No coding experience, software installation or licenses required.
- ▶ Set-up takes seconds in the classroom or directed remotely from home.
- Favored for its accessibility by instructors seeking to engage a diversity of learning styles and by occupational therapists accommodating a wide range of learning, physical, and behavioral abilities.
- Supported by an Education Team with extensive experience providing for large school systems.
- Constantly updated FREE online resource for classroom activities and lesson plans, with specialized activities for STE(A)M instructors.

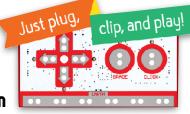
An engaged, global community of educators sharing ideas, experiences, and lesson plans online.



The Makey Makey STEM Pack — Classroom Invention Literacy Kit is designed with classroom collaborations in mind. The STEM Pack comes with 12 Makey Makey Classics plus loads of extra parts that will come in handy when students want to invent something even bigger. Educators appreciate the convenience of the additional accessories provided in a larger storage case.

Each STEM Pack contains: 12 Makey Makey boards, 12 USB cables, 147 alligator clips, 12 extra-long (6ft) alligator clips, 144 ruggedized connector wires, 12 extra-long (6ft) connector wires, 12 illustrated instruction guides, 12 Makey Makey-optimized conductive graphite pencils, 1 printed Educator's Guide.

- Works with Chromebooks, Windows, Mac OS, tablets with an adaptor, and many flavors of Linux (Raspbian, etc.)
- Ages 8 to Infinity
- SKU: MMCK



Learn more at: makeymakey.com