



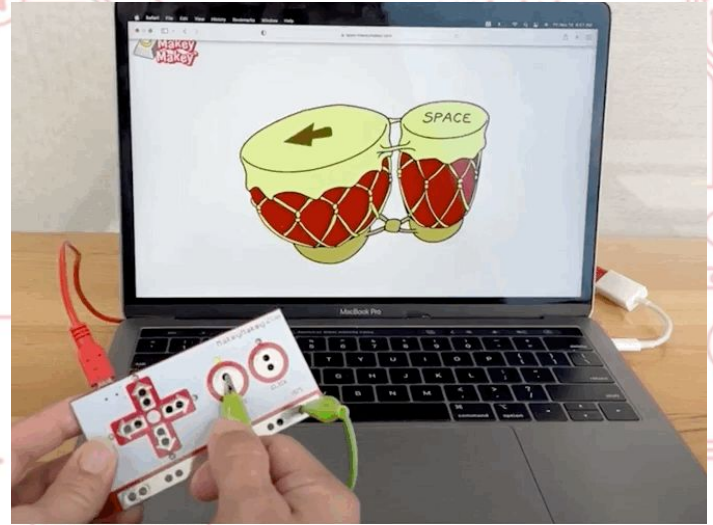
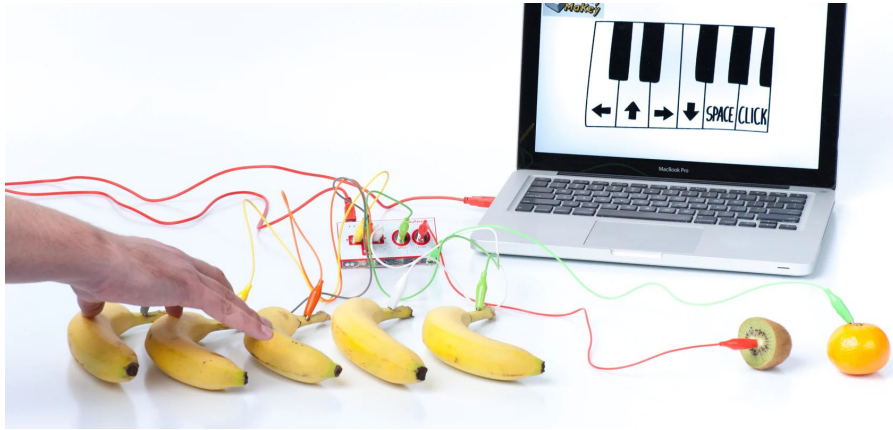
THE  
INVENTION  
KIT  
FOR THE  
21st  
CENTURY

**Makey Makey™ is brought to you by...**

**JOY LABZ**

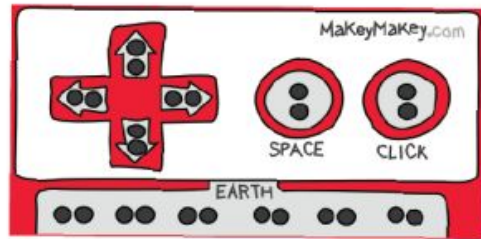
an independent research lab founded by Jay Silver that specializes in designing generative and creative platforms that expand human creative potential.

# Replaces your Keyboard!

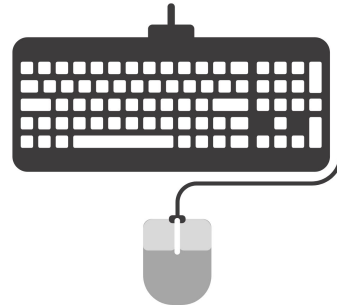


# Keyboard Keys & Mouse Clicks

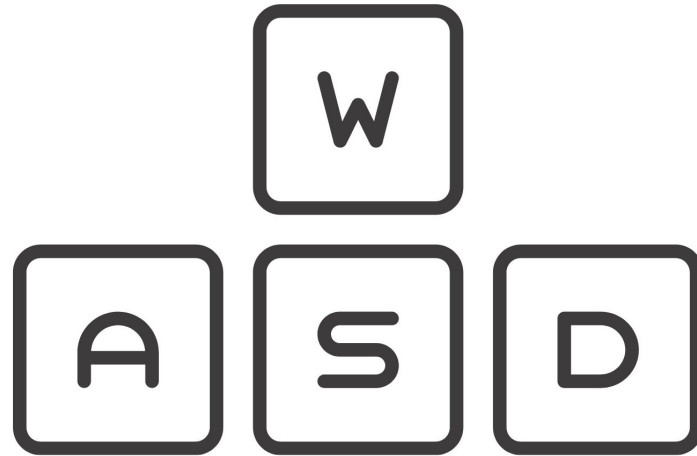
Makey Makey acts like your keyboard or mouse, but you can now control your computer with bananas, drawings, plants, and many other conductive materials.



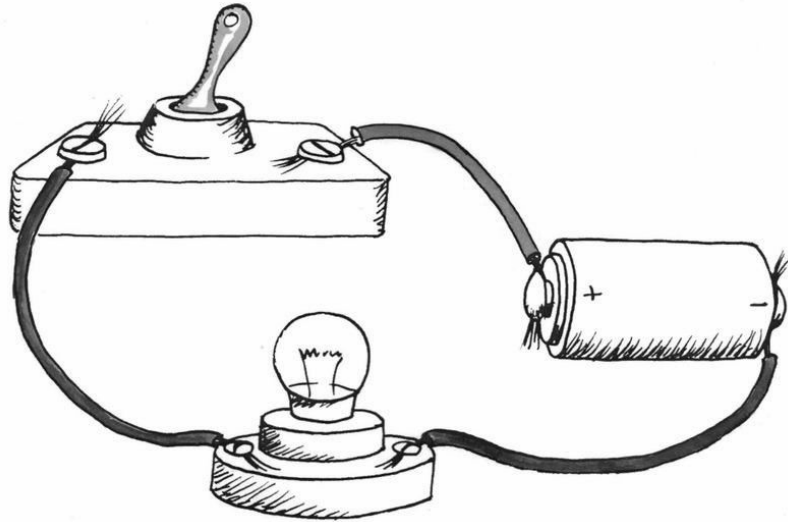
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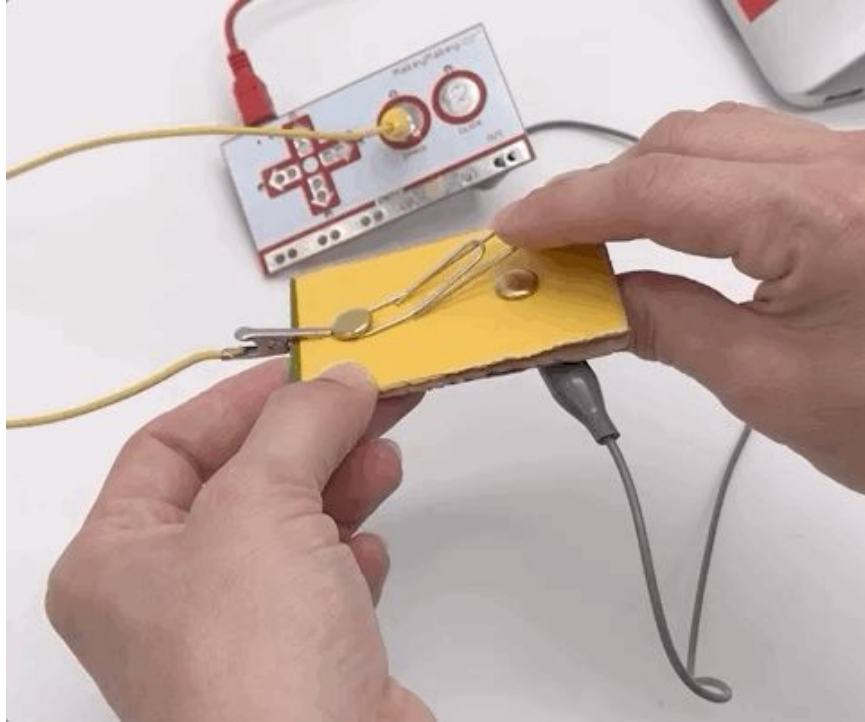


Each “key” is actually a switch.



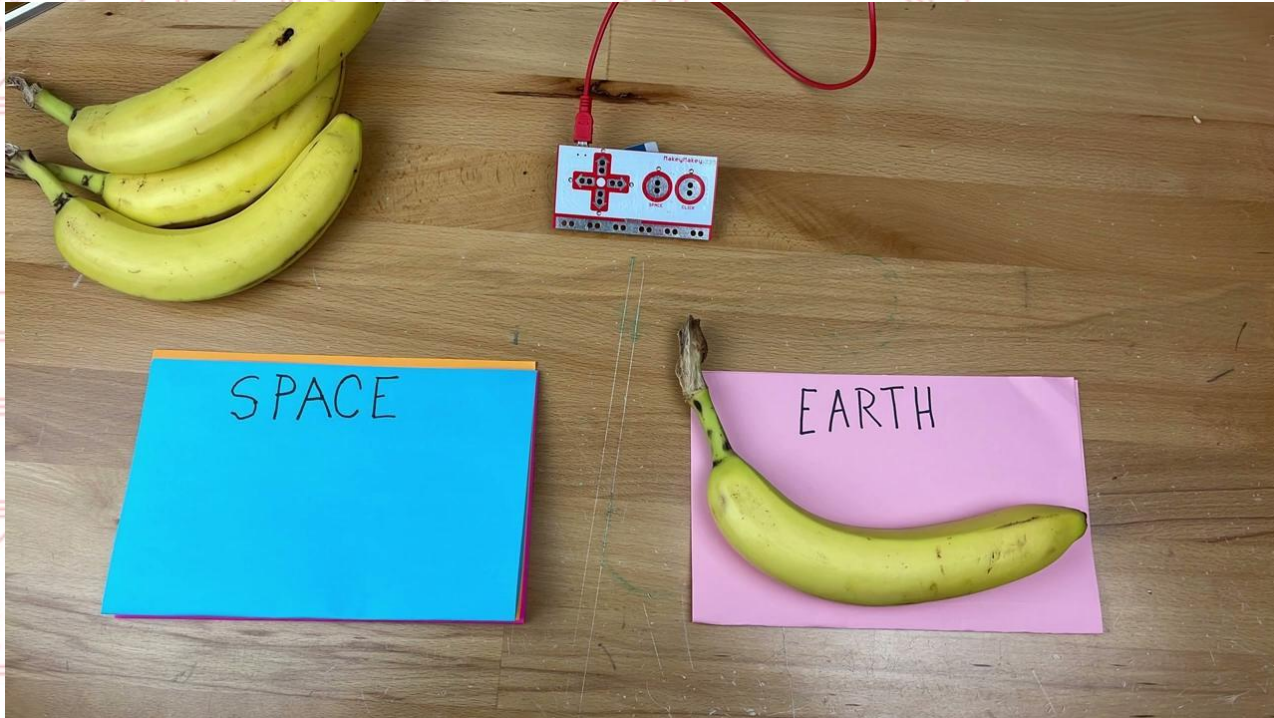
A switch opens and closes a circuit.





**Makey Makey  
allows you to  
create your own  
“switch”.**

# Bridge Concept with Makey Makey and Clips

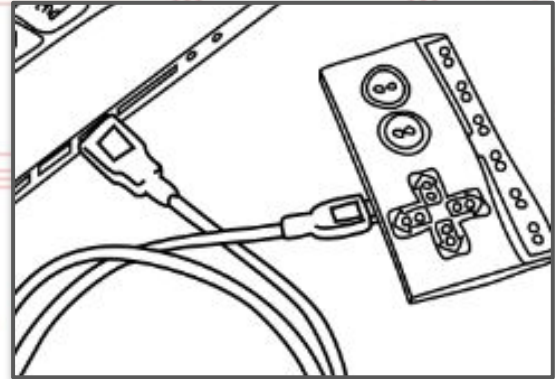




# First Time Setup

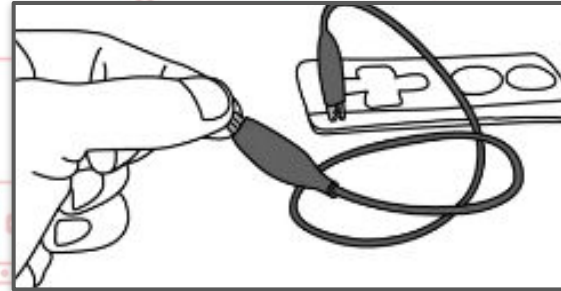
## Plug in USB

The small side of USB cable plugs into Makey Makey, and the big side plugs into your computer.



## Connect to EARTH

Connect one end of an alligator clip to "EARTH" on the bottom of the front side of Makey Makey.



Hold the metal part of the other end of the alligator clip between your fingers. You are now "grounded."



# Who is going to ♥ Makey Makey?

***Educators who want their students to have super-engaging experiences of learning through active exploration and discovery***

- Elementary school teachers (sweet spot: 3rd-6th grades)
- Secondary school teachers & some High School teachers
- STE(A)M Coaches and Coordinators (early adopters)
- Educators new to STEM or integrated-STEM subjects
- Special Ed Specialists / Occupational Therapists
- Teachers in training (teachers colleges, certification programs)
- Homeschool Pods & Networks
- Parents who want to encourage learning through play



# Things to know about Makey Makey

- Suitable (and safety tested) for ages 8 to infinity
- An entry-level STEM education platform (low floor)
- Opens limitless possibilities for hands-on projects (wide walls, high ceiling)
- Promotes “Creative Confidence” and engagement in learning
- Works with Chromebooks, Windows, Mac OS, Linux, (iPads w adapter)
- No software installation, licenses, or subscriptions
- Set-up takes seconds in the classroom or directed remotely from home
- No coding experience required
- Often used with (free) Scratch block-based coding environment



# Flagship Products



Makey Makey Classic



Makey Makey STEM Pack -  
Classroom Invention Literacy Kit

# Makey Makey Classic



- Makey Makey circuit board
- USB cable
- 7 alligator clips
- 6 connector wires
- Illustrated instruction guide
- Makey Makey sticker

sku: MMCE

MSRP in US: \$49.95



# STEM Pack – Classroom Invention Literacy Kit



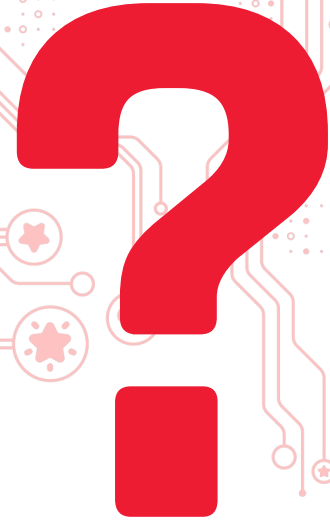
- 12 Makey Makey boards
- 12 USB cables
- 147 alligator clips
- 12 extra-long (6ft) alligator clips
- 144 ruggedized connector wires
- 12 extra-long (6ft) connector wires
- 12 illustrated instruction guides
- 12 conductive graphite pencils
- 1 printed Educator's Guide

sku: MMCK

MSRP in US: \$699.95



What's New  
from



# Accessory Products



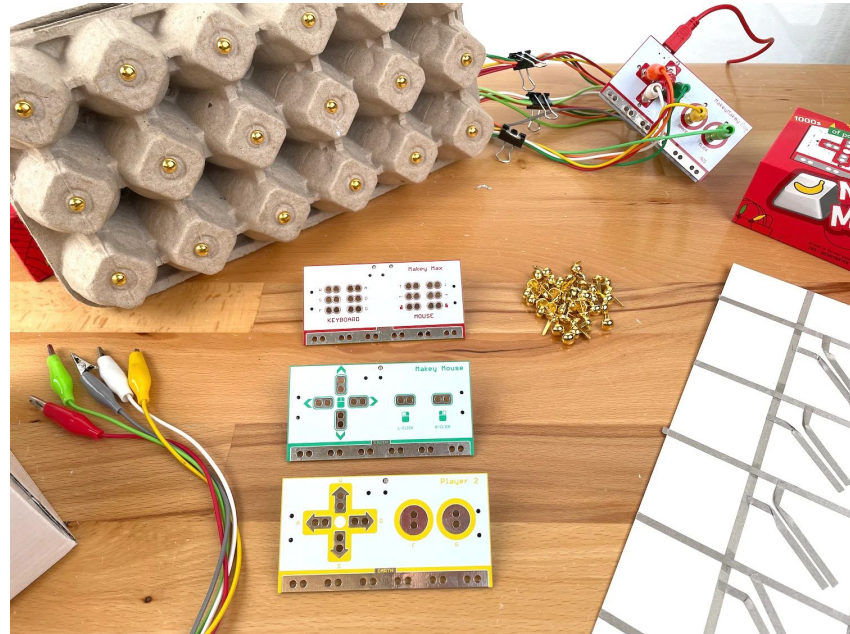
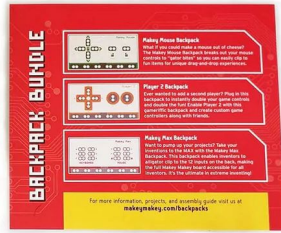
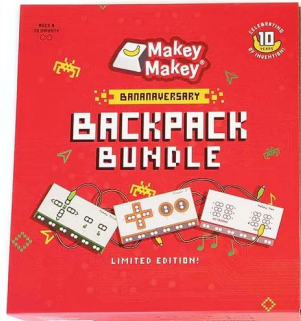
Booster Kits



Banaversary Backpack Bundle



# Makey Makey Backpacks

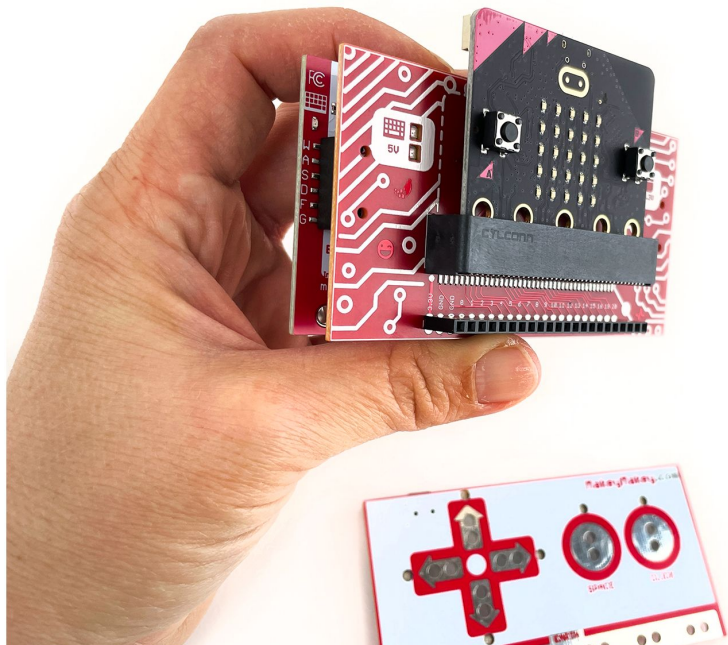


# Craft + Code Booster Kit

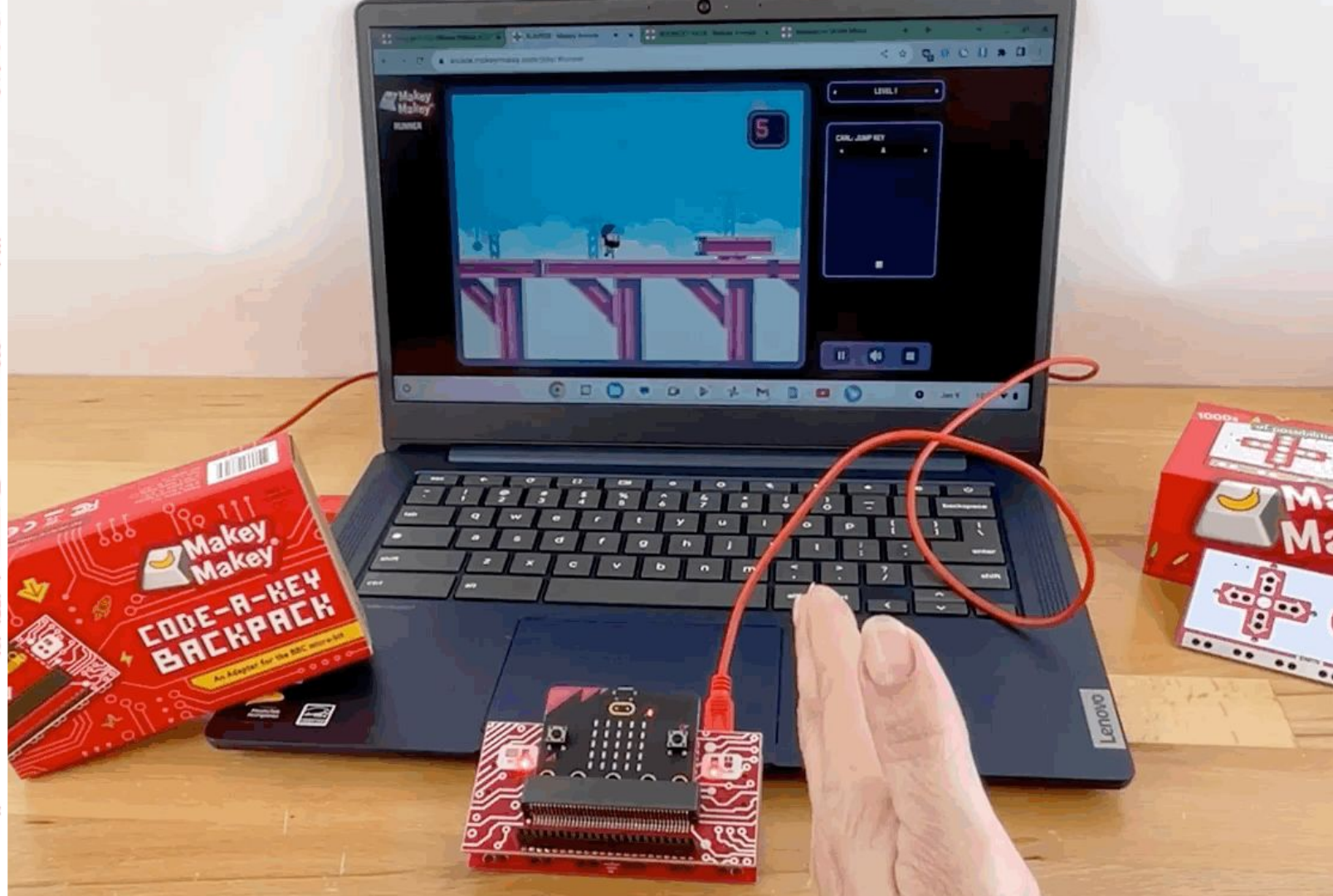


# Get Up + Go! Booster Kit





# Code-a-Key Backpack!

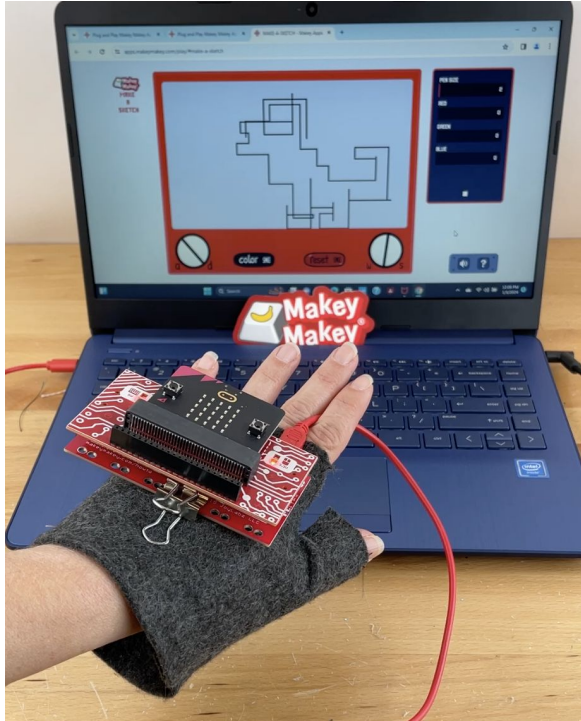


# Sound Sensor / Key Press



```
on start
  Initialize MakeyMakey
  show icon [Keyboard]

forever
  if < sound level > > 100 then
    type key W
```



# Motion controlled DIY PowerGlove!



(this is the actual Power Glove)





# Makey Makey CS/Coding Progression...

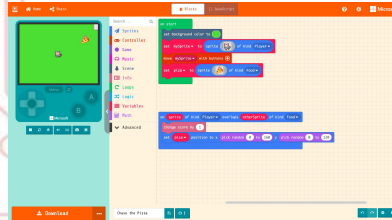


SCRATCH

```
when clicked
  set my variable to 0

when up arrow key pressed
  change my variable by 1
  change pitch effect by 10
  play sound Boing until done
```

Microsoft MakeCode



```
scene.setBackgroundImage(img ...
122
123 > let mySprite = sprites.create(img ...
140   , SpriteKind.Player)
141   controller.moveSprite(mySprite, 100, 100)
142
```

```
Blocks Python Assets
1 > scene.set_background_image(img(" ...
122
123 > mySprite = sprites.create(img(" ...
140   ,
141     SpriteKind.player)
142   controller.move_sprite(mySprite, 100, 100)
```

3rd - 4th  
Makey Apps

4th - 7th  
Scratch

6th - 8th  
MakeCode Arcade

9th - 12th  
Python, JS, Processing

# Added Value of Makey Makey

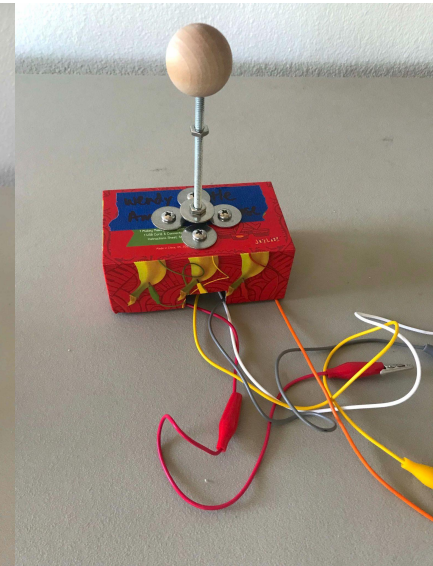
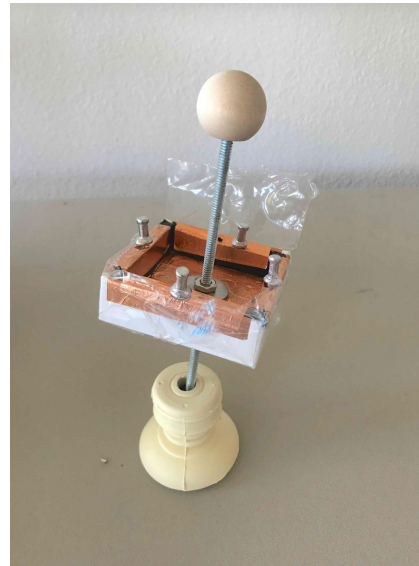
- Designed as an **open platform**, compatible with most tech already in the classroom and with finds from the grocery store, hardware store, last night's dinner leftovers.
- Supported by the **JoyLabz Education Team** - former teachers with extensive experience providing for small classrooms and large school systems.
- Constantly updated **FREE online resource** for classroom activities and instructional guides.
- An engaged, **global community** of educators sharing ideas, experiences, and lesson plans online.
- Regular live-streaming and recorded **webinars** with JoyLabz Edu Team and special guests highlighting projects ideas, classroom case studies, cross-product mash-ups.
- **Professional Development** for educators offered by a nationwide network of trained and certified providers.
- 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.



# Early Engineering & Creative Problem Solving

***Some of the subjects our educators teach with Makey Makey:***

- Circuits & Switches
- Conductivity / Insulators & Conductors
- Logic & Computational Thinking
- Physical Computing  
(off-screen constructions + interactions)
- Tinkering & Reverse Engineering
- Basic Physics (a la Rube Goldberg)
- Problem Solving & Creative Thinking
- Design Thinking
- Brainstorming & Prototyping
- Teamwork, Collaboration & Empathy



# Beyond STEM / Integrated STEM

***Some of the things our educators build with Makey Makey:***

- Games (Game Design)
- Life-size Board Games
- Musical Instruments
- Interactive Posters
- Storytelling Panoramas
- Interactive Art Installations
- Quizzes
- Game Shows (Buzz-in)
- Race Courses (STEM in the Gym)





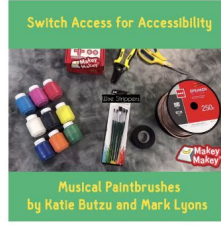
🕒 25-30 minutes K-12

**Balance/Weight Shifting Ball Controller as Assistive Technology** by Katie Butzu and Mark Lyons



🕒 25-30 minutes 1-12

**Hula Hoop Game Controller** by Katie Butzu and Mark Lyons



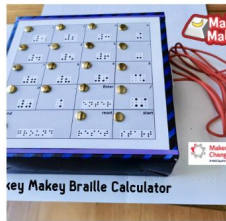
🕒 10-15 minutes 1-12

**Musical Paint Brushes as Assistive Technology** by Katie Butzu and Mark Lyons



🕒 10-15 minutes Accessibility

**DIY Big Mack Cardboard Switch** by Katie Butzu and Mark Lyons



**Using Makey Makey | Scratch to teach ASL Signs**

# Makey Makey for Accessibility

# THANKS!



Reach out to any of us at [sales@joylabz.com](mailto:sales@joylabz.com)