**WORKSTATION 2: MAKEY MAKEY**



**LEARNING OUTCOMES:**

**ST1-7MW-T describes how the properties of materials determines their use**

**ST1-2DP-T uses materials, tools and equipment to develop solutions for a need or opportunity**

**ST1-11DI-T identifies the components of digital systems and explores how data is represented**

**Task: Workstation 2**

**For this task you will be making a set of bongo drums using different objects.**

1. **Have a look at the video http://bit.ly/makeymakeyintroduction about how Makey Makey works.**
2. **Visit https://apps.makeymakey.com/bongos/**
3. **Use Makey Makey to replace the arrow key and space key to play the bongo drums.**
4. **Try a range of materials to see which ones conduct electricity (try paper, playdough, aluminum foil, fruits, vegetables, wood, plastic, craft materials etc.)**
5. **Design your own bongo using a combination of conductive and not conductive materials.**
6. **Makey Makey forms a circuit board and it can only work if the circuit is closed. How is this like a key on a keyboard?**
7. **Look at a range of electronic devices – What materials are used to make them? Why are they often coated in plastic?**

