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Makey Makey (21st Century Skills Innovation Library: Makers As Innovators)





Synopsis

Makey Makey is a kit that helps you turn everyday objects into touchpads that control your computer's keyboard. With this book, students learn the art of innovation through detailed explanations and hands-on activities built to foster creativity and problem solving. Fun, engaging text introduces readers to new ideas and builds on maker-related concepts they may already know. Additional tools, including a glossary and an index, help students learn new vocabulary and locate information.

Book Information

Series: 21st Century Skills Innovation Library: Makers as Innovators

Paperback: 32 pages

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Product Dimensions: 7.1 x 0.1 x 9.3 inches

Shipping Weight: 3.5 ounces (View shipping rates and policies)

Average Customer Review: 3.5 out of 5 stars Â See all reviews (2 customer reviews)

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Technology > Entertainment & Games

Age Range: 9 - 12 years

Grade Level: 4 - 8

Customer Reviews

There is little in this book beyond what you can easily glean from the instructions that come with Makey Makey and the Makey Makey website. We had already had fun with some basic projects and were hoping this would provide inspiration to move beyond the basics, but were sorry to find that we'd already moved past the scope of this book in our first day of play. I would only recommend this if gifting a Makey Makey to a tween or someone with limited technical background.

trying to find something curious for students and this wakes up their interest

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