

# Makey Makey Shapes

*Lesson Plan for Grade PK-K*

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## OVERVIEW & PURPOSE

Students will identify, create and match shapes using an interactive program. This lesson is designed for use as a center activity with 1-2 students working at a time.

## EDUCATION STANDARDS

NY Common Core Math: PK.G Identify and describe shapes (squares, circles, triangles, rectangles)

NY Common Core Math: K.G Identify and describe shapes (squares, circles, triangles, rectangles, hexagons, cubes, cones, cylinders, and spheres)

(ELA Common Core) Reading (NF), Writing, Listening, Speaking

## OBJECTIVES

1. Students will identify shapes within a Scratch program.
2. Students will create shapes using play dough, wire, pipe cleaner, or any other conductive material that can be manipulated.
3. Students will match shapes they have created with shapes in the Scratch program.

## MATERIALS NEEDED

1. One computer with internet access and a microphone
2. Access to an account at [scratch.mit.edu](http://scratch.mit.edu)
3. Playdough, pipecleaners, cardstock with aluminum foil or another type of manipulative that can conduct electricity
4. Makey Makey
5. Makey Makey Shapes program by ltoates

<https://scratch.mit.edu/projects/142954900/>

## ACTIVITY

Students will identify the shapes that are used in the Makey Makey Shapes program by Itoates in Scratch.

Then students will recreate these shapes using physical manipulatives that conduct electricity (playdough, wires, pipe cleaners, cardstock/aluminum foil et. al.).

Students will then determine which wire input extending out from the Makey Makey connects to each shape in the program.

Students will match the shapes they created to the correct input wire.

Students will run the program to check their work.

## EVALUATION

1. Students correctly identify shapes within the Scratch program
2. Students create accurate representations of those shapes using manipulatives
3. Students correctly match physical shapes with digital shapes