

Saturday 16 March 2013, Hackney Wow Cubs' review:

Scratch / MaKey MaKey workshop

Codasign at Furtherfield Gallery

Finsbury Park, London N4 2NQ

Creative Technology workshop for 6-12 year olds

Next workshop: Sunday 14 April

For more information visit: www.codasign.com / facebook.com/codasign / @codasign



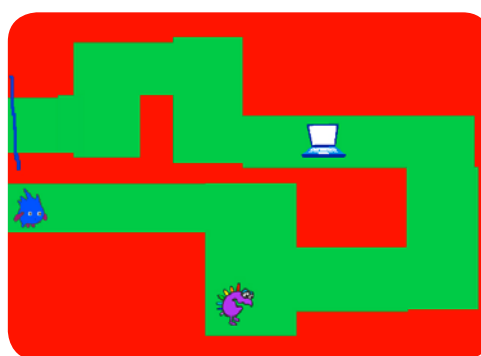
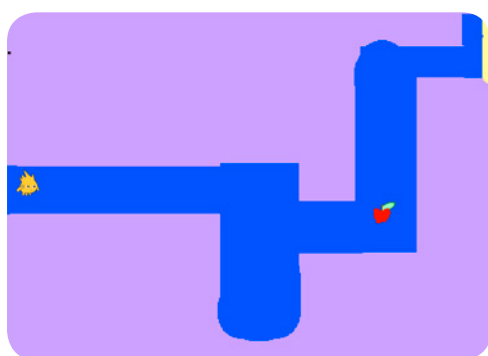
Review by Mindy Addison-Stuart, 9 years old

We made a video game using a Makey Makey kit. We attached the Makey Makey kit to fruit and Play Doh and when we touched them, it meant that it could control the directions that the character made in the game.

It was really good fun and me and Hiba got to make a video game. We made our own Sprite, which is a character and decided what he looked like. Then we made a track for him to go around (the scene of the video game). We learnt how to put sounds on the game and how to make the Sprite move where we wanted.

My game is called Mindy Blocky. When I got home I made one called Thank You and Clang! Please have a go: <http://scratch.mit.edu/users/MINDY9>

You can download scratch on your computer – you don't have to have a Makey Makey kit to make a video game that's just an effect.



Review by Hiba Ishtiyag, 9 years old

Makey Makey is amazing! It was invented between 2010 and 2011 in a famous university in USA. Makey Makey is basically a small circuit board which can be connected to objects with water or metal content, which can then be used instead of the arrow keys on your keyboard.

This can make playing a computer game more interesting and fun, if for example you are tapping various fruits instead of the keyboard. If you share the controlling objects amongst friends this can make controlling a computer character especially fun!

I enjoyed the experience of learning to use something which I had only previously seen on a Blue Peter gadget special. Scratch is really interesting because you get to design your own computer game from scratch! You can design new characters and the background as you wish... its just so cool! The background is created by using art tools. The character can be chosen from an existing set or be created by yourself. You then use programming blocks to set the controls for the characters movements and also how they will behave with the background or other characters you have created.

This program gets you to use your imagination while trying to design a game how you want and is a good introduction to programming for kids. I never imagined myself ever creating my own computer game and best of all I can develop my game further at home and post it for my friends to be able to play. Play my game: <http://scratch.mit.edu/projects/coolUSA/3184385>

We asked Becky Stewart at Codasign some questions:

Hiba: When was Makey Makey invented/created?

Becky: Approximately between 2010–2011.

Mindy: Where does it come from?

Becky: It's made in America at a University.

Mindy: What technology do you use?

Becky: Scratch design on the computer and a MaKey MaKey kit.

Mindy: Is it easy to use?

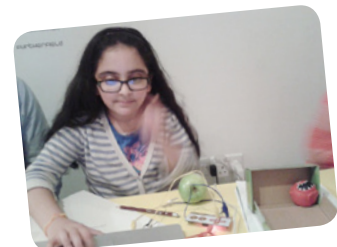
Becky: It is quite easy to learn how to make the kit work.

Hiba: What can you use to control Makey Makey?

Becky: Examples include fruit and vegetables, Blutac, Play Doh, drawings on a piece of paper using a particular lead type pencil.

Hiba: How can you show your friends what you have created?

A: By sharing your saved game in a gallery on the Scratch website <http://scratch.mit.edu>



Hackney Wow Cubs

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