Interactive Maker Projects with Chromebooks
Thursday, January 12 • 11:00am - 12:30pm
https://goo.gl/QdScre

Curriculum-based projects that your students are already making can be the foundation of your makerspace. Attend this hands-on workshop to learn how to link videos and digital media using HyperDuino on Chromebooks.

Plan to work in teams of 2-3 people. A limited number (12) of pre-loaded Chromebooks will be provided.
Agenda

Introduction (10 min) - 11:00 - 11:10

Snapshot of interactive maker projects, the maker movement
Demonstration project: National Parks

https://www.youtube.com/watch?v=Mbv_3yyMGHk

Activity 1 (10 min) 11:10 - 11:20

https://goo.gl/irwMMX

Attach black block rainbow cables
Attach white block rainbow cable

Insert touchpoints into white/black sockets
Insert LEDs into socket pairs (short leg into triangle socket)

Attach 9v battery

Which touchpoints light up which LEDs.
Troubleshoot: if an LED doesn't light up, reverse legs; if still not, replace LED

Activity 2 (30 min) - Create National Parks box project 11:20 - 11:50

Each participant has an already constructed and working model of the National Parks project at their station. (2 people in each team).

Their assignment is to use the provided empty box, US map and small photos of all the parks to construct their own model, with 3 parks that they choose.
Activity 3 (30 min) - Coding with the HyperDuino 11:50 - 12:20
https://goo.gl/JS13AJ

Use the “Coding” item in the “Help” menu of the HyperDuino app to open the Google Doc on Coding. Jump from there to the lesson on using iForge to blink LEDs in the National Parks (or other) project.

Activity 4 (10 min) - Reflection and Sharing 12:20 - 12:30

Reflection, share ideas

(and help clean up, thanks!!!!)