

Makey Makey Zoo

Lesson Plan for Grade PK-K

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OVERVIEW & PURPOSE

Students will learn about the needs of animals and apply this knowledge to create an interactive presentation.

EDUCATION STANDARDS

(Next Gen. Science) P-LS1-1: Observe familiar plants and animals (including humans) and describe what they need to survive

(Next Gen. Science) K-ESS3-1: Use a model to represent the relationship between the needs of different plants and animals (including humans) and the places they live.

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

OBJECTIVES

1. Students will observe and read about specific animals and their needs for survival.
2. Students will construct a sentence about a specific animal's needs for survival.
3. Students will create a model that represents the animal they learned about.
4. Students will record into a Scratch program the sentence that they constructed.

MATERIALS NEEDED

1. One computer with internet access and a microphone
2. Access to an account at scratch.mit.edu
3. Playdough, pipecleaners, or another type of manipulative that can conduct electricity
4. Makey Makey
5. Makey Makey Zoo Scratch program by emrosehill
<https://scratch.mit.edu/projects/127822002/>

ACTIVITY

Students will choose an animal (from a list of animals) to research.

Students will create a model of the animal using pipe cleaners, playdough, or another type of model creator that can conduct electricity.

With guidance from teacher, students will construct/write a sentence or two about the animal.

Teacher will log into the Scratch program, search for Makey Makey Zoo and open the one by emrosehill. Then, [click Remix to save a copy and add their own ideas.](#)

With teacher's help, students will record themselves reading the sentence aloud and link it to the correct animal. To do this, click on the sprite that represents the animal chosen and then click the "Sounds" tab. The circle icon is the record button.

Teacher will connect each animal model to the Makey Makey, using the correct port. If using the Makey Makey Zoo program already created, the ports are as follows:

Bat = Space
Butterfly = F
Elephant = up arrow
Frog = down arrow
Lion = right arrow
Monkey = left arrow
Penguin = W
Shark = A
Duck = S
Bear = D
Ladybug = G

When the animal is touched (while holding the grounding wire), the audio recording will play.

**For more than 11 animals you can remix the program to create another program with different animals, or just different animal recordings. You do not have to use all the animals in the program, or you can replace the current animals with different animals by importing different images or choosing different sprites already in the scratch database.

EVALUATION

1. Students sentence correctly identifies the needs of their specific animal
2. Recorded sentence is spoken with clarity
3. Animal model accurately represents the animal they studied