



34-41 137th St, Flushing, NY 11354 / lewislatimerhouse@gmail.com / latimernow.org

Lewis H. Latimer House Museum

Tinkering Lab - Electronic Instrument Class Learning Targets

S.T.E.A.M.

Eight-week project-based session exploring electricity, circuitry and programming using a micro-controller called the Funkey Funkey. In addition to many activities participants will work in groups to create a set of instruments that will be played during our culminating event.

★SKETCH IT! PLAY IT!

Participants will sketch instruments with pencil and paper, program their artwork to a jam session with sound, and get ready to rock out!

Technology: Sound Plant, Scratch, Funkey Funkey, Circuit Boards

Common Core: Students will actively engage in the processes that constitute creation and performance in the arts (dance, music, theatre, and visual arts) and participate in various roles in the arts.

★CREATE A MUSICAL ROOM!

Participants will create a room that they will play like an instrument!

Technology: Sound Plant, Scratch, Funky Funky, Circuit Boards

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★THE JOURNEY!

Participants will design a challenging adventure and play two worlds full of obstacles and dangers! Just Remember to stay on the path...

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★MAGNETIC MAZES!

Create your own squishy circuit labyrinth and navigate it using magnets under a table for a time score.

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★JARLAR KEYS

A fun DIY way of turning recycling materials into a creative musical project using empty jars filled with water and a Funkey Funkey.

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★BEAT BALLS!

An experiment that uses juggling and sound.

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★INTERACTIVE ZINE

Make a zine that triggers soundscapes and animations programmed in scratch.

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