**Instructions**

**Part 1: Make your monster**

1. Draw/create your monster
2. Choose the parts of your drawing that you want to be interactive and cut them out;
	* **NOTE:** You can have anywhere between 2 and 5 interactive points
3. Fold the aluminum foil and sticky tape it to the back of your drawing behind each of the holes. This will make the buttons;
	* **NOTE:** The foil for each button must not touch
4. Fold a piece of aluminum foil and attach it to the bottom of your paper to make a START button;
5. Use the copper tape to connect the aluminium foil to the edge of the paper;
	* **NOTE:** Do not overlap your copper tape. This will affect your circuit

   

**Part 2: Connect the Makey Makey**

1. Plug the Makey Makey into the USB port on your computer;
2. Attach an alligator clip between the 'earth' bar and the 'start' button on your monster;
3. Connect the arrow buttons and the 'space' button to the other tabs on your monster;



**Part 3: Time to code!**

The Makey Makey tells your computer to press certain buttons. Scratch is what you use to tell the computer what to do when those buttons are pushed.

1. Go to <https://scratch.mit.edu/>;
2. Click ‘create’ in the top left corner;
3. In the centre, you'll see tabs for different types of scripts. Click on the ‘events’ menu;
4. Drag the event  over to the workspace on the right;
5. You'll need one of these for each sound/foil/button you're using. Use the drop-down on each  script to select which button it relates to;
6. Next, click on the ‘scripts’ menu and connect a  script to each of your event scripts;

Now we need to choose what sounds each button will make

1. Click on the ‘Sounds’ tab next to the ‘scripts’ and ‘costumes’ tab;
	* To choose a sound from the library, click the  button
	* To record your own sound, click the  button
	* To upload a sound file, click the  button
2. Double-click the sound you want to use and it will be added to the project;
3. Go back to the ‘scripts’ tab. Click on the drop-down on the  scripts and choose your sound from the list for each button.