

Additional Teacher's Notes

Optional Materials

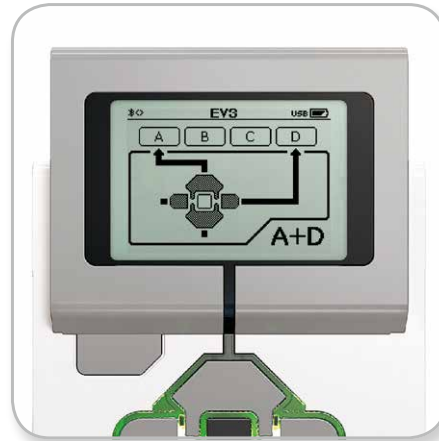
- Plastic or paper cups
- Small musical instruments, such as chimes, bells, and small drums

Prior Learning

Before beginning this Maker activity, it is recommended that students know how to use the on-brick motor control function, and also how to program a motor to move.



Brick app screen



Motor control

However, if you prefer a more open-ended, explorative method, you can start out with this activity and allow students to find help on their own using the EV3 Lab and EV3 Programming tutorials.

Tinkering Examples

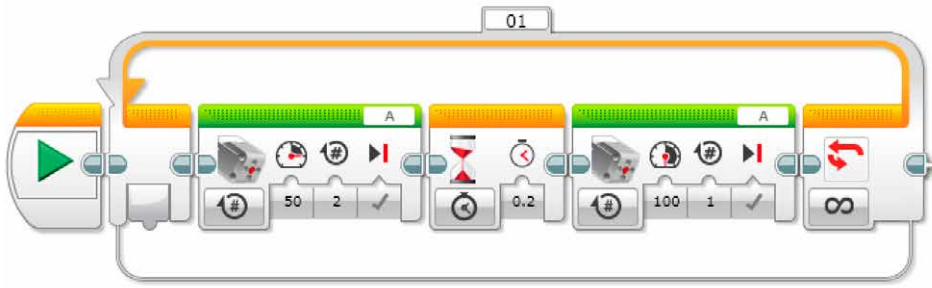
Some students may need a little inspiration and scaffolding to help them get started. Students can remix an existing model, or invent a new design.

Note: You are advised not to share these images with students.



Make a Sound Machine

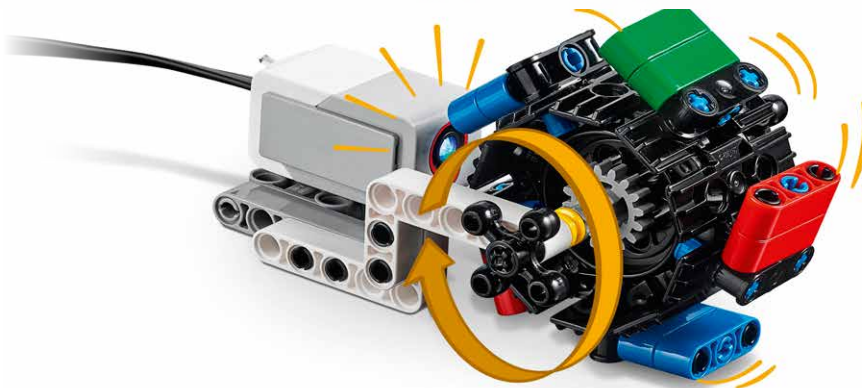
This example program combined with the small model will make a beat and rhythm on any surface when the program is run.



Tinkering Examples

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You can also tinker with the use of sensors.



Make a Sound Machine

This program will play different sounds when the wheel is rotated. The sound is determined by which color is placed in front of the color Sensor.

