

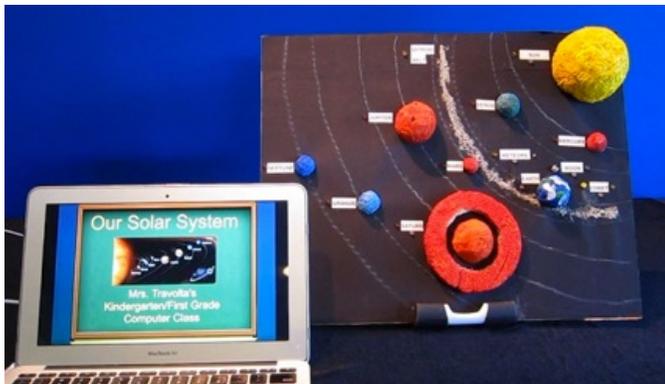
SGVCUE 2015 Tech Fair

SGVCUE 2015 Tech Fair Registration Information

Session: Saturday, October 17 • 9:40am - 10:30am
Workshop: Saturday, October 17 • 10:40am - 11:30am

Up until now, students have been able to create digital slide-based or video presentations, and also physical models such as volcanoes, California missions and science fair project displays, but the two were not connected.

Now for the first time, your students can link the two as Interactive Maker Projects, and greatly enhance their work with the addition of interactive lights and sensors. For example the project shown in the video on this page:



<http://bit.ly/1FC6TvX>

has an LED light that illuminates when the student is talking about that part of the project in a video, and sensors which when touched by a person looking at the model, then trigger actions such as a spoken explanation of that part of the model.

Makerspaces - the Future of the School Library

The maker movement is all about people taking control of every kind of technology, tools and materials to make whatever they can imagine. It is a culture infused with curiosity, exploration, collaboration, not being afraid to make mistakes, and most of all the excitement of “doing it yourself!” (“DIY”).

The 9:40am to 10:30am session will be a presentation of example student projects and a brief overview of how the lights and sensors are set up.

The 10:40am to 11:30am workshop will be a hands-on activity with participants working in pairs to make their first interactive maker project using a provided HyperStudio Simplest Complete Starter Kit.

Workshop Requirements:

Participants should bring a Windows or Macintosh laptop with a USB port.

Instructions for downloading the necessary software will be emailed to participants the week before the Tech Fair so that the software can be downloaded and installed beforehand.

Participants will also be offered the opportunity to purchase the kits that they have used during the workshop at a discount. Information on how to make the purchase will be provided during the workshop.

More information about the HyperDuino and Interactive Maker Projects can be seen at:

www.hyperduino.com

On Twitter:

[@hyperduino](https://twitter.com/hyperduino)

On Facebook:

[Facebook: http://bit.ly/HSCentral](http://bit.ly/HSCentral)