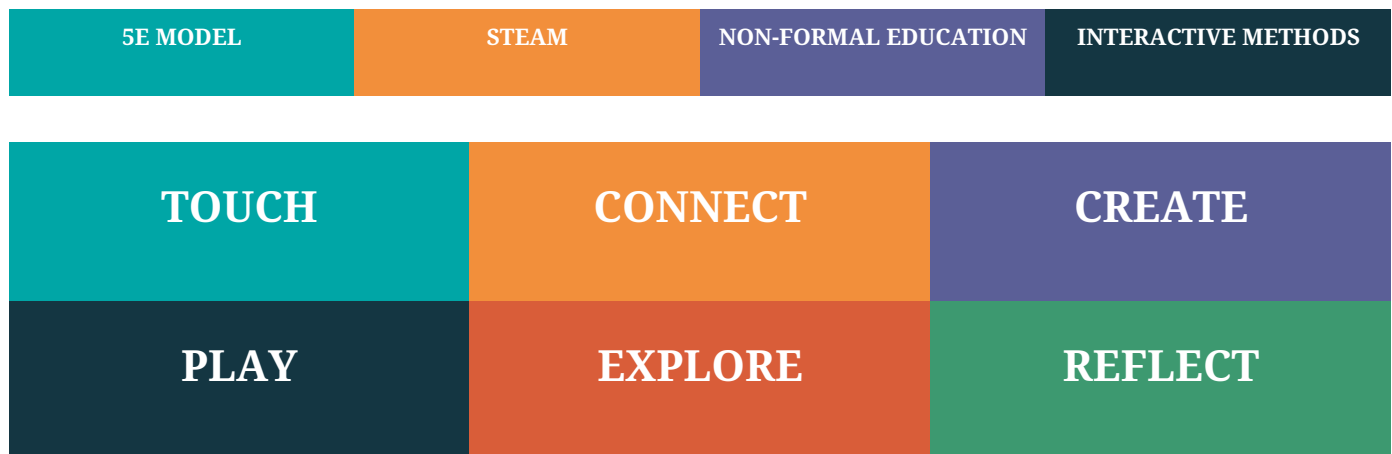


CREATE WITH MAKEY MAKEY

From Curiosity to Creation through 5E & STEAM



ONLINE TRAINING FOR YOUTH WORKERS, TRAINERS, FACILITATORS & EDUCATORS

4 live sessions • Interactive e-learning • Contribution cost: 50€

Organised by Artemis Sapountzoglou / Sapounofouska Events & More

Dates & registration deadline: to be announced

About the training

What if a banana could become a piano key, a drawing could tell a story when touched, or recycled materials could become a collaborative digital game?

Create with Makey Makey is an interactive online training designed for youth workers, trainers, facilitators and educators who want to use creative technology as a tool for participation, experimentation and active learning.

The course goes beyond the technical use of Makey Makey. Participants experience how one simple physical-computing tool can support meaningful non-formal learning through the 5E model, STEAM education, playful challenges and interactive facilitation methods.

Why this training?

- To turn everyday objects into engaging interactive learning tools.
- To connect technology with creativity, teamwork, storytelling, music and visual arts.
- To experience the 5E model as participants before using it as facilitators.
- To design STEAM activities that are participatory, adaptable and relevant to youth work.
- To move from “using a device” to designing a complete learning experience.

Training format

4 LIVE ONLINE SESSIONS	60-75 MIN EACH	SMALL-GROUP WORK	PRACTICAL DESIGN TASKS
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The course is highly interactive. Short inputs are combined with object exploration, breakout-room challenges, collaborative design, peer feedback, mini-presentations and structured reflection.

Learning approach

The 5E model

ENGAGE	Spark curiosity with a question, challenge, mystery object or prediction.
EXPLORE	Experiment with materials, conductivity and interaction before receiving the full explanation.
EXPLAIN	Make sense of what happened and connect experience with circuits, Scratch and STEAM concepts.
ELABORATE	Apply the learning in a new context by creating an original interactive activity.
EVALUATE	Reflect, receive peer feedback and identify how the activity can transfer to youth-work practice.

Non-formal education principles

- Learning by doing
- Peer learning and co-creation
- Participation and choice
- Creative experimentation
- Learning from trial and error
- Reflection and transfer to real practice

STEAM is embedded, not added afterwards

Science: conductivity and circuits • Technology: Makey Makey and Scratch • Engineering: designing and testing interfaces • Arts: music, storytelling and visual expression • Mathematics: sequencing, patterns and logic

Programme at a glance

SESSION 1

Engage & Explore — Can this control a computer?

Introduction to Makey Makey, conductivity, prediction games, object hunt, first interactive challenge.

SESSION 2

Explain & Connect — From circuit to STEAM

How Makey Makey works, Scratch connection, STEAM mapping, simple sound and interaction experiments.

SESSION 3

Elaborate — Create, play, redesign

Interactive art, sound, storytelling, team-building and youth-work examples. Small-group creative challenges.

SESSION 4

Evaluate & Create — Design your own activity

Makey Makey Design Challenge, 5E-based activity planning, mini-pitches, peer feedback and reflection.

Suggested rhythm

The four sessions can be delivered weekly or as an intensive short course. Between sessions, participants may test one small idea in their own context and bring observations back to the group.

Interactive methods

The online environment is treated as a participatory workshop space rather than a webinar. Participants are continuously invited to act, test, discuss, create and reflect.

CHAT STORMS

Fast idea generation and collective noticing.

PREDICTION GAMES

Guess first, test second, explain afterwards.

DESIGN SPRINTS

Short cycles of idea → prototype → feedback → redesign.

MINI-PITCHES

Two-minute presentations focused on learning goals and interaction.

OBJECT HUNT

Participants search for conductive or unusual objects around them.

BREAKOUT CHALLENGES

Small groups solve open-ended creative tasks.

PEER FEEDBACK

Participants review each other's activity concepts.

REFLECTION ROUTINES

What surprised me? What changed? What will I try next?

Example activity ideas

- Water Piano
- Fruit Orchestra
- Interactive Story Map
- Sound Poster
- Musical Drawing with graphite
- Interactive Art Piece
- Environmental Awareness Game
- Collaborative Escape Challenge

Learning outcomes

By the end of the training, participants will be able to:

- understand the basic principles of Makey Makey, conductivity and closed circuits;
- connect Makey Makey with Scratch and simple interactive digital content;
- apply the 5E learning model to the design of a practical activity;
- integrate Science, Technology, Engineering, Arts and Mathematics into one coherent learning experience;
- use non-formal and experiential methods in online or face-to-face youth-work settings;
- design activities with everyday, recycled and low-cost materials;
- facilitate collaborative problem-solving and creative experimentation;
- adapt activities for different ages, abilities and group contexts;
- create and present an original interactive STEAM activity.

Final design challenge

Participants develop a Makey Makey activity using a simple design framework:

TARGET GROUP	LEARNING GOAL	MATERIALS	INTERACTION	REFLECTION
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Possible themes include sustainability, inclusion, cultural heritage, music, digital storytelling, environmental awareness, teamwork and social participation.

Who is it for?

This training is suitable for participants who want to combine creative technology with participatory learning. No advanced coding or electronics knowledge is required.

- Youth workers
- Trainers and facilitators
- Teachers and educators
- STEAM / robotics educators
- People working in NGOs, youth centres or community learning
- Professionals interested in creative digital youth work

Recommended level

Intermediate. Beginners can participate successfully, while experienced educators will focus on methodology, facilitation and activity design rather than only on technical setup.

What participants need

- Laptop or desktop computer with internet connection
- Zoom access
- A Makey Makey kit is recommended for the full hands-on experience
- A few everyday objects: aluminium foil, fruit, pencil/graphite, water cups or other safe conductive materials
- Scratch account or access to Scratch in the browser

Participation fee

50€ per participant. The fee includes four live online sessions, the complete training presentation, a practical STEAM toolkit, digital learning resources and access to the post-training community group.

Participant support & follow-up

The learning experience continues beyond the live sessions. Participants will receive practical resources and join a shared space for continued peer learning and STEAM exchange.

- A dedicated online community group to exchange STEAM ideas, activities, resources and good practices after the training.
- The complete training presentation, including the theoretical framework: 5E, STEAM, non-formal education and interactive methodology.
- A practical STEAM Toolkit with Makey Makey activity ideas, adaptable methods and resources for youth work and education.

Practical information

FORMAT	Online / live interactive e-learning
DURATION	4 sessions × 60–75 minutes
LANGUAGE	English
CONTRIBUTION COST	50€ per participant
DATES	To be announced
REGISTRATION DEADLINE	To be announced
ORGANISER	Artemis Sapountzoglou / Sapounofouska Events & More

The core idea

DISCOVER → CONNECT → CREATE → SHARE → REFLECT

Technology is not the final goal. It is a creative medium through which young people can explore, collaborate, communicate, experiment and create.

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Trainer profile - Artemis Sapountzoglou



**ROBOTICS & STEAM EDUCATOR · KINDERGARTEN
TEACHER · FACILITATOR · TRAINER**

Artemis Sapountzoglou is a Robotics & STEAM educator, kindergarten teacher, facilitator and trainer based in Athens, Greece. She is co-founder of Sapounofouska Events & More, where she designs and delivers interactive educational programmes, experiential workshops and events for children, educators, young people and youth workers. Her practice combines educational robotics, STEAM, new technologies, storytelling, theatre, creative facilitation and non-formal education.

Professional experience

- Co-founder, Sapounofouska Events & More (since 2021): educational programmes, experiential workshops, interactive events and creative learning projects.
- Kindergarten teacher and STEAM/Robotics educator, designing discovery-based and interactive learning experiences for early childhood and primary education.
- European and youth-work practice through Erasmus+ activities, team building, design thinking, facilitation and collaborative programme development.

Education & training

- MSc in STEM: Contemporary Topics of Digital Technologies.
- Studies in Preschool Education with a specialisation in New Technologies.
- Theatre Studies / Artistic Expression, with continuous training in robotics, STEAM and facilitation.

Core competences

Educational Robotics & STEAM programme design; interactive and interdisciplinary learning; storytelling and improvisation; team building and participatory facilitation; creative use of new technologies; project coordination and network development.

Trainer approach

Learner agency, creativity and practical experimentation through open questions, collaborative problem solving, hands-on making and reflection.

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