



# **STEM with the Standards**

## **20 Challenges for \$20**

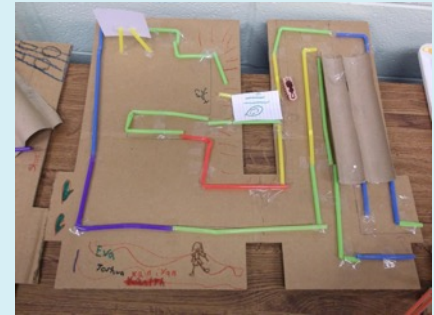
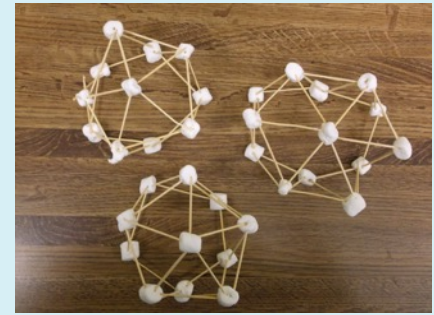
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# Agenda

- Introduction and Engineering Design Process
- Setting up a STEM Lab
- How to Align Challenge with Standards
- Supplies and Challenges
- Hands-on with Challenges
- Reflection

[Preparing Students for Future Careers](#)



# Introduction



## **STREAMS -**

- Science
- Technology
- Reading
- Engineering
- Art
- Math
- Standards



## **Application -**

- RTI – Enrichment
- Hands-on extension for understanding the standard
- To engage students



# Cup Challenge

## Cup Challenge Rules

- Build a pyramid with only the string and rubber bands!
- You may NOT touch your partners string at anytime! Otherwise you will have to restart.
- You may NOT touch your rubber band at anytime! Otherwise you will have to restart.
- If you drop your cup on the floor, you may pick it up and place it on the corner of your desk to continue.
- Your hands may NOT touch the cups anytime they are on the table. Otherwise you will have to restart.
- No switching of strings during the challenge!



# Engineering Design Process

Name: \_\_\_\_\_ STEM Challenge

Ask

Imagine

Plan

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o	
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o	

Create

Improve



STEM Careers – Why aren't kids interested in them?

# SMART Goals

GOAL \_\_\_\_\_ (# of Smarties stacked)

ACTUAL PERFORMANCE \_\_\_\_\_

SCORE \_\_\_\_\_

## MADE THE GOAL

10 POINTS FOR EACH OF THE SMARTIES IN THE STACK

5 POINTS FOR ANY OVER THE GOAL

## DIDN'T MAKE THE GOAL

5 POINTS TO EACH SMARTIES IN THE STACK

IF YOU DID NOT MAKE YOUR GOAL



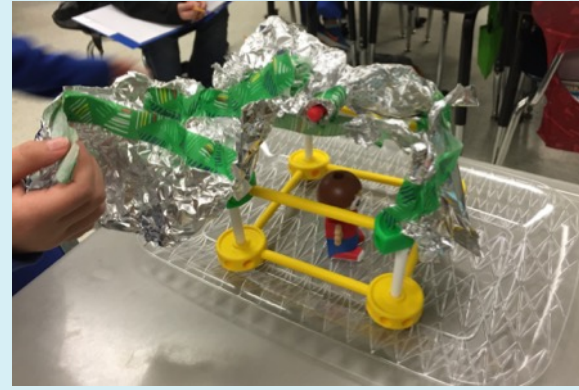
# Setting up a STEM Lab

- Create a STEM area for supplies, group baskets, and binders.
- Train students how to collect supplies and put them away.
- Explain group roles and expectations.
- Begin by creating SMART Goals.
- Model a STEM challenge for students and have them complete it on their own. (Straw Rockets are great for this.)
- Move into group STEM challenge with Save Fred.
- Develop Engineering Process and continue with simple challenges.
- Don't Give Up!





# Align Challenge with Standards



- This is my favorite part. What comes first the standard or the challenge? That is the question.
- ELA – Use a Wonders weekly story such as Wolf. Follow your routine, but add a challenge at the end of the lesson. For example, you could read the Three Little Pigs to compare and contrast. Have students write to compare and contrast the stories. Next, have students build houses out of straws, sticks, and bricks that must face the Big, Bad, Hairdryer. Students need to write using the Engineering Process sheet. The challenge can depend on the level of students. Add in area and perimeter of the house. ([Guided Reading Rotation](#))



# Align Challenge with Standards



- RTI Enrichment – Create a program for advanced learners to integrate STEM and standards based on essential skills and Common Formative assessments.
  - Fiction and Nonfiction paired reading challenges
  - [Invention Convention](#) and Genius Hour
- RTI Enhancement – Develop a deeper understanding of math and science standards for struggling learners with hands-on challenges.
  - [Place Value Towers](#)
  - [Pet Rock - Science, Writing, and fun](#)

# Lab Tips from Bunsen and Beaker.



- Do not eat or drink in the Lab.
- Do not taste the experiment no matter how tempting it may be.

# Save Fred

- Let's save Fred. You can decide how much you want the students to know ahead of time.
- If Fred is saved quickly, build an aluminum boat to help him reach safety.

## Can You Save Fred?



**The Story...**  
Fred, the gummy worm, has been spending his time boating on the lake near his home. He is not too bright, he is a worm after all. He has never learned to swim and he never wears his life preserver. The worst has finally happened! Fred's boat has capsized and he is stuck! His life preserver is caught under the boat, but he cannot reach it without falling into the water and drowning. Can you save FRED?


**Materials Needed**

- gummy worm (Fred)
- gummy life saver (the life preserver)
- 1 plastic cup (the boat)
- 4 paper clips


**Problem:**  
How can you and your partner save Fred using only 4 paper clips? You may not touch Fred, the boat, or the life preserver directly with your hands, only with the paper clips.

## The Process (in pictures)...


**In progress:**



**The Set-up:**



**The final result...**





# Supplies



- Pipe cleaners
- String
- Lifesavers
- Q-tips
- Index cards
- Spaghetti
- Marshmallows
- Plastic spoons
- Balloons
- Straws
- Clear tape
- Masking tape
- Gummy worms
- Gummy lifesavers
- Aluminum foil
- Ping pong balls
- Gumdrops or Dots
- Copy paper and cardstock
- Roll of pennies
- Food coloring
- Solo cups
- Wooden craft sticks
- Rubber bands
- Marbles

# Extra Supplies

- Trays
- Baskets
- Plastic Tubs
- Legos
- Magna-Tiles
- K'Nex
- KEVA Planks
- Go Mouse
- Hex Bugs
- Lincoln Logs
- Hot Wheels Race Track



# Challenges

- 1. Save Fred
- 2. [Puff mobiles](#)
- 3. Straw rockets
- 4. Balloon rockets
- 5. Marshmallow bridges
- 6. Pipe cleaner tower
- 7. Paper airplanes
- 8. Cup towers and pyramids
- 9. Aluminum boats
- 10. Mazes
- 11. Geodomes
- 12. 3D shapes
- 13. Gumdrop structures
- 14. Levitating Ping Pong
- 15. Walking water rainbow
- 16. Marshmallow Catapult
- 17. Hoop glider
- 18. Milk Fireworks
- 19. Spinning penny
- 20. Ocean currents
- 21. Ping Pong Pressure
- 22. Marble run
- 23. Brown bag stem
- 24. Slime or Oobleck



# Build-On Challenges

- **Improves student success**
- **Creates independence**

## **Set 1 – Bags 1, 2, 4**

- **Bag 1** – Straw Rocket, Paper Airplane, and Hoop Glider
- **Bag 2** – Balloon Rocket, Puff Mobile, and Balloon Racer
- **Bag 4** – Gumdrop Structure, Geodome, and Milk Fireworks

## **Set 2 – Bags 3, 5, 6**

- **Bag 3** – Parachute, Save Fred, Hex Bug Maze
- **Bag 5** – Marshmallow Bridge, Marshmallow Shapes, and Marshmallow Popper
- **Bag 6** – Levitating Ping Pong, Zip Line, and Tall Tower

## Build On Challenges































- **If you finished your set, pick a different activity to try.**
- **Come up to the supply desk and gather the items you need.**
- **Fill out a STEM Challenge sheet.**
- **Check out the books and ideas on display.**

# Reflection

- Pick an Emoji that reflects how you feel about using some of these STEM activities in your classroom.
- Take a minute and discuss with a neighbor.

**Emoji Exit Ticket**

Circle the Emoji(s) that reflects how you got on today in the lesson. Explain your reasons why...

I chose this Emoji because .....

.....

.....



## Contact Info

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If you always  
do what you  
always did, you  
will always get  
what you  
always got.

- *Albert Einstein*

Please contact me for more information.  
Send me pictures and examples of what you  
have done in your classroom.