

# STEAM DISCOVERY ACTIVITIES

## Examples

- 1 OBSERVE DIFFERENT TEXTURES, SMELLS, AND SOUNDS.
- 2 MEASURE THE DISTANCE BETWEEN PLACES, FROM SCHOOL TO YOUR HOUSE.
- 3 PLANTS, STONES, AND STICKS CAN BE USED TO COUNT, BUILD, AND CREATE.
- 4 FEEL THE WIND AND WATCH HOW IT MOVES OBJECTS LIKE LEAVES OR PAPER.
- 5 OBSERVE PLANTS, INSECTS, BIRDS, AND OTHER ANIMALS.
- 6 INVESTIGATE SHADOWS, THE WIND, WEATHER.
- 7 SEE CHANGES CREATED BY SUNLIGHT ON SURFACES.
- 8 EXPERIMENT WITH SHADOWS AND REFLECTIONS.
- 9 LISTEN FOR SOUNDS DETERMINE IF THE NOISES ARE FROM NATURE OR FROM THE CITY.
- 10 COMPARE LIVING AND NON-LIVING THINGS.

# STEAM LANGUAGE:

## Speaking STEAM Daily

We unconsciously use STEAM language in our daily lives.

However, intentionally integrating it into our classroom discussions can significantly bolster students' interest in STEAM. This conscious effort aids in honing their STEAM skills.

The process cycle follows this sequence: OBSERVE, QUESTION, PREDICT, EXPLORE, DISCUSS.

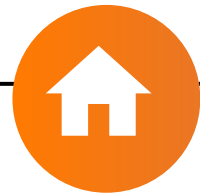
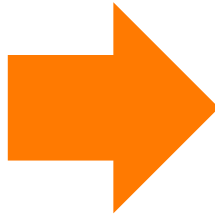


# THE FLOW



## Question

- What are you curious about?
- What do you want to know?
- Are you wondering if...?



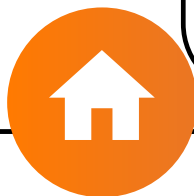
## Predict

- What do you think will happen?
- What are your predictions?
- Why do you think that?
- How could we find out?



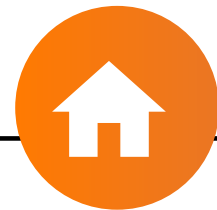
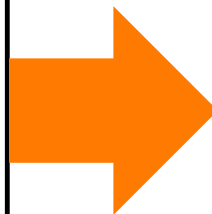
## Observe

- What do you see?
- What do you hear?
- How do they sound and smell?
- How are they the same?
- How are they different?
- What happens when you try?
- You seem curious about...



## Discuss

- What were your predictions?
- What happened?
- What did you notice?
- Why do you think that happened?
- What could we investigate next?



## Explore

- Let's investigate.
- What do you notice?
- What is changing?
- What did you try?

# OTHER PLACES YOU CAN FIND STEAM

There are other sources we can find STEAM as we go on with our day to day activities, Examples are :

- BOOKS/ LITERATURES
- POEMS AND SONGS
- MOVIES
- BUY AND SELLING
- FASHION etc

# CLASS ACTIVITY

- NATURE WALK JOURNALING : Participants should should go out and observe the environment, from shapes, patterns, structure, buildings etc.

## ACTION NEEDED

- TAKE NOTES
- TAKE PICTURES
- BRING IN MATERIALS THAT FASINATE YOU.
- Connect your chosen material/ Object to STEAM



*If you can't make a mistake, you can't  
make anything*

Maria collins