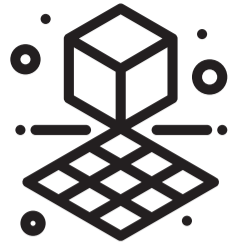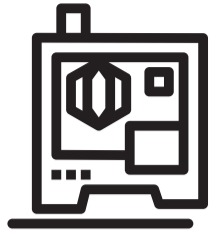# KIDS STEAM SKILLS

Skill Tree: Color in the Boxes

Color in the boxes of anything you've already completed, visualize your skills and identify your skill gaps. Get inspired to try new things and tailor the skill tree to suit your own journey by swapping in your own goals.

ADVANCED

BASICS

- (set your own goal)
- (set your own goal)
- (set your own goal)
- (set your own goal)
- (set your own goal)
- (set your own goal)

- Do a wearable tech project
- Design and 3D print something with electronics
- Create something to address one of the Sustainable Development Goals
- Design, print and assemble something with multiple parts
- Enter a STEM or Robotics competition, eg. Robocup
- Learn a vector artwork software, eg. Illustrator, Affinity or Inkscape
- Teach a friend a STEAM skill
- Use a sensor in an Arduino project
- Make a line following robot
- Learn how to hand embroider or cross stitch
- Make a robotics project
- Make a project with a Raspberry Pi
- Contribute to a big project
- Use a green screen in a video
- Create a flip blook
- Use a laser cutter
- Use a vinyl cutter for a project eg. Cricut, Brother Silhouette
- Make something using a sewing machine
- Create an animation or stop motion video
- Measure voltage with a multimeter
- Hand sew on a button
- Control multiple LEDs with Arduino or Microbit
- Control a servo motor with Arduino or Microbit
- Learn different types of hand stitching
- Design and 3D print something
- Learn how to knit, crochet or weave
- Control an Arduino or Microbit with Scratch
- Make something special for a friend
- Blink an LED with Arduino or Microbit
- Make a circuit that includes a button or switch
- Make an automata of your own design
- Make something to fix a problem
- Make a pop-up card
- Record & edit a video
- Learn to use wire strippers
- Make something out of timber
- Craft a car with wheels that move
- Learn to use a soldering iron
- Prototype something in cardboard
- Make a simple game in Scratch
- Complete an obstacle course with a robot eg. sphero / Lego mindsorms
- Get a circuit wrong and try again
- Make a model from a sketch in TinkerCAD
- Fix something that's broken
- Learn to plot data on a graph
- Simulate code in TinkerCAD
- Do an activity in Scratch Jr.
- Make something that moves with Lego
- Make a circuit with a motor
- Learn the difference between parallel and in-series circuits
- Take apart some e-waste and see what's inside
- Make something with origami
- Use folding and cutting to make a paper snowflake
- Make a kite that flies
- Learn to use a box cutter safely
- Make something with layers of paper
- Learn to use a breadboard
- 3D print a model from Thingiverse or Printables
- Make something from upcycled materials
- Navigate a Beebot around at least 4 objects
- Make something with popsicle sticks
- Learn to score card with a ruler
- Make a 3D object from a net
- Learn to edit a photo
- Make a circuit that lights up an LED
- Use a mitre box to cut timber to size
- Learn to use cutting tools safely

START HERE

1 tile = 1 point

Total Score

Name: _____