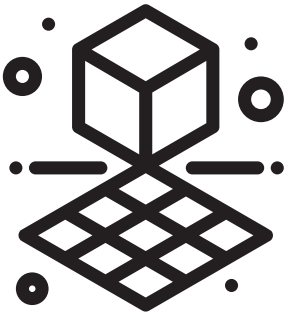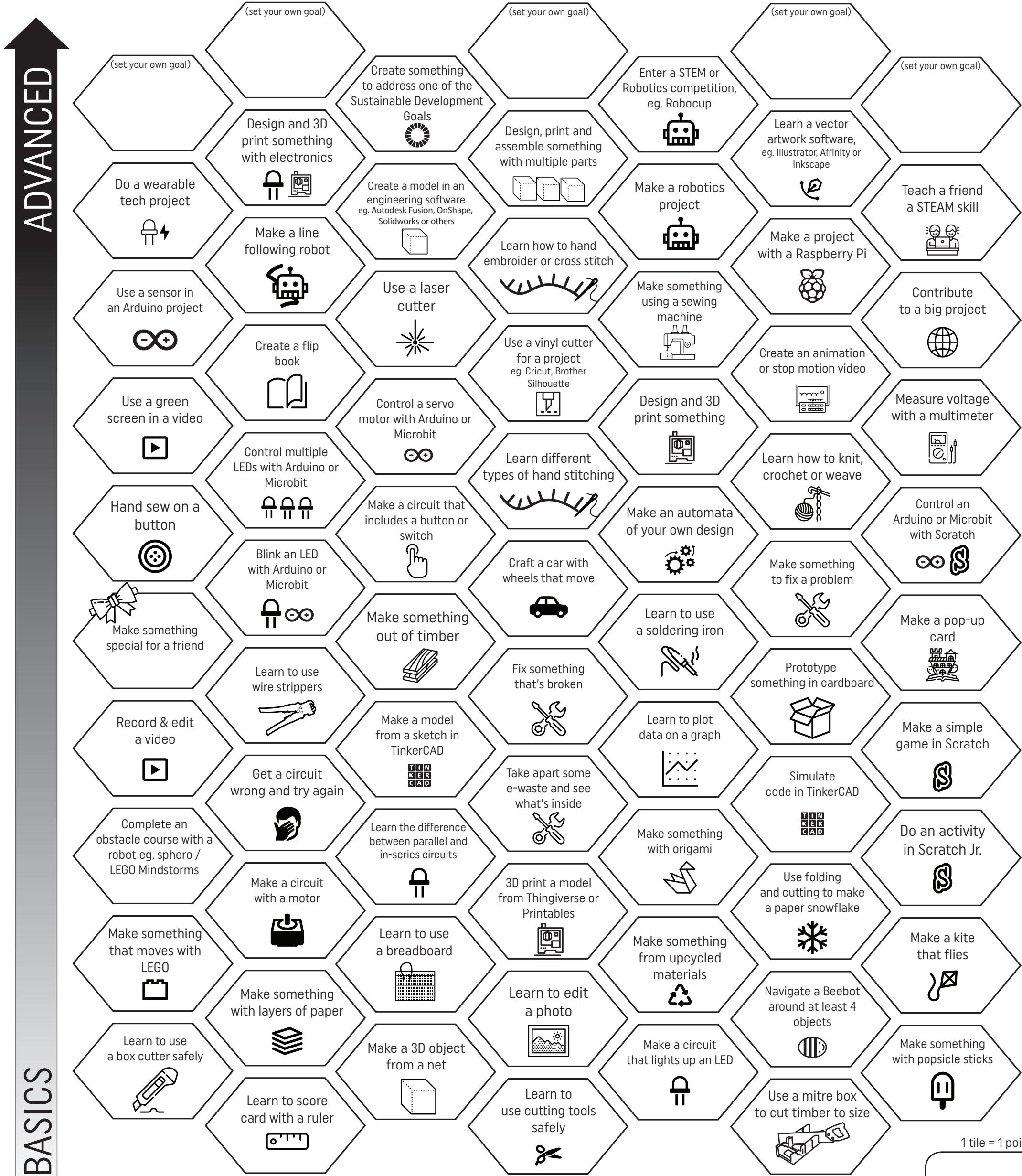# KIDS STEAM SKILLS

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)

Create something to address one of the Sustainable Development Goals

Enter a STEM or Robotics competition, eg. Robocup

Design and 3D print something with electronics

Design, print and assemble something with multiple parts

Learn a vector artwork software, eg. Illustrator, Affinity or Inkscape

Do a wearable tech project

Make a robotics project

Teach a friend a STEAM skill

Create a model in an engineering software eg. Autodesk Fusion, OnShape, Solidworks or others

Make a line following robot

Learn how to hand embroider or cross stitch

Make a project with a Raspberry Pi

Use a sensor in an Arduino project

Use a laser cutter

Make something using a sewing machine

Contribute to a big project

Create a flip book

Use a vinyl cutter for a project eg. Cricut, Brother Silhouette

Create an animation or stop motion video

Use a green screen in a video

Control a servo motor with Arduino or Microbit

Design and 3D print something

Measure voltage with a multimeter

Control multiple LEDs with Arduino or Microbit

Learn different types of hand stitching

Learn how to knit, crochet or weave

Control an Arduino or Microbit with Scratch

Hand sew on a button

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

Blink an LED with Arduino or Microbit

Craft a car with wheels that move

Learn to use a soldering iron

Make something special for a friend

Make something out of timber

Learn to use wire strippers

Fix something that's broken

Prototype something in cardboard

Make a simple game in Scratch

Record & edit a video

Make a model from a sketch in TinkerCAD

Learn to plot data on a graph

Get a circuit wrong and try again

Take apart some e-waste and see what's inside

Simulate code in TinkerCAD

Complete an obstacle course with a robot eg. sphero / LEGO Mindstorms

Learn the difference between parallel and in-series circuits

Make something with origami

Do an activity in Scratch Jr.

Make a circuit with a motor

3D print a model from Thingiverse or Printables

Make something that moves with LEGO

Use folding and cutting to make a paper snowflake

Learn to use a breadboard

Make something from upcycled materials

Make a kite that flies

Make something with layers of paper

Learn to edit a photo

Learn to use a box cutter safely

Navigate a Beebot around at least 4 objects

Make something with popsicle sticks

Make a 3D object from a net

Make a circuit that lights up an LED

Learn to score card with a ruler

Learn to use cutting tools safely

Use a mitre box to cut timber to size

START   HERE

1 tile = 1 point

Total Score

Name: _____