

STEM at HOME Menu #1

Read a Book What was the problem in the story? Build something to help solve the problem.	Create a Game Use recyclables to design your own game. Create rules for your game and teach your family how to play.	Design a Futuristic Phone Create a blueprint of a futuristic phone design. What can your phone do?
Draw a Map of your Home Label each room in your house. Measure the length and width of each room and add them to your map.	Make a Boat Build a boat out of tin foil. Set your boat in a tub of water and see how much weight it can hold.	Create a Dance Come up with dance moves to your favorite song. Record your dance.
Create a Kite Use materials that you have at home to design a kite. Does your kite fly?	Build a Catapult Use popsicle sticks, a spoon, and rubber bands to design a catapult. How far can your catapult launch an object?	Design an Amusement Park Use paper, scissors and tape to design a new amusement park.
Build a Bridge Use materials you have at home to build a bridge. How tall is your bridge? How much weight can it hold?	Create an Obstacle Course Plan out your obstacle course on paper. Time how long it takes you to complete your course.	Design a Pair of Glasses Use materials you have at home to design a stylish pair of glasses.

This week I did _____ activities!

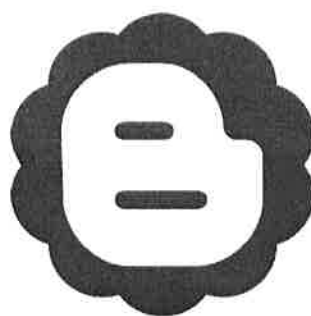
Carly and Adam



ABOUT US

Carly is a 3rd grade teacher in Indianapolis, Indiana. Her professional experience includes: 2nd, 3rd, and 6th grades, both private school and public schools.

Adam helps with the business side of Teachers Pay Teachers.



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