



STEM AT HOME MENU

CHALLENGE YOUR STUDENTS TO SEE HOW MANY OF THE ACTIVITIES ON THIS MENU THEY CAN DO AT HOME WITH THEIR FAMILIES!



<p>READ A BOOK</p> <p>WHAT WAS THE PROBLEM IN THE STORY? BUILD SOMETHING TO HELP SOLVE THE PROBLEM.</p>	<p>CREATE A GAME</p> <p>USE RECYCLABLES TO DESIGN YOUR OWN GAME. CREATE RULES FOR YOUR GAME AND TEACH YOUR FAMILY HOW TO PLAY.</p>	<p>DESIGN A FUTURISTIC PHONE</p> <p>CREATE A BLUEPRINT OF A FUTURISTIC PHONE DESIGN. WHAT CAN YOUR PHONE DO?</p>
<p>DRAW A MAP OF YOUR HOME</p> <p>LABEL EACH ROOM IN YOUR HOUSE. MEASURE THE LENGTH AND WIDTH OF EACH ROOM AND ADD THEM TO YOUR MAP.</p>	<p>MAKE A BOAT</p> <p>BUILD A BOAT OUT OF TIN FOIL. SET YOUR BOAT IN A TUB OF WATER AND SEE HOW MUCH WEIGHT IT CAN HOLD.</p>	<p>CREATE A DANCE</p> <p>COME UP WITH DANCE MOVES TO YOUR FAVORITE SONG. RECORD YOUR DANCE.</p>
<p>CREATE A KITE</p> <p>USE MATERIALS THAT YOU HAVE AT HOME TO DESIGN A KITE. DOES YOUR KITE FLY?</p>	<p>BUILD A CATAPULT</p> <p>USE POPSICLE STICKS, A SPOON, AND RUBBER BANDS TO DESIGN A CATAPULT. HOW FAR CAN YOUR CATAPULT LAUNCH AN OBJECT?</p>	<p>DESIGN AN AMUSEMENT PARK</p> <p>USE PAPER, SCISSORS AND TAPE TO DESIGN A NEW AMUSEMENT PARK.</p>
<p>BUILD A BRIDGE</p> <p>USE MATERIALS YOU HAVE AT HOME TO BUILD A BRIDGE. HOW TALL IS YOUR BRIDGE? HOW MUCH WEIGHT CAN IT HOLD?</p>	<p>CREATE AN OBSTACLE COURSE</p> <p>PLAN OUT YOUR OBSTACLE COURSE ON PAPER. TIME HOW LONG IT TAKES YOU TO COMPLETE THE COURSE.</p>	<p>DESIGN A PAIR OF GLASSES</p> <p>USE MATERIALS YOU HAVE AT HOME TO DESIGN A STYLISH PAIR OF GLASSES.</p>