

STEAM Workshop Kit

Build a Ride That Moves

Use the STEAM workshop kit to develop science, technology, engineering, art, and math (STEAM) skills, such as:

- Understanding cause and effect relationships
- Making predictions and observations
- Problem-solving
- Creating representations

Let's get started

Facilitate a discussion about theme park rides. Ask questions like:

- Which theme park ride is your favorite?
- Which part of the ride do you enjoy the most?
- Why?
- How did you feel when you were riding it?

Build a ride that moves. Consider explaining the functions of the LEGO® DUPLO gears and sharing the inspiration photos from the workshop kit box. After everyone has finished building, share the builds as a group, and describe their functions.

To promote collaboration

Work in groups of 3-4 people to build a bigger ride that moves. Share the builds as a group and describe their functions.

Facilitate a discussion about which STEAM skills have been used in the activity, as well as any other skills that have also been used.

Key learning values:

S Investigating and making predictions

T Understanding simple machines and using technology in appropriate ways

E Constructing, testing, and modifying the models

A Creating three-dimensional art that expresses ideas

M Understanding shapes and mathematical terms



STEAM Workshop Kit

A Point-Scoring Game

Use the STEAM workshop kit to develop science, technology, engineering, art, and math (STEAM) skills, such as:

- Understanding cause and effect relationships
- Making predictions and observations
- Problem-solving
- Creating representations

Let's get started

Facilitate a discussion about different games in which points are scored. Ask questions like:

- Which game is your favorite?
- What are the rules of the game?
- What is the most challenging part of the game?
- Why do you like it?

Create a game that involves scoring points and problem-solving. Considering sharing the inspiration photos. After everyone has finished building, share the builds as a group, explain the rules of the games, and take turns playing them.

To promote collaboration

Work in groups of 3-4 people and create a larger point-scoring game. Share the builds as a group, explain the rules of the games, and take turns playing them.

Facilitate a discussion about which STEAM skills have been used in the activity, as well as any other skills that have also been used.

Key learning values:

- S** Investigating and making predictions
- T** Understanding simple machines and using technology in appropriate ways
- E** Constructing, testing, and modifying the models
- A** Creating three-dimensional art that expresses ideas
- M** Understanding shapes and mathematical terms

