

STEAM

Structure



Use Studio Time to identify and teach specific skills/techniques.

- *Example: Teach students about the properties of different shapes.*



Present a specific problem or question.

- *Example: How can we use our knowledge of shapes to design a strong bridge?*



Have students apply their skills to solve the problem during Lab Time.

- *Example: Students work in teams to design and build a bridge using the materials provided.*

- **Balance:** Ensure you have a good mix of studio and lab time.

- **Flexibility:** Adjust the structure to suit your class schedule and student needs.

- **Encourage Creativity:** Allow students to experiment and learn from failures.

- **Provide Feedback:** Use lab time for presentations and peer feedback sessions.



Skill or Technique to Teach	Problem/Question Introduction	Lab Activity

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CONTENT ADDRESSED:

WHAT WORKED WELL?

WHAT CHALLENGES DID YOU FACE?

HOW DID THE STUDENTS RESPOND?

WHAT WOULD YOU CHANGE NEXT TIME?

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Organization

Choice Bins

- ☐ Create bins for different types of recycled materials (e.g., paper towel tubes, adhesives, drawing supplies, Legos). Label each bin clearly and place them in accessible areas.
- ☐ Develop problem cards related to your topic. Be sure to include a variety of problems for students to choose from.

Genius Bar

- ☐ Designate an area in your classroom as the Genius Bar and create a sign-up sheet for students to list their areas of expertise.
- ☐ Allocate 5-10 minutes during transitions or downtime for Genius Minutes. Allow students to ask for help from their peers during this time.

Blueprints

- ☐ Take photos of what each area of your classroom should look like when organized. Print and post these photos in the respective areas.
- ☐ Before leaving, students check the photos and ensure the area matches the blueprint. Reinforce the importance of respecting and maintaining tools and materials.