

BRING HANDS-ON STEAM TO YOUR STUDENTS [VIRTUALLY]



Over three hour-long sessions this fall with [Technovation](#), you'll become an expert in leading engineering design challenges - **online**. Get ready for hands-on building during each session. You'll be part of a supportive learning community in these sessions. If you are looking for a way to step up your STEAM game in a fun and active way with your kids, this is for you. Help them think like engineers to build solutions to any sort of problem!

Geared to staff working with kids in 4th–8th grades. Priority given to those who can attend all 3 sessions.

Session #1 - October 29 at 12:00PT/3:00ET

Register here: <https://bit.ly/36IDUBM>

- ★ You'll start (or continue!) to get comfortable supporting your kids learning STEAM online
- ★ You'll learn about engineering design challenges
- ★ You'll get comfortable navigating Technovation's free resources
- ★ All while attempting to balance a dinosaur in a fun engineering design challenge you can try out then use with your students.

Bring these **materials** to the session with you:

cardboard
pipe cleaners
paper clips
Tape (masking tape is usually best)
pennies or small weights
straws
popsicle sticks
Scissors
Optional:
toilet paper tubes
ping pong balls

Session #2 - November 19 at 12:00PT/3:00ET

Register here: <https://bit.ly/3cLdeeU>

- ★ You'll reflect on your first attempts at leading design challenges online and come away with confidence and fresh perspectives to continue
- ★ You'll get familiar with the Engineering Design Process and iterating
- ★ You'll consider ways to build community throughout
- ★ All while building a self deploying device in a design challenge you can use with your students.

Bring these **materials** to the session with you:

tape
scissors
small container or small boxes
long rubber bands
cardboard
dowels or skewers
hole puncher (or knife)

Session #3 - December 10 at 12:00PT/3:00ET

Register here: <https://bit.ly/2EUzYwM>

- ★ You'll make a plan to help your students deal with hard parts like persisting through failure and encouraging creativity
- ★ You'll reflect and revisit tools introduced earlier to look at them differently
- ★ All while making a water collection system in a design challenge you can use with your students.

Bring these **materials** to the session with you:

skewers
tape
scissors
cardboard or foamcore
cups
straws
foil
Cups (with holes punched in bottom) + water for testing

