

## STEM/Makerspace Day! Lower Elementary (K-2)



Create	Science	Active	Engineering	Fun
	a <mark>y's mission…Act lik</mark>		er all day! No matter	
chooseMake a plan, try it out, reflect and make changesJust like a scientist/engineer!				
Create your personal mission patch! In a large circle, draw (or use clippings) to represent things you are passionate about.	Scientist want to understand the world around us. Write 5 WHY or WHAT questions to learn more about something in nature.	Create an obstacle course. Calculate your time to complete the course. Can you do it faster the second time? Get a family member to try!	Engineers solve problems to improve our lives. Brainstorm an invention that can improve your life. Draw how it will work.	Draw your ideal future city. What areas will keep citizens healthy and happy? What laws will you have?
Create a skit or poster on the importance of hand washing and how to do it properly.	Which is the best invisible ink? Write 3 messages using milk, lemon juice, and vinegar. Allow to dry. Heat up the paper with a blow dryer to see message appear.	Play some basketball (or trash can ball)! Measure how many baskets you make out of 10. Do it again. How many more/less did you get than the first trial?	Design and build a table using only newspaper or paper and tape. How much weight can it hold? How can you make it stronger?	Host a paper airplane contest.
With the help of an adult, cook lunch or dinner. Measure out the ingredients. How would you double or halve the recipe?	Place a small ball on top of a large ball and drop them together. Watch how energy is transferred!	Find a quiet place in nature. Bring a journal and record everything you see.	Design and build a catapult with household item to knock over a tower of cups.	Collect objects of many different colors and make a bar graph showing how many of each color are in the bag.
Make a greeting card using 3D pop up art.	List 5 non-reusable items in your house. How can you make at least one of them reusable?	Go outside and record as many different insects and mammals as possible.	Design and build a roller coaster from paper, paper plates, and tape. How long can you keep a ping pong ball moving?	Draw or write a story about your ideal vacation.  Explain how technology could help you there.
Create a hoop glider using a straw and paper strips. How far can you make it go?	Turn on the water slowly. Brush a plastic comb through your hair 10x. Slowly bring the comb close to the water. What is happening?	Measure your heart beat for 10 seconds. Run around and then measure again. How many beats more did you count in 10 seconds?	Create a zip line for a small action figure to travel down from at least your shoulder height. Count how many seconds it takes. Make it move faster or slower.	Survey your family for these genetic traits: dimples, attached earlobes, ability to roll tongue, and right thumb goes on top when clasping hands.
Peter Piper picked a peck of pickled peppers. Write your own tongue twister.	The tongue map theory states that different areas of your tongue sense different tastes. Look-up this theory. Create an experiment to prove or disprove it.	Create your own dance workout routine. Teach to a family member.	Imagine you only have one leg. Design a prosthetic leg using household items. Test it out! How do you make it comfortable? How would it attach to your body?	With a family member, discuss a significant invention from their lives. Ask them, how did it impact their life? What did they learn?