Reproducible Pattern

I can be

_____

_____

STEAM

CAREERS

Carson Dellosa Education®
CD-110383

STEAM Careers Bulletin Board RESOURCE GUIDE

Putting It Together

- **Laminate the STEAM Careers Bulletin Board for durability.**
- **The STEAM Careers Bulletin Board can be displayed on a wall or bulletin board.**
- **Refer to the diagram above for a picture of the STEAM Careers Bulletin Board.**

Title Ideas

- Of Course You Can Be a _____!
- Which STEAM Dream Is Yours?
- Build Your Future with STEAM
- Hop on the STEAM Machine
- Ms. _____'s Top Tech Talent
- Question, Discover, Create

Activities By Subject

Science

What Is a scientist? As a class, discuss what the word scientist means. Then, discuss the scientists illustrated in the STEAM Careers Bulletin Board. If time allows, list other scientists on the board, such as *animal trainer*, *biologist*, *oceanographer*, *geologist*, etc. Ask students to choose a type of scientist they would like to know more about. Using books, magazines, and the internet, allow students to research the kind of work that they do. Then, have students make reports or posters illustrating and describing a particular science career.

Save the World! Have students identify real-world problems that a scientist might work on, such as water pollution, endangered wildlife, or a health hazard such as a mosquito infestation. Have students break into small groups of "scientists" to brainstorm solutions to one of these problems. Then, have each group share their proposed solutions. Have classmates vote on which they feel are the most probable solutions. Display each real-world problem and winning solution by an appropriate scientist in the STEAM Careers Bulletin Board.

Dress Like a Scientist Name a day "Bring Your Scientist to School Day." Challenge students to use everyday materials to create a simple costume or carry an appropriate object to portray a science career. For example, a chemist might wear a white coat and goggles. A biologist might wear latex gloves or carry a microscope. A zoologist might carry a stuffed wild animal. If permitted, hang photos of the students in their science garb around the STEAM Careers Bulletin Board.

Shake Hands with a Scientist Invite community experts in STEAM fields (such as engineers, chemists, digital artists, etc.) to speak to the class about what drew them to their careers and how they studied for them. Prepare students ahead of time to ask questions about their daily duties and other points of interest.

Technology

Screen Time Group students in pairs and distribute a small poster board to each. Ask the partners to design posters that show various types of technology. Under or by each picture, they should list the activities they use the technology for, such as emailing, listening to music, phoning home, playing games, etc. Display the completed posters around the STEAM Careers Bulletin Board. If time permits, discuss what it would be like to do without any technology for three days.

Switch It! Take your students to the computer lab or allow them to use computers in the classroom. Assign a simple writing task, such as writing a funny story about a mad scientist. When students are half finished with their stories, call out "Switch It!" Students will go to another computer, and finish the story on that computer. For added practice, call out "Switch It!" again once all of the stories are finished. This time, students will edit and revise the stories in front of them. Print out the completed stories and display them around the STEAM Careers Bulletin Board.

Twitter Twisters In simple terms, define the terms Twitter (an online message or microblogging service), tweet (a short online message), and hashtag (a word or words following # telling the main idea of a tweet). If possible, show them some tweets, letting them see how Twitter works in real time. Or, make copies of appropriate tweets and point out how much of a "story" you can tell in only 140 characters. Be sure to explain what a character is (any single keystroke) and that spaces and punctuation count. Then, ask students to write a tweet, with up to 140 characters, as if written by a scientist, pilot, etc. Display the tweets around the STEAM Careers Bulletin Board.

Activities By Subject

Engineering

Build a Nest Explain that there are many types of engineers but they all have one thing in common: Their job is to design and make something to solve a problem. Then, ask students to become engineers and design a nest for a bird. Have them experiment with various materials from inside and out, including grass, twigs, yarn, and paper. Display the finished nests around the STEAM Careers Bulletin Board.

Caution: Before beginning any nature activity, ask families' permission and inquire about students' plant and animal allergies. Remind students not to touch plants or animals during the activity.

If You Build It Invite students to become architects. Divide them into pairs or small groups. Make three simple materials available to them: jumbo craft sticks, 1-inch wooden cubes, and 3-ounce plastic cups. The challenge is to build a structure with only one cube as the base. Have each group "unveil" their structures when all have finished. Variations of this engineering project could be: a structure using only a dozen pieces; the tallest structure possible; an asymmetrical structure.

Art

Light the Way For younger students, draw a large outline of a light bulb on a sheet of paper. Copy and distribute one to each student. Older students can draw their own. Discuss each poster from the STEAM Careers Bulletin Board. Have students brainstorm other STEAM careers, such as optometrist, animal trainer, or electrician. Then, have students make a word cloud inside their light bulb outline by choosing a STEAM career, writing it under the light bulb, and then filling in the light bulb with as many related words as can fit.

It's My Zoo Distribute blank sheets of art paper. Make magazines available for cutting up; be sure they include pictures of a variety of animals. Each student should cut out an animal photo and glue it near the bottom of the page. Using the lower three-quarters of the page, they should draw and color a habitat area around the animal. In the top quarter, have students write a short paragraph starting with *If this were my zoo, ...* Display the finished work around the *I Can Be a Zoologist* poster from the STEAM Careers Bulletin Board.

Most Wanted Distribute copies of the blank STEAM career poster [page 4]. Ask students to reflect on various STEAM careers and choose a favorite, one they might aspire to in the future. Have them finish the title, "I Can Be a/an _____." Then, ask them to draw themselves on the job. Last, they should label the bottom with three attributes that are needed for the job.

Math

Weather Is a Breeze! Turn your students into amateur meteorologists. Have them collect daily temperatures, hours of sunlight, and/or precipitation for two weeks. They should graph their data daily. Discuss the weather patterns they observed over the two weeks. Based on this information, ask students to predict the daily temperatures, hours of sunlight, and precipitation for the next week. Hang the weather predictions by the *I Can Be a Meteorologist* poster from the STEAM Careers Bulletin Board.

Graph It Have students poll each other or another class about the different types of technology they use. Ask them to set up a bar graph displaying the various technologies, such as laptops, tablets, televisions, cell phones, etc. Have them graph the totals for each technology. Display the graphs around the STEAM Careers Bulletin Board. For an additional activity, have students poll others about how much screen time they spend on a given day and graph that information as well.