

Science • Technology • Engineering • Art • Math

Suggested reading and **STEAM** activities from TMCPL are designed to provide children with learning opportunities that combine fun hands-on activities with experiences to promote early literacy.

The benefits of STEAM education include a lifelong love for learning, as well as the development of self-esteem, critical thinking, creativity, communication skills, and sensory use to explore, observe, and learn.

SUN	SCIENCE MONDAY	TECHNOLOGY TUESDAY	ENGINEERING WEDNESDAY	ART THURSDAY	MATH FRIDAY	SAT
<p>Read: <i>Bed, Bats & Beyond</i> By:Joan Holub</p>	<p>Echolocation: Blindfolded roll a ball towards the wall. Listen where it hits. Can you scoot to wall and reach out and touch hit point</p>	<p>Place a pie tin up against a wall. Use 2 cardboard tubes. Have one person talk in tube, another person puts tube to ear. Stand 12 in. from pie tin and try and bounce sound</p>	<p>Help bats- put up a bat house, keep a spot of dead leaves, use less pesticides in yard</p>	<p>Make a bat that can hang upside down from your doorknob</p>	<p>1 If a bat catches 50 insects every 5 minutes. How many can it catch in an hour?</p>	<p>2</p>
<p>3 Read: <i>Lego Play Book</i> By:Daniel Lipkowitz</p>	<p>4 Set a timer for 3 minutes. Build the tallest tower you can. Record time tower falls.</p>	<p>5 Build a catapult</p>	<p>6 Build a bridge that can hold the weight of a book</p>	<p>7 Try and recreate Van Gogh's Starry Night</p>	<p>8 Stack bricks. Roll a dice to practice subtraction</p>	<p>9</p>
<p>10 Read: <i>From Mud Huts to Skyscrapers</i> By:Christine Paxmann</p>	<p>11 Build a Lego building on a cookie sheet. Shake cookie sheet to simulate earthquake. Test and rebuild until study</p>	<p>12 Draw/ Design a house that uses Renewable energy.</p>	<p>13 Try to build a mini mud hut out of sticks and homemade mud mixture</p>	<p>14 Make a 3-D model out of cardboard/cardstock of your dream house</p>	<p>15 Use ruler to design interior of home on paper or grid paper. Measure each room</p>	<p>16</p>
<p>17 Read: <i>The Art of Tinkering</i> By:Karen Wilkinson and Mike Petrich</p>	<p>18 Use natural objects to tinker and create something new</p>	<p>19 Take an old electronic toy apart and make something new with the electronics</p>	<p>20 Find a common household product that doesn't work well. Redesign that product</p>	<p>21 Trace a drawing with Elmer's glue. Dry and then paint the glue. Place paper over, press and create prints of your work</p>	<p>22 Research small woodworking projects and build</p>	<p>23</p>
<p>24 Read: <i>The Innovators</i> By:Marcia Amidon Lusted</p>	<p>25 Make a water xylophone using: Glass jars, Food Color, Metal Spoon, Various measurements of water</p>	<p>26 Make a projector out of: Shoebox, Magnifying glass, Tape, Scissors, Black sheet of paper, and a Smartphone</p>	<p>27 Build a toy sailboat out of corks, tape, paper sails</p>	<p>28 Draw a portrait of your favorite inventor or innovator</p>	<p>29 Place a toothpick in a mini marshmallow. Place on inside of wrist. Measure your heartbeat with the jumps of marshmallow</p>	<p>30</p>