

STEAM PLANNING & REFLECTION RESPONSE SHEETS

WORKS WITH ANY CHALLENGE
Use again, and again, and again...

SCIENCE TECHNOLOGY ENGINEERING ARTS MATHEMATICS PLANNING SHEET

What is the problem?

Brainstorm possible solutions. Try to think of more than one: imagine, sketch, take notes...

SUCCESS In regards to the problem, what will success look like in the trials, and in the end result?

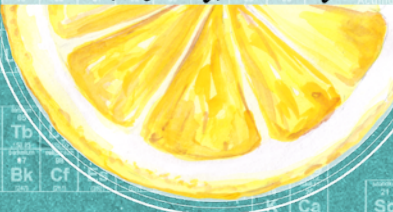
BLUEPRINT: Based on your best solution, design a plan. The more details the better. Try to use labels, colors, measurements, time...etc

MATERIALS:

TEST PROTOTYPE: With each attempt, take note of measurements, amounts, time, materials...etc. When applicable, test and evaluate your design. Next, improve the design. Record notes for each attempt below.

Attempt 1: Record Details	1. Test / Evaluate	1. Improve / Adjustments:
Attempt 2: Record Details	2. Test / Evaluate	2. Improve / Adjustments:
Attempt 3: Record Details	3. Test / Evaluate	3. Improve / Adjustments:

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ON
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VERSIONS FOR BOTH STEAM & STEM
THOUGHTFUL REAL WORLD APPLICATION
GET MORE OUT OF YOUR CHALLENGES

SCIENCE TECHNOLOGY ENGINEERING MATHEMATICS REFLECTION SHEET

REFLECT Of all of the possible solutions you brainstormed, why did you choose the one you did?

REAL WORLD APPLICATION: Consider how this challenge relates to the real world. Explain your answer and give examples to support your answer.

Relate the problem:

Relate the solution:

Which categories of STEAM does this experiment fall into? Color in the boxes to show which categories you used. Explain your answer and give examples to support your answer.

S:

T:

E:

M:

Share and reflect on your efforts. Did you find success? What would you do differently if you were given another attempt?

Based on your original plan/ design, what changed as you continued. Any scientific reasoning to back up your changes?

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Use again, and again, and again...

SCIENCE Effort to better understand our universe through observed evidence
TECHNOLOGY Knowledge to invent a device, tool or method that solves a problem
ENGINEERING Applying knowledge to solve a problem, create structure, figure out how things work
ARTS A way of expressing an idea through visual arts, language arts, or performing arts.
MATHEMATICS The use of numbers, equations, shapes, measurement, time, & amounts and how they relate

PLANNING SHEET

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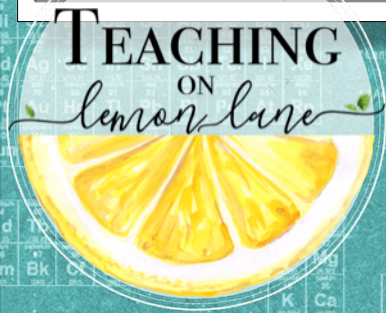
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