

Seeds of STEM Curriculum Overview

<https://seedsofstem.org/>

Unit	Science	Engineering	Main problem
1	Introduction to the problem-solving process		Help Panda get out of a box
2	Ice and water (solids & liquids)	Identify problem, brainstorm, sort & vote on solutions	Panda dropped a ring into a cup of water that froze! Help Panda get the ring out of the ice
3	Habitats	Plan and create models	Panda's friend is coming to visit! Plan a habitat for Sally Squirrel
4	The 5 senses	Test and improve solutions	Panda wants to play with his friend Design a toy for a blind friend
5	Forces and motion	Share solutions with others	Panda broke his leg! Design a device that helps Panda move
6	Properties of materials	The entire process	Design a container to send cookies to a friend who lives across the river
7	Plant parts and needs	The entire process	Gladys Goat ate Panda's plant! Design a barrier to protect plants
8	Light and shadow	The entire process	Panda wants to play outside but it is too hot and bright! Design a shade for Panda



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