



STEAM Bingo Directions (Readers) Total class time: 45-60 min

Pre-Mobile Factory Visit: Share the STEAM Bingo card with your class. As a large group, review the possible STEAM Bingo activities on the card. Each column is organized by type: S – Science Activity, T – Technology Activity, E – Engineering Activity, A – Arts Activity, M – Mathematics Activity. Have students plan how they are going to complete five activities in a row or diagonal to complete their Bingo card while visiting Kids Discovery Mobile Factory. (Note the Arts Activity will be completed after students visit the Mobile Factory back in the classroom.)

During Mobile Factory Visit: Keep STEAM Bingo cards in the classroom to avoid lost cards. There will be laminated copies at each station to remind students of the activities. Students will have approximately 45 minutes to visit exhibit stations and complete activities.

Post Mobile Factory Visit: Back in the classroom, have students review their STEAM Bingo cards again and mark which activities they completed. The 'A' - Art category will now be completed in the classroom. The chosen Art activity should be completed in the space below the card or on the back of the sheet. (STEAM Careers Pathways highlighted in the Mobile Factory: Health & Public Safety and Construction. For example: Surgeon, Nurse, Laboratory Technician, X-Ray Technician, Plumber, Engineer, Construction Worker)

Teacher Share: When the STEAM Bingo activity has been completed please submit a few samples from the class:

Via our website: www.kidsdiscoveryfactory.org/upload

Via text: 812-212-4080





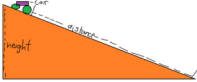




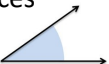

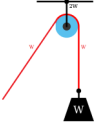
Via email: vanessa@kidsdiscoveryfactory.org

Student Directions

- 1. Look over the STEAM Bingo Card. Read each activity. Make a plan about how you would create a BINGO (5 in a row) by completing activities listed on the card while visiting the Mobile Factory.**
- 2. Mark off all the activities you did while in the Mobile Factory. Complete the 'A'rts activity when you are back in your classroom.**
- 3. Hopefully, you have made a BINGO!**

Name: _____

Date: _____

S	T	E	A	M
<p>Use a pipette to test a liquid's acidity</p> 	<p>Look at an X-Ray of an animal or human</p> 	<p>Build and test a racecar at the K'Nex Build and Race Station</p>	<p>In the space below, draw a picture of a STEAM career that you are interested in</p>	<p>Create a pattern with magnets</p> 
<p>Use a magnifying glass to classify your fingerprints</p>	<p>Use a microscope to look at a plant or bug</p> 	<p>Build a ball ramp using wooden tracks and tubes</p> 	<p>In the space below, tell us which exhibit station you'd like to learn more about</p>	<p>Measure how far your K'Nex Car travels after going down the ramp</p>
<p>Explore polarity and repel two magnets</p> 	<p>Navigate a Robot Surgeon</p> 	<p>Build a house with blue blocks</p> 	<p>In the space below, draw a new STEAM exhibit for us to add to the Mobile Factory</p>	<p>Estimate how high the scarves reach when they fly out of the wind tunnel</p>
<p>Use the Bernoulli Effect to make a ping pong ball float in the air</p>	<p>Build a robot with blue blocks— what type of skills does your robot have?</p>	<p>Build something that spins</p> 	<p>In the space below, list three different careers that use STEAM. Which one is your favorite?</p>	<p>Create acute, right, and obtuse angles with Rig-ama-Jig pieces</p> 
<p>Make an observation: What happens when more than one scarf goes in the wind</p>	<p>Match the robot's lights to the color it's driving on</p> 	<p>Build a pully system with Rig-ama-Jig</p> 	<p>Draw a picture of your favorite exhibit station in the Mobile Factory</p>	<p>Turn 2D shapes (squares) into a 3D shape (cube) at the Magnet Station</p> 