

# Try On Many STEAM Hats

## STEAM Connections



MATHEMATICIAN

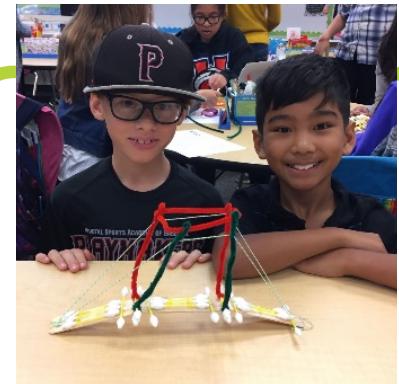
ARTIST

TECHNOLOGY EXPERT



SCIENTIST

**RESPOND** to the ways scientists, technology experts, engineers, artists, and mathematicians think about solving problems. STEAM team members wear various hats as they bring their unique perspectives to projects. In this activity stretch yourself into trying on all the different STEAM hats as you approach a challenge.



**CONNECT** the STEAM team members' roles with a problem or situation that your classroom or learning community has. For example, some schools might experience:

- The newly planted garden is too far from the spigot for plants to be watered with a hose.
- The windows in an old building were placed too high and children can't see outdoors.
- The school entrance gets too crowded at the beginning and end of the school day, causing students to bump into each other and get hurt.
- Or, what is a problem you would like to have your school address? \_\_\_\_\_

**PRESENT** solution ideas based on each of the STEAM team roles. Flexible thinkers try on all sorts of hats and blend their ideas across the STEAM disciplines. Discuss how a scientist might explore the environmental impact of various solutions. A technology expert might suggest some new apps or software that could solve the problem. An engineer might examine how systems work together. An artist might make a sketch that shows how different points of view could lead to a unique solution. And a mathematician might look for something that doesn't add up.



**CREATE** a sketch in each hat that shows the team member's expertise. Or draw an innovative solution that you thought of as you tried on this hat.

