

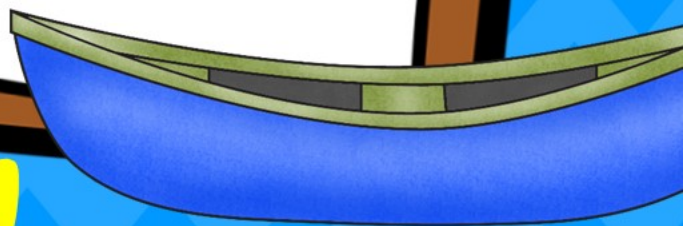
**TEACH**  
to  
**DREAM**

# STEM/ STEAM TASK CARDS

INCLUDES:

- ~Task Cards
- ~Task 3D display option
- ~Student sheet
- ~Reflection
- ~Foldable

**CAMPING  
THEME**

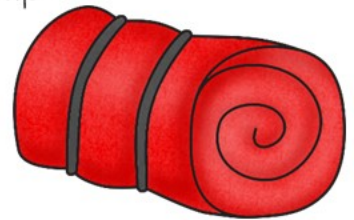


**BUNDLE!**

# FLOOD WATCH

**The Scenario:** A heavy storm has come out of nowhere, and it is pouring down with rain at your campsite. If you leave your tent where it is, water will enter and damage all of your belongings.

**The challenge:** To design and create a way to keep your tent off of the ground. This will move the water to flow under the tent and keep your belongings dry. What will you use? Will it use any trees nearby? How easy is to set up and pack up?



## Possible Materials to use:

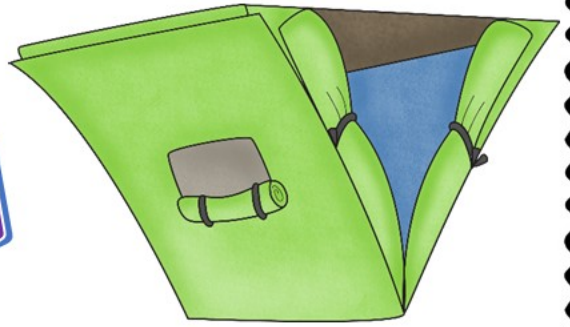
- ~ Pop sticks
- ~ String
- ~ Paper
- ~ Card items
- ~ Glue
- ~ Scrap materials around the class.

## Remember to:

- Complete the design of the first.
- Record the process/steps as you complete them.
- Work in a team.
- Listen to other group member's ideas, and test them out.
- Actively contribute to the task.
- Be sensible and on task.
- Clean up after yourself
- Over come challenges – think how you could do it differently.
- Decorate it with your own personal touch.
- Be CREATIVE



# Camping Theme



- Remember to:**
- Complete the design stage first.
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around the classroom.

~ Scrap materials

~ Craft items

~ Glue

~ Tape

~ Paper

to use:

Possible Materials

PREVIEW

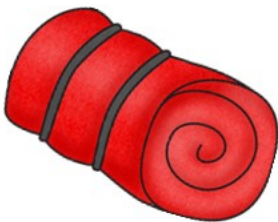
PREVIEW

STEAM by Theme

## FLOOD WATCH

**The Scenario:** A thunderstorm has come out of nowhere and it is pouring down with rain at your campsite. If you leave your tent open, the water will enter and damage all of your belongings.

**The challenge:** To design and create a way to keep your tent off of the ground. This will allow the water to flow under the tent and keep your belongings dry.



What will you build and will it use any trees nearby? How easy is to set up and pack up?

PREVIEW

# ANIMAL SAFETY

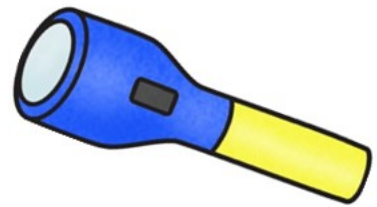
**The Scenario:** Where your group has chosen to set up camp is a known or suspected area of dangerous animals that come out at night. How can you stay safe?

**The challenge:** You will need to design and construct a way to either scare off the animal(s), or to create a barrier to stop them from entering the camp grounds.

What animal is the device made for?  
Can you make sure that the device doesn't hurt the animal?

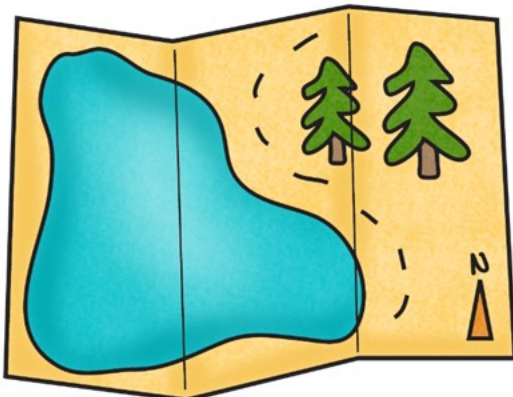
## Possible Materials to use:

- ~ Pop sticks
- ~ String
- ~ Paper
- ~ Craft sticks
- ~ Scrap materials around the class.



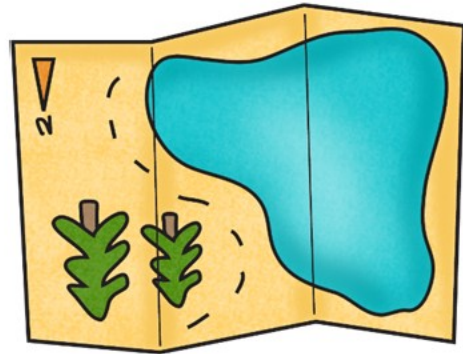
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around the classroom.

~ Scrap materials

~ Craft items

~ Glue

~ Tape

~ Paper

to use:

Possible Materials

PREVIEW

PREVIEW

STEAM by  
Theme

## ANIMAL SAFETY

**The Scenario:** Where your group has chosen to set up camp is a known for having dangerous animals that come out at night. How can you stay safe?

**The challenge:** You will need to design and construct a way to either scare off the animal(s) or to create a barrier to stop them from entering the camp grounds.

What animal is the device made for?

Can you make sure that the device doesn't hurt



PREVIEW

# BERRY PICKER

**The Scenario:** Your group of friends underestimated the amount of food that you would need while camping. It is too far to go to the store. Luckily there are berries, that are safe to eat, on the trees. The only problem is they are up high!

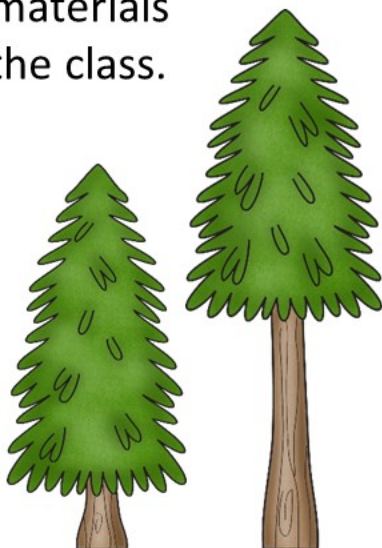
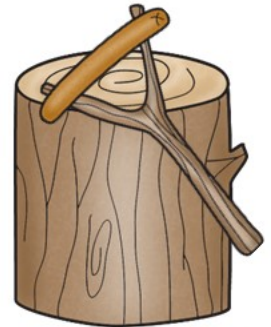
**The challenge:** You will need to design and create a tool that will help you reach and collect the berries. How many berries can your tool collect at once? Will it be easy for one person to use, or will you need the help of several people?

## Possible Materials to use:

- ~ Pop sticks
- ~ String
- ~ Paper
- ~ Craft items
- ~ Glue
- ~ Scrap materials around the class.

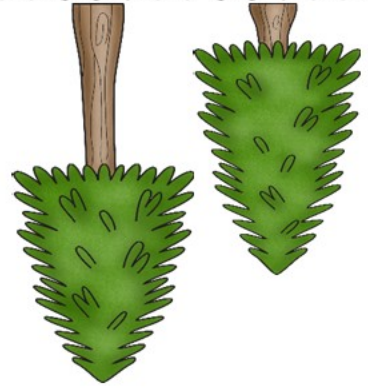
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- Possible Materials to use:**
- ~ Paper
  - ~ Tape
  - ~ Glue
  - ~ Craft items
  - ~ Scrap materials around the classroom.

STEAM by  
Theme

## BERRY PICKER

**The Scenario:** Your group of friends underestimate the amount of food that you would need for a week of camping. It is too far to go to the store. Luckily there are berries, not too sure to eat, on the trees. The only problem is they are up high!

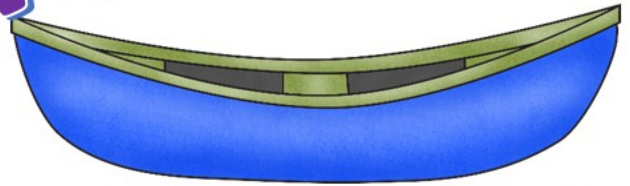
**The challenge:** You will need to design and create a tool that can help you reach and collect the berries for eating.



How many berries can your tool collect at once?  
Will this be easy for one person to use, or will it need the help of someone else?

# RIVER RAFT

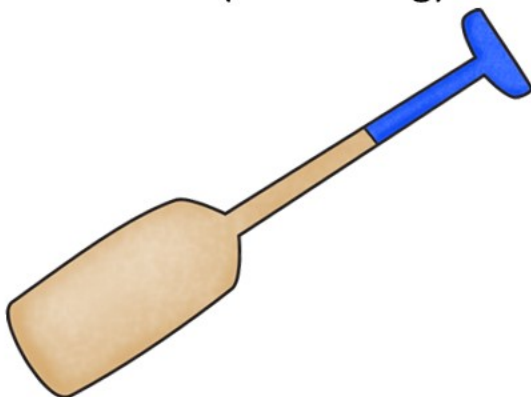
**The Scenario:** You are out camping and it suddenly floods with rain. The campsite by river bed starts to rapidly flood.



**The challenge:** You will need to design and construct a raft out of the supplies you have around you. These include twigs (pop sticks), vines (string) and a spare plastic cover (cling wrap). Can you make it float for more than 30 seconds? How many people (marbles) can it hold?

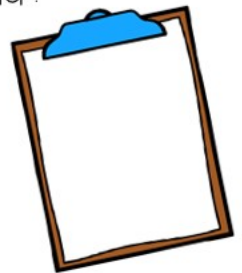
## Possible Materials to use:

- ~ Pop sticks
- ~ String
- ~ Cling wrap
- ~ Craft foam
- ~ Various materials around the class.
- ~ Marbles (for testing)



## Remember to:

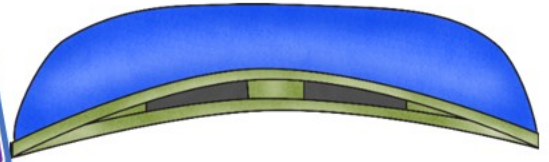
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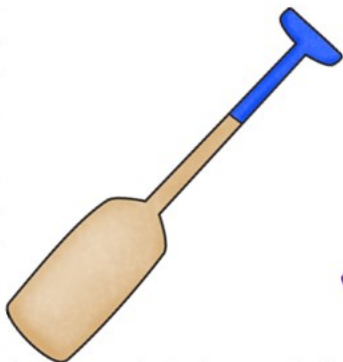
- Possible Materials to use:**
- ~ Pop sticks
  - ~ String
  - ~ Plastic wrap
  - ~ Craft items
  - ~ Scrap materials around the class.
  - ~ Marbles (for testing)

STEAM by Theme

## RIVER RAFT

**The Scenario:** You are out camping, and it suddenly floods with rain. The once dry river has started to rapidly flow.

**The challenge:** You will need to design and construct a raft out of the supplies you have around you. These include twigs (pop sticks), string and a spare plastic cover (plastic wrap). Can you make it float for longer than 30 seconds? How many people (marbles) can it hold?



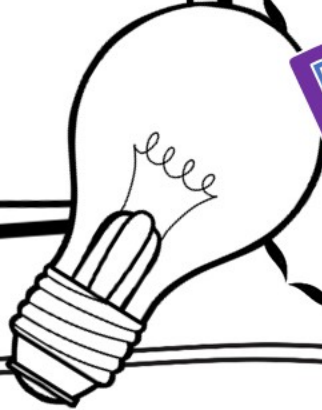
**TITLE:**

Materials Used:

**DRAW IT!**

**PREVIEW**

**PREVIEW**



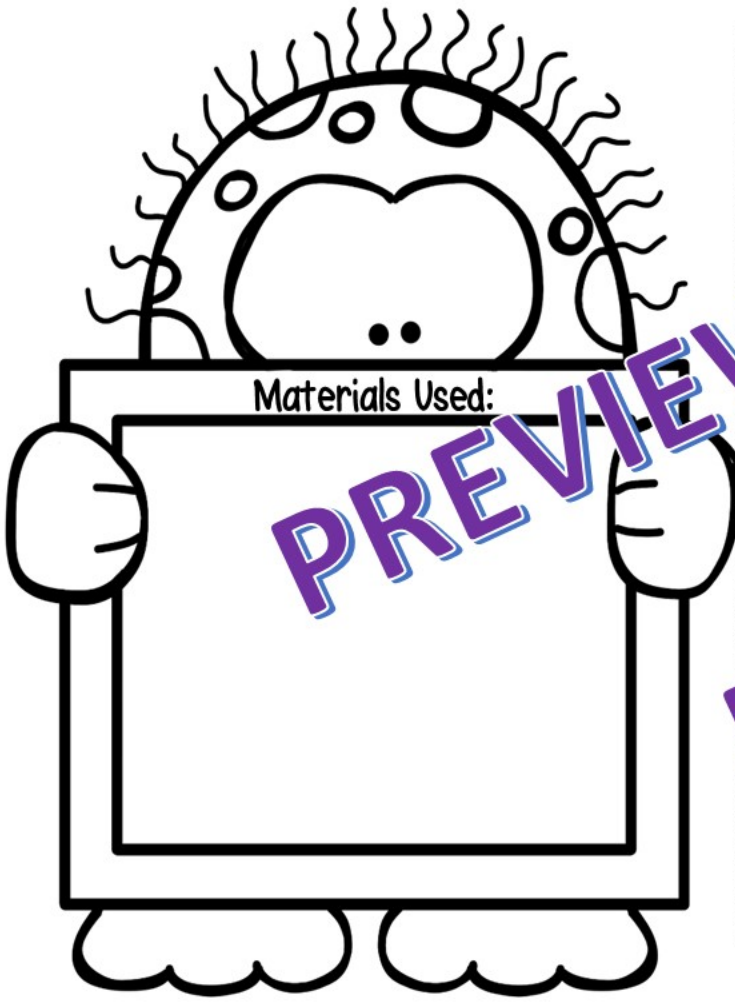
**The Process:**

Step 1: \_\_\_\_\_

**PREVIEW**

**PREVIEW**

**TITLE:**



**DESIGN IT!**

**PREVIEW**  
**PREVIEW**

**The Process:**

Step 1: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**PREVIEW**



**TITLE:**

**DESIGN IT!**

**PREVIEW**

**The Process:**

Step 1: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

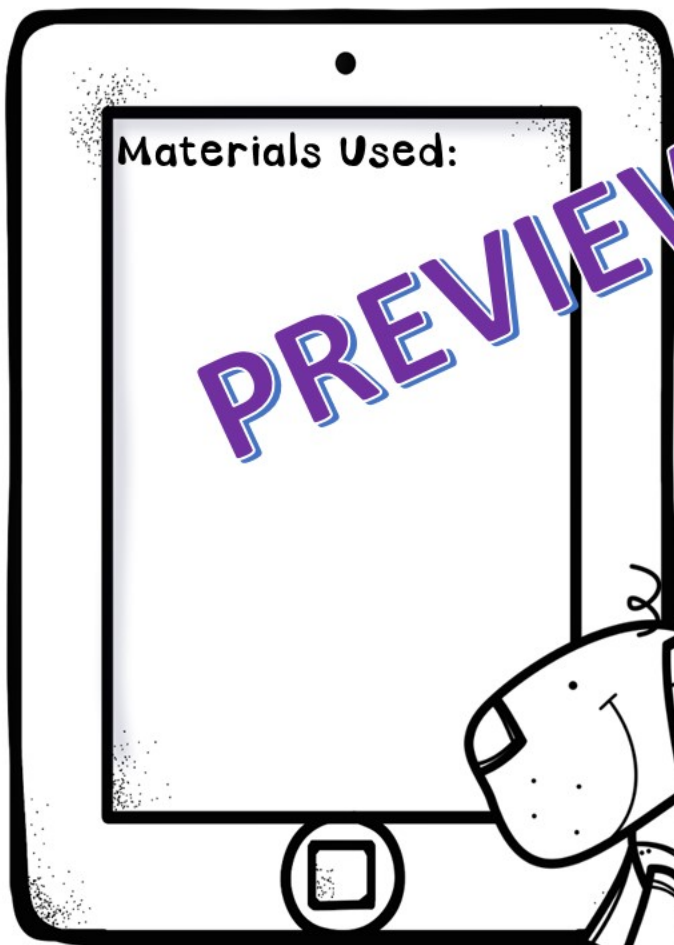
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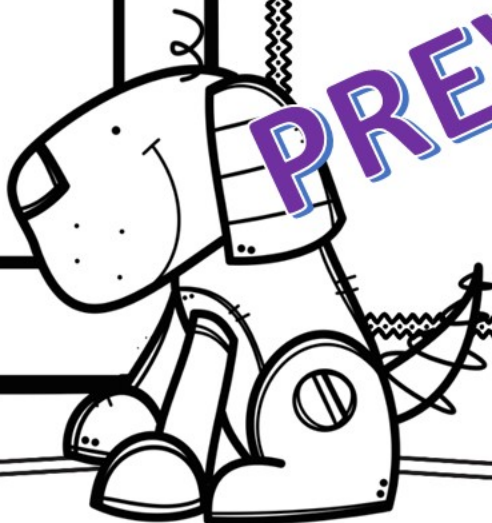
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**PREVIEW**

**TITLE:**



**DESIGN IT!**



**The Process:**

Step 1: \_\_\_\_\_

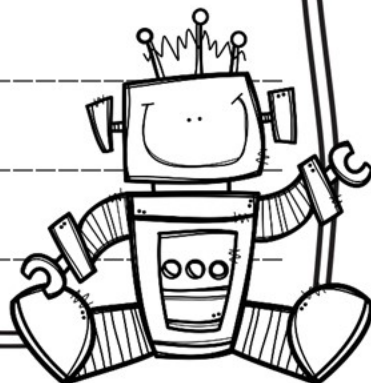
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**PREVIEW**



# Reflection

## Team work

I would rate my groups cooperative skills as 1 2 3 4 5.  
Give reasons for your choice.

How did you share out roles and jobs?

How did you manage any differences of opinion/ issues?

PREVIEW

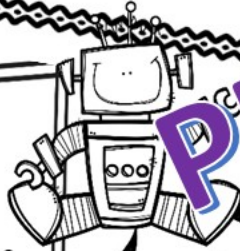
PREVIEW

## New Learning

What new science/ technology concepts have you discovered?

How do you think your design could assist others/ be used in society?

What data did you use?



## Challenges

What challenges did you come across?

How did you work to fix them?

If you were to do this task again, what would you change and why?


PREVIEW

PREVIEW

# Folding Mini Book


Cut around the outside, then fold on the middle line


<p>PREVIEW</p>	 <p>What science concepts/terms did you discover or use?</p>
----------------	--

<p>PREVIEW</p>	 <p>How did you decide upon the materials to use?</p>
----------------	---

## Folding Mini Book

Cut around the outside, then fold on the middle line

<p><b>PREVIEW</b></p>	 <p>Were there any challenges, if so how did you fix them?</p>
-----------------------	--


<p><b>PREVIEW</b></p>	 <p>How did you add your own personal touch to the design? What did you decorate it with?</p>
-----------------------	---



Interactive folding information cards

Cut around the outside, then fold on the middle line.

Glue blank section into student's book, students write inside.

<p>PREVIEW</p>	 <p>What data did you use or find out about?</p>
----------------	--

	<p>PREVIEW</p> <p>PREVIEW</p>
--	-------------------------------



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