

# STEM at HOME Menu #1

## Read a Book

What was the problem in the story?  
Build something to help solve the problem.

## Create a Game

Use recyclables to design your own game. Create rules for your game and teach your family how to play.

## Design a Futuristic Phone

Create a blueprint of a futuristic phone design. What can your phone do?

## Draw a Map of your Home

Label each room in your house. Measure the length and width of each room and add them to your map.

## Make a Boat

Build a boat out of tin foil. Set your boat in a tub of water and see how much weight it can hold.

## Create a Dance

Come up with dance moves to your favorite song. Record your dance.

## Create a Kite

Use materials that you have at home to design a kite. Does your kite fly?

## Build a Catapult

Use popsicle sticks, a spoon, and rubber bands to design a catapult. How far can your catapult launch an object?

## Design an Amusement Park

Use paper, scissors and tape to design a new amusement park.

## Build a Bridge

Use materials you have at home to build a bridge. How tall is your bridge? How much weight can it hold?

## Create an Obstacle Course

Plan out your obstacle course on paper. Time how long it takes you to complete your course.

## Design a Pair of Glasses

Use materials you have at home to design a stylish pair of glasses.

This week I did \_\_\_\_\_ activities!