

STEAM MUSEUM



PORTABLE HANDS-ON MUSEUM

"Thank you so much. The program was amazing and our students and families enjoyed it fully. Kids were amazed with the robot and so excited when it started talking and moving"

- KIPP Lanning Square Primary, Camden, NJ

What if you could bring the experience of visiting a science museum right to your school?

Wouldn't that be great? Being able to save on not only admission costs, but transportation fees as well? Not having to deal with the hassles of permission slips or taking an entire day away from your curriculum requirements? Well, now you can.

Say hello to Mobile Ed's STEAM Museum. This comprehensive update over our original nationwide hit STEM Museum is ready to turn your gymnasium or multi-purpose room into a state-of-the-art hands-on children's museum focused on STEAM education (science, technology, engineering, art and math). With activities suitable for all ages, you'll find workstations to not only augment your existing science and math curriculum, but you will also expose your students to high-tech fields of study they never before had access to. In addition, we put the A

in STEAM by opening up your student's right-brains through activities that encourage divergent thinking.

The STEAM Museum has something for all grade levels and interests. Students are encouraged to explore the museum at their own pace and manage their time between stations that appeal to their individual interests. Adult supervision from the Mobile Ed presenter and parent volunteers will be present at some of the stations to focus the students and to positively enhance the experience with small group instruction.

STEAM Museum truly has something for everyone! From building an arch to programming a robot to 3D printing, we bring experiences your students might not ever have had before right to your doorstep – and plenty of them! With so much to do, you might need a second visit to see it all.

PROGRAM SUMMARY

Grade Level: K-6

Max. Audience Size:
60 students per session

Performance Time: 40 min.

Setup Time: 2 hours

Teardown Time: 90 min.

Required Utilities:

- An indoor 50' x 50' space (gym, multipurpose room)
- Handicap accessibility to the building and performance space (no stairs)
- Eight 6'-8' banquet tables
- 3 electrical outlets (1 - 20 amp circuit)
- Minimum of one adult volunteer for load-in and load-out and six to help for the entire day to run various stations and activities

Subjects Covered:

- Manufacturing methods and techniques
- Energy
- Technology
- Simple machines
- Gear ratios
- 3D printing
- Robotics
- Geometry
- Structures
- Friction
- Gravity

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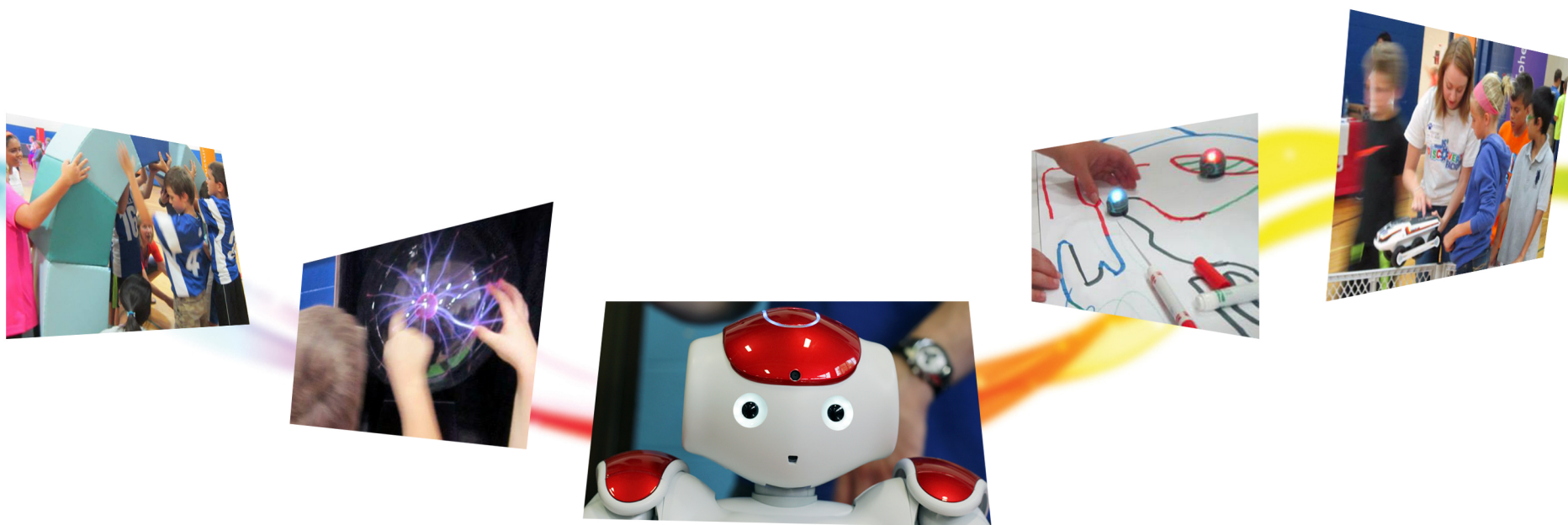


www.mobileedproductions.com

MOBILE ED PRODUCTIONS'



PORTABLE HANDS-ON MUSEUM



mobile ed
productions, inc.

We bring the field trip to you!

www.mobileedproductions.com

Name: _____ Date: _____



WHAT IS STEAM?

STEAM means **S**cience, **T**echnology, **E**ngineering, **A**rts and **M**ath,

all working together!

In the spaces below, draw a picture to represent each of the five subjects of **STEAM**!

S is for **Science**:

T is for **Technology**:

E is for **Engineering**:

A is for **Arts**:

M is for **Math**:

Name: _____ Date: _____



AFTER THE STEAM MUSEUM....

**Draw a picture of your favorite station at the STEAM Museum
in the space below.**

Think about:

- why did you like that station the best?
- which parts stood out to you?
- how is that station like something you've seen in the real world?

Name: _____ Date: _____



WHAT IS STEAM?

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1. **Technology** is the name for **the field of study that solves problems by inventing tools**. It can mean a machine, or medicine, or a new way to do something. In the space below, describe any new technologies you can think of that have been invented or improved since you started school.

2. In the space below, describe a machine you can think of that uses **all five** subjects of **STEAM**. If you can't think of an invention that already exists, then create your own!

Name: _____ Date: _____



WHY IS STEAM IMPORTANT?

At Mobile Ed's STEAM Museum, you experienced firsthand the ways in which science, technology, engineering, the arts and math work together.

Now, show us what you learned!

1. Now that you know all about STEAM, why do you think it is important for people to look at all five STEAM subjects at once? Why not study science, technology, engineering, the arts and math separately, rather than together?

2. Draw a picture of your favorite station at the STEAM Museum, or describe it in a paragraph below.

Name: _____ Date: _____



WHAT IS STEAM?

STEAM means **S**cience, **T**echnology, **E**ngineering, **A**rts and **M**ath,
all working together!

1. **Engineering** means to design or create something that people use, like a building, or a car. What's an **engineered** invention that you use every day? Does it come in different colors and shapes? Why would that be?

2. In the space below, describe a machine you can think of that uses **all five** subjects of **STEAM**. If you can't think of an invention that already exists, then create your own!

Name: _____ Date: _____



WHY IS STEAM IMPORTANT?

At Mobile Ed's STEAM Museum, you experienced firsthand the ways in which science, technology, engineering, the arts and math work together.

Now, show us what you learned!

1. At the STEAM Museum, you saw many examples of real-world technologies! What was your favorite station, and how was it like something you've seen in the real world?

2. Why do you think it is important for people to look at all five STEAM subjects at once? Why not study science, technology, engineering, the arts and math separately, rather than together?
