Innovation Collaborative Out-of-School-Time STEAM Activity/Lesson Template

Activity/Name of Activity/Experience

Age/Grade level
- *Age/grade range*

Duration
- *Estimation of activity/lesson duration*

Big Idea
- *Lead with an Essential Question (overarching or topical question such as "If we can't see force, how do we know it's real?").*
- *The outcome matches the question.*

Objectives/Outcomes
- *What do you want students to be able to know and do by the end of the activity?*

Activity
- Materials
  - List of materials
- Procedures
  - *Include any necessary modifications for students who participate in the activity*
  - *Steps*
    - *Ahead of time: Prep any materials or information needed.*
    - *Demonstrate activity for students, if applicable.*
    - *Use activity's script, including:*
      - *What you want the students to get out of the activity*
      - *The thinking skills* and feedback you want to elicit from the students.*
        - * Collaborative Creative/Innovative Thinking Skills used
        - * Arts Habits of Mind addressed
    - *Integrate necessary resources, such as videos, that support the activity.*
    - *Include activity extensions if time allows.*
- Wrap-up
  - *Have the students summarize what they learned.*

- Assessment (optional)
  - *If your project requires it.*

- Standards (optional)
    - *If you are working with formal education and need to include the necessary standards:*
        - NEXTGEN SCIENCE STANDARDS (NGSS)
        - NATIONAL CORE ARTS STANDARDS (NCAS)

- Background – *Include what teacher needs to do to assure success*
    - Vocabulary
        - *Include any disciplinary terms that will be used. Make sure educator/facilitator has a working knowledge of vocabulary in all disciplines used in the activity.*
    - Safety information
    - Information on museum exhibits or other experiences to which the activity relates
    - Pro tips on differentiation, etc.
    - Disciplinary Practices and Habits of Mind
        - *Use these practices and habits of mind to enhance student STEAM higher-level thinking. These thinking skills include Next Generation Science Standards (and Practices), Arts Habits of Mind, and the Innovation Collaborative Thinking Skills.*
    - Notes for Educator/Facilitator
        - *Include notes concerning things to keep in mind during the activity, such as hints to avoid mishaps, materials to have on hand for certain students, or how to adapt for a broader audience.*
    - Resources (websites, videos, images, books, research, etc.)

Thanks to Nicole Temple, Vice President of Education, Houston Museum of Natural Science, for helping produce this template.