

## Spring 2023 - Tentative Schedule - STEM 4043/5023 Creativity and Innovation - T/TH - 9:30-10:45

\*Please keep in mind that this is a tentative schedule. Please check the <http://www.uastem.com> website for updates.

### Week 1

#### **Tuesday, January 17**

- Introductions and Syllabus Review
  - Making and Tinkering Toolbox
- Assignment – Using Simple Tools and Materials – Catapult Design (Due – February 7)
- Reading: Introduction and Chapter 1 – STEAM Makers: Fostering Creativity & Innovation in the Elementary Classroom Imperatives – Complete reading reflection/review
- Homework: YouTube Video Introduction

#### **Thursday, January 19**

- Reading Review
- Creativity (Torrance Creativity Test), Fluency and Flexibility
- Number Sense and Measurement - Catapult Design Challenge
- Reading: Remaking Literacy - Introduction and Chapter 1 – What the Research Says – Complete reading reflection/review

### Week 2

#### **Tuesday, January 24**

- Reading Review
- Remaking Literacy Final Project Discussion and Ideation
- Making and Tinkering Toolbox (cont.) – Reexamining the Paperclip
- Tool Usage and Material Selection

#### **Thursday, January 16**

- Catapult Design
- Reading: Remaking Literacy - Chapter 2 – Creative Pathways to Learning – Complete reading review

### Week 3

#### **Tuesday, January 31**

- Reading Review
- Continue Catapult Design
- Making and Tinkering Toolbox (cont.)
  - Geometric Creatures as a method for storytelling
- Assignment – Geometric Creature Design Challenge

#### **Thursday, February 2**

- Using CorelDRAW & CO2 Laser – The Basics – Designing a Project to be Cut or Engraved on the VersaLASER
- Using the CO2 Laser to redesign your geometric creature to be cut on the laser
- Reading: Remaking Literacy - Chapter 3 – Thinking and Designing – Complete reading review

### Week 4

#### **Tuesday, February 7**

- Reading Review
- Final Catapult Design Due – Final Presentation and Testing
- Assignment – This is Not a Box - Paper Engineering Design Challenge Assignment (Due February 16)

#### **Thursday, February 9**

- Using the CO2 Laser
- Reading: Remaking Literacy - Chapter 4 – Low Tech Making – Complete reading review
- Assignment – [Create a TinkerCAD account](#) - Working with TinkerCAD

### Week 5

#### **Tuesday, February 14**

- Reading Review
- Working with TinkerCAD
- Using Cura 3D Printing Slicing Software
- 3D Printing Technology Design Challenge

## **Thursday, February 16**

- This is Not a Box - Paper Engineering Design Challenge Presentations
- LittleBits STEAM Design Challenge – Doodle Wizard
- The Frugal Teacher STEAM Design Challenge
- Reading: Remaking Literacy - Chapter 5 – Remaking with Maker Tech

## **Week 6**

### **Tuesday, February 21**

- Reading Review
- LittleBits STEAM Design Challenge – The Launcher
- The Frugal Teacher STEAM Design Challenge – Development
  - Team selection/assignment
  - Project development
- 3D Printing Technology Design Challenge
- Due: Final Project Checkpoint 1 - Format selected for your website – you have selected a format and started to develop your website.

### **Thursday, February 23**

- Frugal Teacher STEM Challenge Project Development
- Reading: Remaking Literacy - Chapter 6 – Guidance for Implementation – Complete reading review

**\*Thursday, February 23 - Bob Folsom Elementary STEAM Night (Contact - Landie Storlie) - Farmington – 6-8pm**

## **Week 7**

### **Tuesday, February 28**

- Reading Review
- Frugal Teacher STEM Challenge Project Development

### **Thursday, March 2**

**\*Field trip to the Amazeum (actually called an un-field trip). We will meet at the Amazeum in Bentonville from 9am-12pm.**

- Due: Final Project Checkpoint 2 - Children's books you will be using throughout the unit and the integrated standards – you have identified your text/s and selected the standards that you will integrate throughout the project.

## **Week 8**

**Monday, March 6 – Holcomb Elementary STEAM Night (Contact – Cayce Neal) – Fayetteville – 5:30–7pm**

### **Tuesday, March 7**

- Frugal Teacher STEM Challenge Project Development

### **Thursday, March 9**

- Complete Frugal Teacher STEM Challenge Project
- Remaking Literacy Final Project Discussion and Ideation

## **Week 9**

### **Tuesday, March 14**

- Introduction to Magnetic Levitation Design Challenge – [Moving Along the Tracks Unit](#)
- Magnetic Levitation Design Challenge Project Development

### **Thursday, March 16**

- Magnetic Levitation Design Challenge Project Development
- Due: Final Project Checkpoint 3 - Outline of the entire unit (books, standards, STEM/making examples, design briefs, assessment...) – you have determined the length of your unit and have developed an outline including the readings, standards, challenges/activities and potential assessments for each day (morning and afternoon).

## **Week 10 – Spring Break**

## **Week 11**

### **Tuesday, March 28**

- Fabric/Sewing Design with Dr. Deaton's class

**Thursday, March 30**

- Magnetic Levitation Project Due - MagLev Race
- Introduction to Makey Makey and [Scratch Programming](#)

**Week 12**

**Tuesday, April 4**

- Fabric/Sewing Design with Dr. Deaton's class

**Thursday, April 6**

- MaKey MaKey Design Challenge Project Development

**Week 13**

**Tuesday, April 11**

- MaKey MaKey Design Challenge Presentations
- Assignment: Engineering a Play Design Challenge
- The influence of theatre experiences in academic and social and emotional learning

**Thursday, April 13**

- Engineering a Play Design Challenge - Storyboard and script development
- Engineering a Play - Puppet Pal Prototype Development

**Week 14**

**Tuesday, April 18**

- Engineering a Play Design Challenge – Puppet Pal Prototype Videos Due

**Thursday, April 20**

- Maker Tech

**Week 15**

**Tuesday, April 25**

- Maker Tech

**Thursday, April 27**

- Robotics, Drones, and Programming Design Challenges

**Week 16**

**Tuesday, May 2**

- Remaking Literacy Final Project Ideation

**Thursday, May 4**

- Remaking Literacy Final Project Ideation

**May 5 – Dead Day**

**Final Exam – Tuesday, May 9 – 8:00 – 10:00am** - Remaking Literacy Final Project Presentations