



Training Title: STEM: Engineering Adventures – Getting Started

Training Blurb: As part of STEM professional development, this workshop asks participants to engage in Engineering Adventures curriculum both as learners and as educators. Participants will engage in activities directly from the Engineering Adventures afterschool program founded by the Museum of Science, Boston. Also included are activities designed specifically to help afterschool staff learn ways to support youth as they engineer. Upon completion, participants will have a better understanding of both technology and engineering and the best ways to engage youth in the engineering design process.

Goals:

1. To enable afterschool programs to lead their own training workshops in the Engineering Adventures curriculum.
2. Experience a sample of engineering activities to provide a foundation of engineering and technology concepts.

Training Audience:

- Direct Service Staff (New)
- Direct Service Staff (Experienced)
- Site Directors/Asst. Site Directors
- Program Directors

Trainer Category:

- Core Trainer
- Professional Trainer
- Partnership Trainer

Content Level:

- Basic
- Advanced

Instructional Methods: (check all that apply)

- Pre-Reading
- Pre-Assessment
- Lecture
- Guest Speaker/Team Teaching
- PowerPoint
- Large Group Discussion
- Investigations/Practice
- Active Movement

Core Competency:

- Child and Youth Development
- Curriculum Enrichment
- Families and Communities
- Healthy and Safe Environments
- Program Organization and Development

Training Duration: 3 hours

Participant Capacity: 8 Min/ 30 Max

Content Applicable for Child Grade Range:

- Elementary (K-5)
- Middle School (6-8)
- High School (9-12)

- Creating a Product/Sample
- Video/Audio
- Role Playing/Modeling
- Team/Partner Exercises
- Take-Away Samples/Lesson Plans/Forms
- Goal-Setting/Action Steps for Future
- Bibliography/Websites/Handouts
- Other _____