



# **SPARKING WONDER & CURIOSITY IN YOUNG LEARNERS WITH STEAM**

**WEBINAR WORKBOOK**





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# 5★ STAR LEARNING METHOD

SPARK CURIOSITY AND WONDER IN YOUNG LEARNERS





# Pillar 1: Be STEAM Savvy

STEAM represents the combination of Science, Technology, Engineering, the Arts, and Math.

By drawing connections between all five subjects and using the scientific process or the engineer design process, children learn to; question, investigate, analyze, and evaluate. Through this process, we can help foster a lifetime love of learning and discovering.

	<p><b>Science</b> is the process of learning about and understanding the natural world. Experiments help develop science skills such as observing, describing what they notice and comparing results.</p>
	<p><b>Technology</b> refers to the use of tools, not just electronics. Tools are used to make jobs easier. Simple machines like scissors, gears, wheels, and pulleys, along with tools, such as digital cameras and tablets, are hands-on ways to experience technology.</p>
	<p><b>Engineering</b> is the process of building and designing something to solve a problem. Engineering activities regularly happens while playing with blocks as children learn and discover gravity, balance, shapes, and problem-solving.</p>
	<p><b>The Arts</b> make learning visible and helps communicate ideas. Open-ended process art activities allow for new ways to experiment. Music and Drama are also part of the "A."</p>
	<p><b>Math</b> is the process of understanding relationships among patterns, numbers, and shapes.</p>

To learn more about STEAM for young learners visit: [www.preschoosteam.com](http://www.preschoosteam.com)



## 5-STAR LEARNING METHOD PILLAR 1: BE STEAM SAVVY

WHAT ACROYNM WORKS BEST FOR YOUR PROGRAM?

WHY DO YOU WANT TO ADD STEAM?

WHAT IS YOUR GOAL FOR YOUR STUDENTS?

WHAT GOALS DO YOU HAVE FOR YOURSELF?

## Pillar 2: Cultivate Curiosity



### HOW TO CREATE MOMENTS OF WONDER

- 1** Materials  
Collect a variety of materials that stimulate different senses.
- 2** Moments of Wonder  
Arrange materials in different ways enabling students to see them in a new way sparking curiosity and wonder.
- 3** Make it Meaningful  
Connect explorations to students' interests and learning experiences.



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## 5-STAR LEARNING METHOD PILLAR 2: CULTIVATE CURIOSITY

WHAT WAYS DO YOU INVITE YOUR STUDENTS TO EXPLORE AND BE CURIOUS?

DO YOU OFFER A VARIETY OF EXPERIENCES, RESOURCES, AND TOOLS? WHAT COULD YOU ADD TO YOUR CLASSROOM?

HOW DOES YOUR ENVIRONMENT SUPPORT STUDENT CURIOSITY?

## Pillar 3:



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## 5-STAR LEARNING METHOD PILLAR 3: CO-CREATE THE EXPERIENCE

WHAT DO YOUR STUDENTS LIKE? WHAT ARE THEIR STRENGTHS?

HOW CAN YOU EXTEND YOUR STUDENTS' CURIOSITY WITH A STEAM CHALLENGE, INVESTIGATION OR CELEBRATION?

WHAT DO YOUR STUDENTS STILL WONDER ABOUT?

# Scientific Method

FOR YOUNG THINKERS

1

Ask Questions

"I wonder..."

2

Make a Hypothesis

"I think..."

3

Experiment

"I see..."

4

Observation

"I Discovered..."

5

Conclusion

"I Know..."





## **Additional Links:**

- [Get Started with Tinker Tubs™](#)
- [Learn more about the Engineer Design Process](#)

## **BONUS Training:**

Want to learn more about the  
5-Star Learning method?

Click the button below to access  
The Rise of the 5-Star Educator Video  
Training Series

[CLICK HERE TO ACCESS OUR  
VIDEO TRAINING SERIES](#)