

# Integrating Engineering and Science in Your Classroom

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**Key Learning Area:** Mathematics, Science, Technologies



## Summary:

From the very first day you use them, the design challenges in this compendium will spur your students to jump right in and engage through the entire class. The activities reinforce important science content while illustrating a range of STEM (Science, Technology, Engineering and Mathematics) skills. The 30 articles have been compiled from *Science and Children*, *Science Scope* and *The Science Teacher*, National Science Teachers Association's award-winning journals for primary to secondary school.

*Integrating Engineering and Science in Your Classroom* will

- excite students of all ages with activities involving everything from light sabers and egg racers to prosthetic arms and potatoes
- apply to lessons in life and environmental science, Earth science and physical science
- work well in traditional classrooms as well as after-school programs.

Next time you need an engaging STEM activity, you'll be glad you have this collection to help you blend meaningful and memorable experiences into your lessons. As editor Eric Brunsell promises, "By exposing students to authentic engineering activities, you can help students uncover the profession that makes the world work."

## Supporting Resources:

- *Getting Started with Lego Robotics (IST7779)*
- *Connecting Students to STEM Careers: Social Networking Strategies (IST0688)*
- *Gears: Science, Technology, Engineering & Mathematics Activities, Years F–2 (6110)*
- *Gear Up! Science, Technology, Engineering & Mathematics Activities, Years 3–6 (6137)*
- *Captivate, Activate, and Invigorate the Student Brain in Science and Math, Grades 6–12 (CO1000)*