NOT ALL STEM IS EQUAL

Introducing the 3 Stages of STEM

Our mission is to redefine STEM education by introducing a nuanced approach that differentiates between various activities under the STEM umbrella. We recognize the diverse nature of STEM endeavors, from quick, hands-on projects like building a spaghetti tower to more complex and time-intensive tasks such as programming robots to navigate mazes. To bring clarity and guidance to educators and administrators, we propose a three-stage framework for STEM education, facilitating a structured progression in curriculum implementation and program development.



STAGE 1 STEM

Icebreakers & Team Activities

From building the tallest tower of index cards to flying a paper airplane, stage one STEM challenges are the most basic activities. These challenges do not have an obvious connection to math and science concepts and at first may seem like superficial activities. However, they are important primary activities that serve to build a foundation of skills in problem solving, teamwork, communication, and grit.



STAGE 2 STEM

Engineering Design Challenges

Students apply math and science concepts to problems using the engineering design process. Instead of immediately building, students are systematically guided through a process of brainstorming, designing, building, testing, redesigning, and sharing their solutions. Stage 2 STEM challenges revolve around the engineering design process.



STAGE 3 STEM

Long Term Projects & Competitions

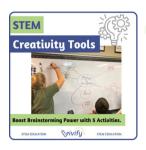
Stage 3 includes longer projects that challenge students to dive deeply into a problem, conduct research of real STEM solutions, rigorously apply the design process to develop a solution, collaborate as a team, and present results. Stage 3 can also introduce programming and more complex construction skills.



www.vivifystem.com

VIVIFY YOUR CLASSROOM!

Stage 1 STEM

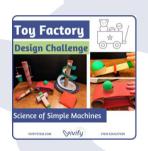








Stage 2 STEM









Stage 3 STEM









ALL-INCLUSIVE STEM CURRICULUM

Grab a semester-long STEM unit for all 3 stages of STEM!







