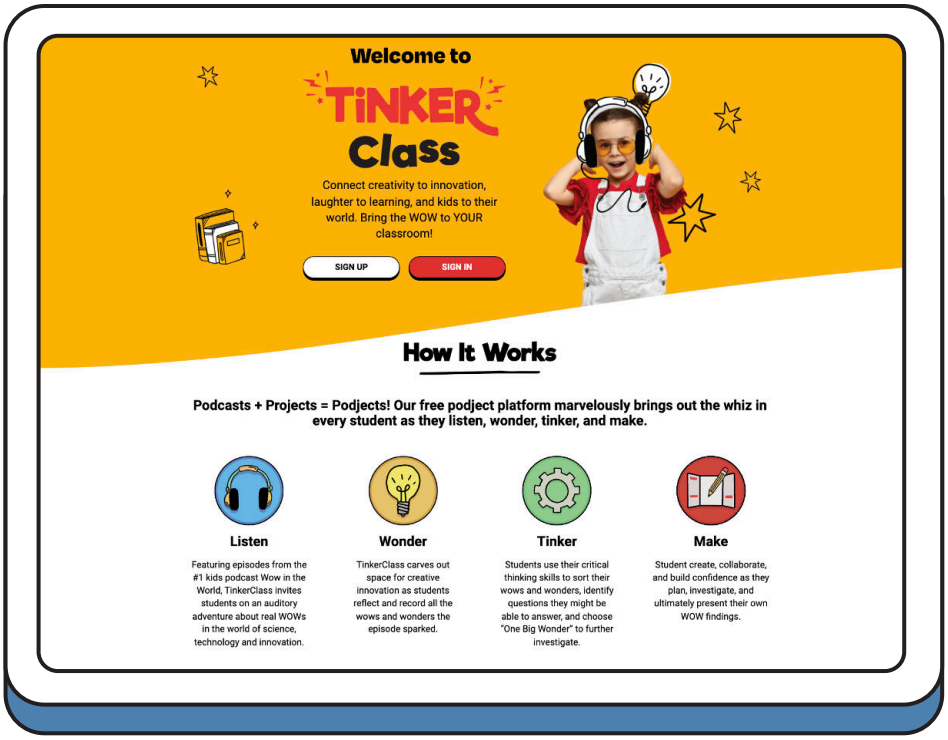
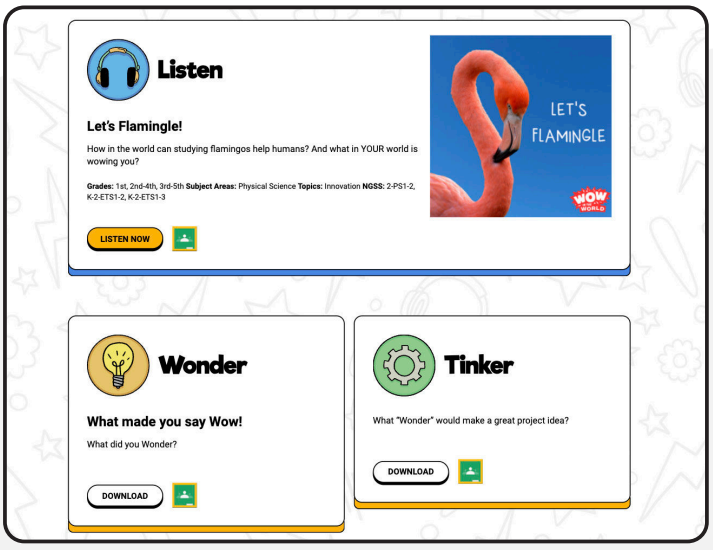
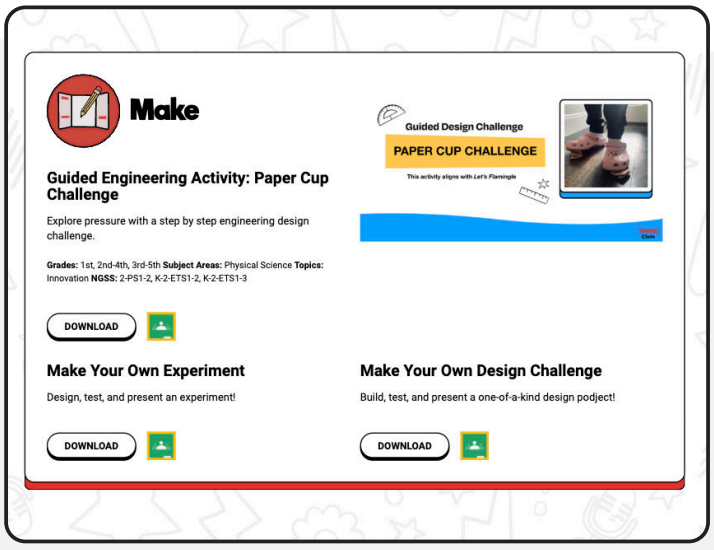
The Building Blocks of TinkerClass

TinkerClass offers four main activities: Listen, Wonder, Tinker, and Make. These four activities can be done sequentially and all together, independently as stand-alone assignments or in whatever combination supports your curriculum or the amount of time you have available.

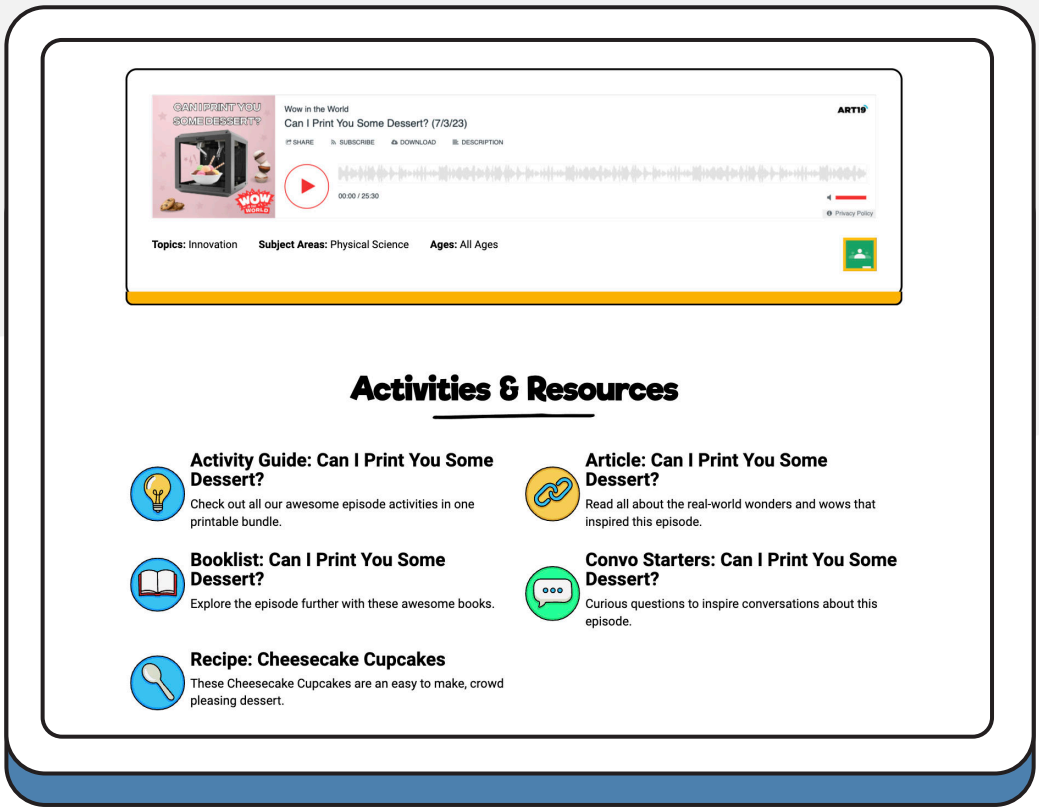






Listen

Listening is an important skill children need to develop. With **LISTEN** teachers assign specific episodes from our curated library of engaging content.



Did you know that through audio, students can comprehend content that is 2-3 grade levels above their reading level? Listening to episodes of Wow in the World is a great way to deliver rich content aligned with your curriculum.

With episodes about everything from animals to climate change to innovations to space and more, there is truly something in our TinkerClass audio library for everyone! Episodes can be sorted by subject, topic or Next Generation Science Standards (NGSS), allowing you to choose an episode to:

- Connect to a specific topic or unit of study you are planning for.
- Use as a springboard for beginning a new unit of study.
- Cover a specific standard you are required to cover.
- Satisfy or ignite curiosity about a topic.
- Review or deepen content that has been previously covered.

Wonder

Reflection is key to active listening. In the **WONDER** phase students reflect on what they heard and record what made them say, “Wow!” They then move on to brainstorm and record what they are wondering about after listening.

Wows can be anything that surprises or interests the listener while listening.

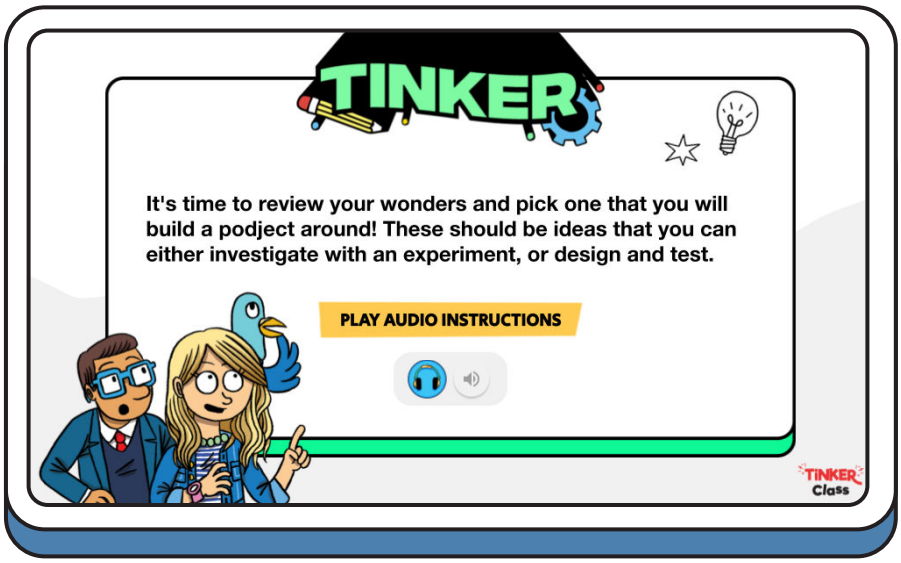
Wonders are the ideas and questions sparked by the episode. Ideally wonders will be ideas and questions students can go forth and build an experiment or engineering design project around.

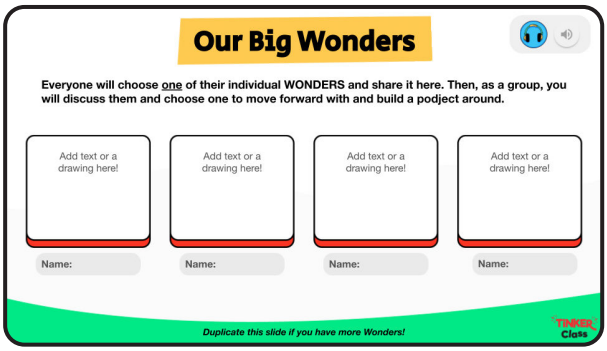
Tinker

This step is a great companion to **WONDER** as it guides students to think critically about their initial ideas and work collaboratively toward choosing one "**BIG WONDER**" to investigate. Big Wonders should be ideas they can successfully investigate with an experiment or by designing something to test. This step supports Collaboration and Communication.

TINKER is a great companion to WONDER. While WONDER is meant to be an independent activity, TINKER is meant to function as a collaborative brainstorm.

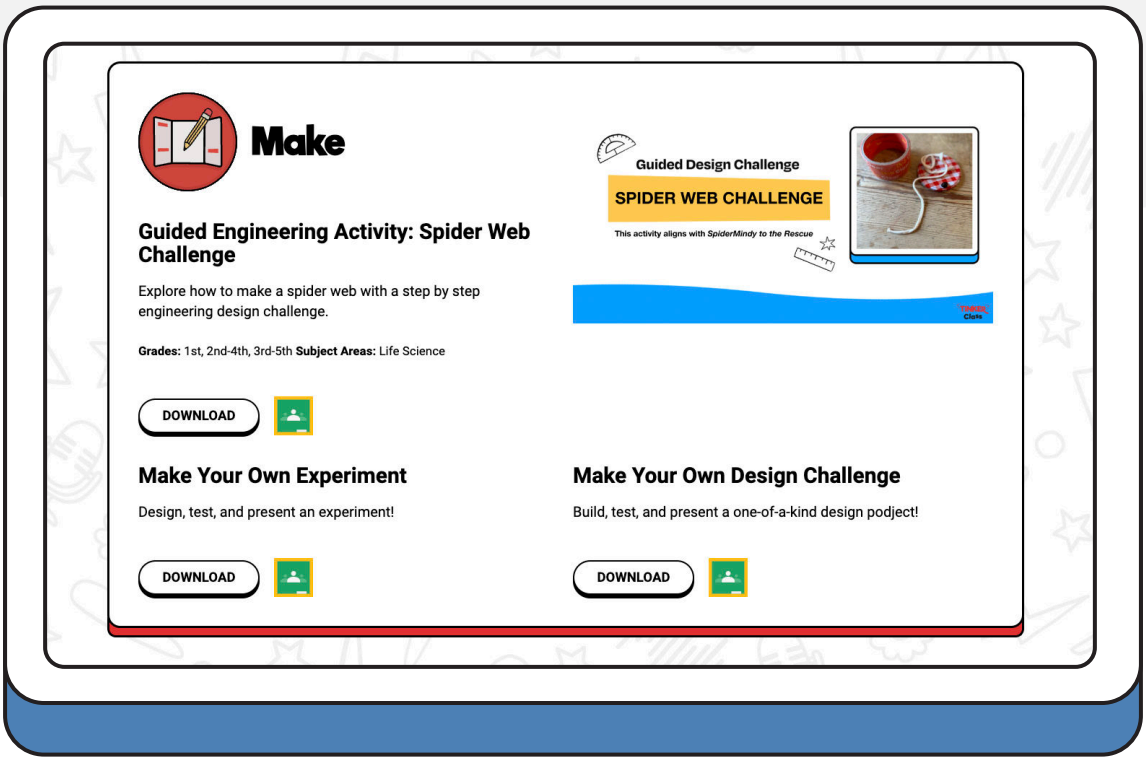
We recommend that each student choose one Wonder from their independent Wondering to share with the group. Then as a collective, the group will discuss and compare all the ideas and ultimately narrow them down to one BIG WONDER that they could potentially build a podject around.



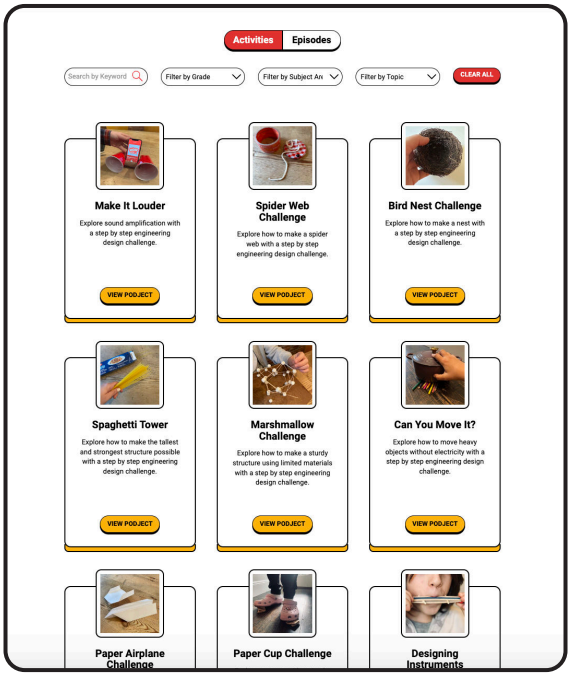


Make

Here students are guided through an experiment or an engineering design activity. **MAKE** is a place to actively investigate a real-world question, challenge or problem AND a place to record what happens during the experimentation or design process.



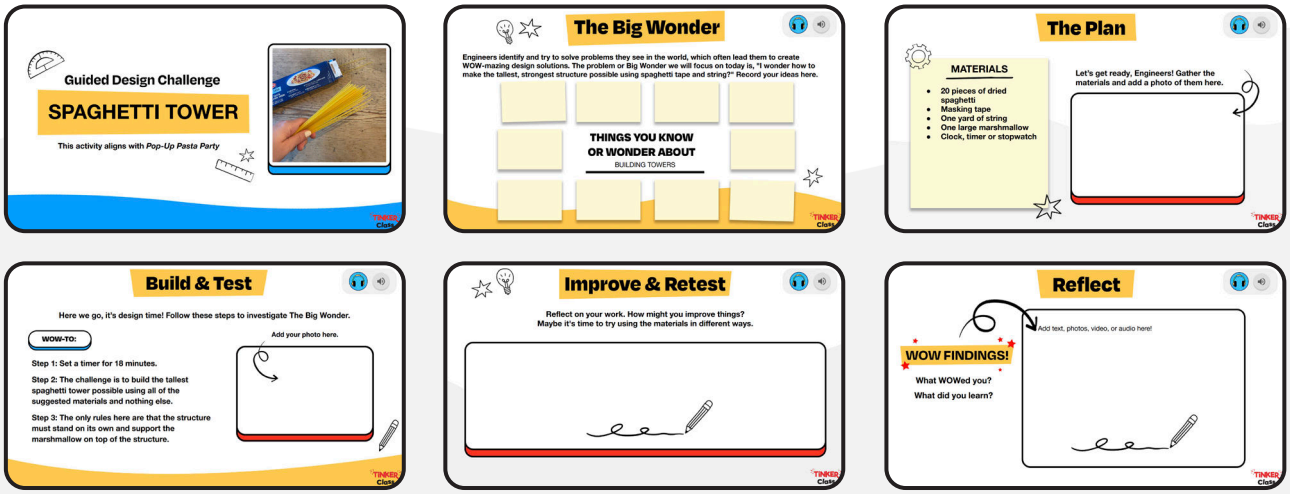
Every episode in the TinkerClass library has three corresponding MAKE options—an affiliated Guided Activity designed specifically for that episode, as well as the Make Your Own Experiment and Make Your Own Engineering Design Activity templates that pair with all of our episodes.



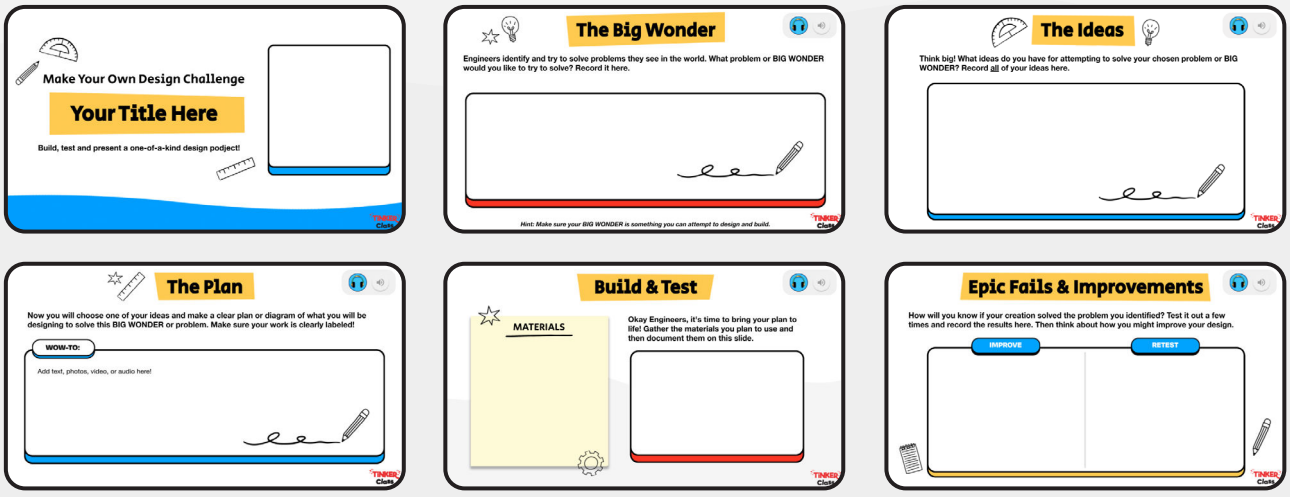
You can browse all of the Guided Activities from the Explore Podjects page by episode title, subject, curriculum topic, or Next Generation Science Standards (NGSS)

Guided vs Make Your Own Activities

Having these two pathways allows you to respond to the variance amongst your students and respond to the time and space you have in your schedules



Guided Podjects provide more scaffolding as they invite students to follow along, step-by-step, through a TinkerClass science experiment or engineering design challenge. They provide high-quality, ready-to-go content, perfect for first-time users, younger grade levels or teachers short on planning time.



Make Your Own Podjects are more open-ended and lay out a general framework for planning and conducting an experiment or building and then testing an engineering challenge but let the user come up with the content themselves.