

Glossary

Big Wonders

Testable or buildable questions that students could build a project around.

Guided Activities

The Google Slideshow templates designed to help students follow along, step-by-step, through an experiment or engineering design project connected to a particular episode.

LISTEN

This activity supports students in listening to a podcast from our curated library of episodes.

MAKE

This activity supports students as they actively investigate a real-world question, challenge or problem.

Make Your Own Activities

The Google Slideshow templates are designed to support students to either design, test and present their own unique experiment or to build, test and present a one-of-a-kind design project.

NGSS

Next Generation Science Standards, a multi-state effort in the United States to create new education standards for science education.

PBL

Project Based Learning is a teaching method in which students learn by actively engaging in real-world and personally meaningful projects.

Playful Learning

The idea that making learning fun and engaging makes it more effective for children.

Podject

Any type of project or activity inspired by or connected to listening to a Tinkercast podcast (podcast + project = podject)!

TINKER

This activity supports students in thinking critically about their ideas and working collaboratively or tinkering together to choose one “Big Wonder” to investigate.

WONDER

This activity supports students in reflecting on what they heard and recording their observations and questions.

Wonders

The questions that come up after listening to a podcast.

Wows

The observations we make that make us say, “Wow!”.

21st Century Skills

This refers to the knowledge, life skills, career skills, habits, and traits that are critically important to student success in today’s world. They include collaboration, communication, content, critical thinking, creative innovation, and confidence.