

Teaching TinkerClass in 4 Easy Steps

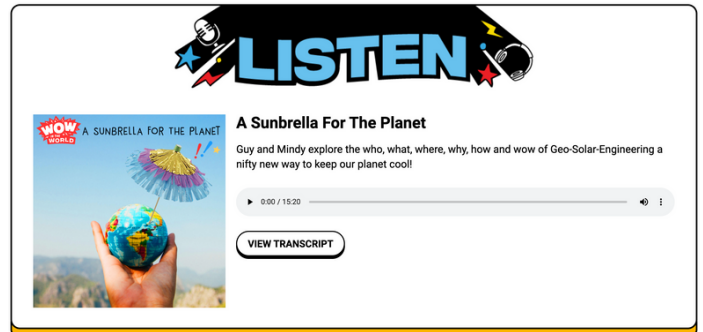
We've reimagined the scientific inquiry and engineering design processes in a way that engages students like never before! With four simple, engaging steps you can seamlessly integrate TinkerClass into your curriculum! We'll show you how.

Step 1



LISTEN

Teachers select an episode from our library of research-based Wow in the World STEAM podcasts; sortable by subject, topic, or NGSS standard. Students then listen and laugh while they learn!

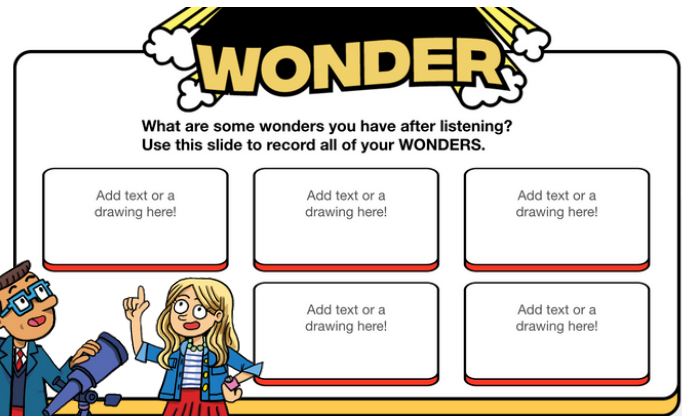


Step 2



WONDER

To spark creative innovation, students are encouraged to reflect on what they heard, record what made them say "WOW!", and then brainstorm the new ideas or WONDERS they have after listening.

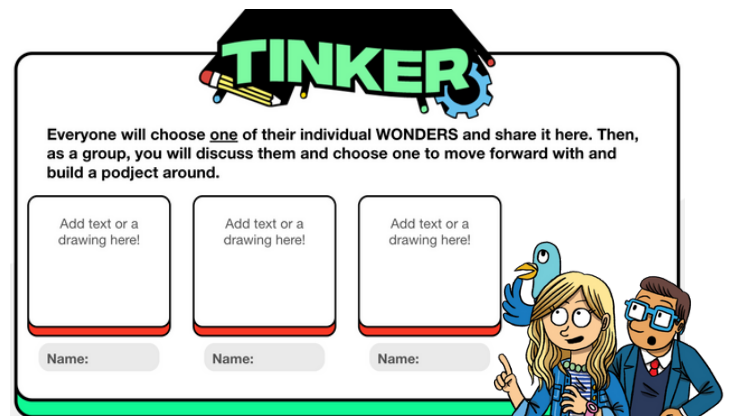


Step 3



TINKER

Here, students think critically about their initial ideas and work collaboratively to select one "BIG WONDER" which they will go on to investigate by either building an experiment or engineering design project around it.



Step 4



MAKE

Teachers have the choice of assigning a ready-made activity, or a design your own podject using our custom templates.

Students actively investigate a real-world question, challenge or problem through an experiment or an engineering design project.

