

Quick Start Guide To Tink

TinkerClass is a Podject-Based-Learning tool that guides four main activities: Listen, Wonder, Tinker, and Make. To can be done sequentially and all together, independently assignments or in whatever combination supports your camount of time you have available.

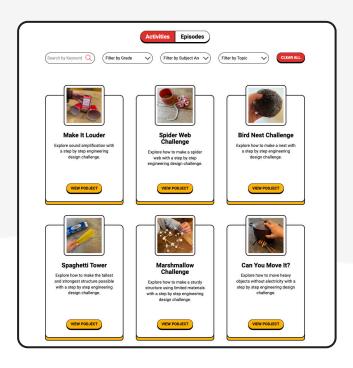




Getting started is easy. We recommend that you begin by previewing our featured podject and the four phases of TinkerClass from the top of the All Podjects page.



Browse and preview all of our podjects based on the activities themselves or the affiliated episodes by selecting Activities or Episodes on the toggle above the library. Then click VIEW PODJECT to preview and/or assign a specific selection via Google Classroom.

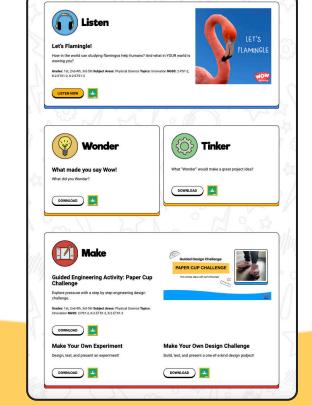


Activities Page

Episodes Page

From here you can download, or assign via Google Classroom, all the different parts of TinkerClass. Assign as few or as many as you like.







Listen

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

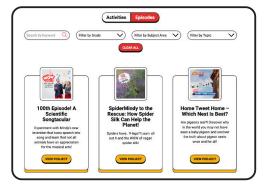


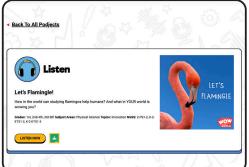


This activity was intended to be assigned as independent work or can be managed by a teacher for whole class listening or use with small groups.

WOW-TO:

From the Explore All Podjects page, you can search episodes based on subject area, curriculum topic or Next Generation Science Standards (NGSS). You can also preview any episode from here.







TinkerClass Episode Library

Listen Block

Episode Player

Once you have selected an episode, click the **Listen Now** button below it, and it will take you to the Individual Episode page where you can listen and assign it via Google Classroom.





Reflection is key to active listening. With WONDER, students reflect on what they heard and record what made them say, "Wow!" Then they brainstorm what they are still wondering about. This is the creative innovation step. We recommend pairing WONDER with any episode in our library.



This activity is intended to be assigned as independent work. However, it can be modified to accommodate small groups or whole class work.

WOW-TO:

Preview and/or assign **WONDER** by selecting it from an Individual Podject page.



Wonder Title Slide







Wonders Slide





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 engineering design challenge. This step supports Collaboration and Communication.





This activity is intended to be assigned as a collaborative, small group activity. However, it can also be assigned as individual or whole class work.

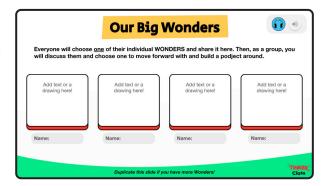
WOW-TO:

Preview and/or assign **TINKER** by selecting it from an Individual Podject page.



Tinker Title Slide





Our Big Wonders Slide



The Big Wonder Slide





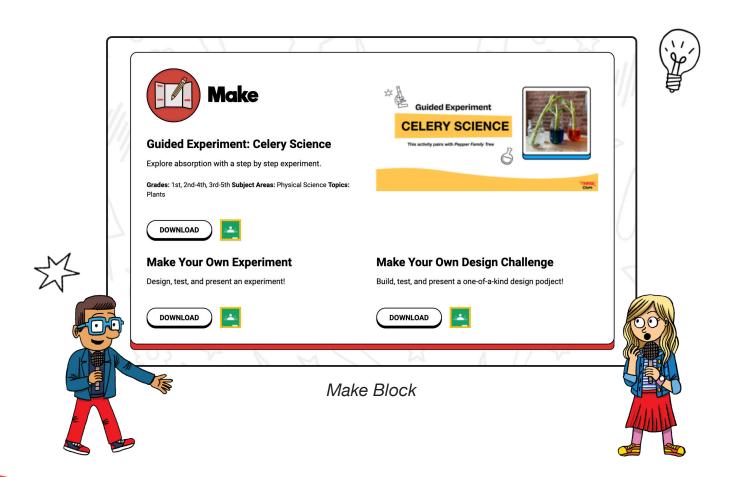
Here students are guided through an experiment or an engineering design activity. **MAKE** is a place to actively investigate a real-world question, challenge or problem AND a place to record what happens during the experimentation or design process.

SET UP:

This activity is intended to be assigned as independent work or for work in pairs or small groups.

WOW-TO:

Preview and/or assign **MAKE** by selecting it from an Individual Podject page where there are three options to choose from.

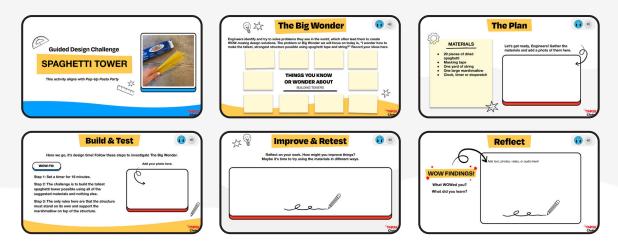






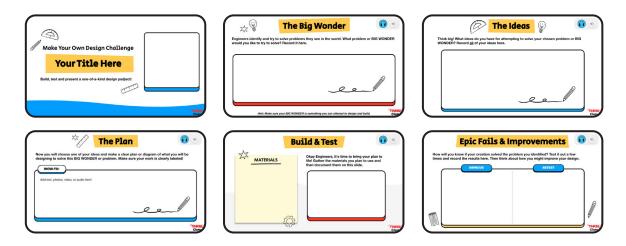
MAKE supports Critical Thinking, Creative Innovation, Collaborating and Communicating.

There are two discrete **MAKE** pathways, Guided and Make-Your-Own, to support your needs as a teacher and the needs of your students. With both pathways you and your students can customize the podject as much or as little as you want!



Guided Design Challenge

Guided Activities are predesigned experiments and engineering design activities broken down step by step.



Make Your Own Design Challenge

Make-Your-Own Activities lay out the 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.