

Teaching TinkerClass in 4 Easy Steps

TinkerClass uses 21st century skills to guide students to listen, wonder, tinker, and make! Follow these four simple, engaging steps to seamlessly integrate TinkerClass into your curriculum!

Step 1



LISTEN

Teachers select a podcast and then an episode from our library; sortable by subject, topic, or NGSS standard. Students then listen and laugh while they learn!

WOW A SUNBRELLA FOR THE PLANET **A Sunbrella For The Planet**
Guy and Mindy explore the who, what, where, why, how and wow of Geo-Solar-Engineering a nifty new way to keep our planet cool!

0:00 / 15:20

VIEW TRANSCRIPT

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.

WONDER

What are some wonders you have after listening?
Use this slide to record all of your WONDERS.

Add text or a drawing here!

Add text or a drawing here!

Add text or a drawing here!

Add text or a drawing here!

Add text or a drawing here!

Step 3



TINKER

Students use critical thinking to sort their Wows and Wonders, identify questions they might be able to answer, and choose "One Big Wonder" to investigate.

TINKER

Everyone will choose one of their individual WONDERS and share it here. Then, as a group, you will discuss them and choose one to move forward with and build a podject around.

Add text or a drawing here!

Add text or a drawing here!

Add text or a drawing here!

Name: Name: Name:

Step 4



MAKE

Teachers have the choice of assigning a ready-made Guided Activity or a Make Your Own Activity using our custom templates.

Students go on to actively investigate a real-world question, challenge or problem through an experiment, engineering design project or extended research and writing.

MAKE

It's time to make a podject! Use this slideshow to guide you through the steps of planning and conducting an experiment, inspired by the podcast *Wow in the World*.

PLAY AUDIO INSTRUCTIONS

Audio player controls