

## **STEM-Lit to Go! Iowa**

**STEM-Lit to Go! Iowa** is an innovative 4-H program that supports the development of STEM and literacy skills for K-3 children. This informal education program utilizes a unique instructional framework to deliver integrated STEM-literacy activities that engage and support positive youth development. Each STEM-literacy experience incorporates a hands-on STEM activity, two types of text and multiple opportunities to read, write, speak, and listen. In addition, this exciting research-based program is designed to support the Next Generation Science Standards and the Common Core English Language Arts Standards.

The following kits are available in the Buchanan County Extension and Outreach office. Please contact us to check them out!

**#1 A Chair for Bear:** Children work with the engineering process to build a chair for Goldilocks. In addition, they are introduced to the fairy tale genre and explore text-based drama.

**#2 Blast Off:** Children learn about being an astronaut and participate in space-themed learning events.

**#3 Code Across Iowa:** Children practice coding and problem-solving skills as they learn about Iowa.

**#4 Hour at the Fair:** Children participate in a variety of STEM-literacy activities while learning more about the Iowa State Fair.

**#5 Marvelous Marshmallows:** Children learn about an Iowa connection to a famous marshmallow treat, conduct investigations, and launch marshmallows at a target to learn more about STEM process skills.

**#6 Munching Mysteries:** Children learn about the mystery and biography genres, how to solve mysteries, and use the Engineering Design Process to solve a problem.

**#7 Scream for Ice Cream:** Children explore chemistry and the states of matter through investigations that end in ice cream!

**#8 Sound All Around:** Children learn about the elements of music such as rhythm and pitch, how sound is produced, and design their own instruments.

**#9 Super Shapes:** Children will learn about the shapes and explore shapes in their world.

**#10 Take a Chance:** Children participate in various games of chance to learn more about math concepts.

**#11 Tricky Towers:** Children participate in the engineering design process as they learn more about structures and STEM professions.

**#12 Wonders of Nature:** Children learn about natural resources and the importance of environmental conservation.