

Where to Use PHENOMENA! STEM ACTIVITY CARDS

3-5



Classroom Activities

- 1 Warm-Up:**
Engaging activities to introduce a new unit and spark student interest in the topic.
- 2 Independent/Small Group Investigation:**
Targeted activities aligned with standards for purposeful exploration of science concepts.
- 3 Station Rotation:**
Review activities to reinforce previously taught concepts and informally assess student knowledge.
- 4 Early Finisher:**
Extensions of learning standards for students who complete in-class assignments ahead of schedule.



For All Learners



Enrichment

Challenging activities for advanced learners to explore science concepts in greater depth and apply them in new content areas.



Intervention

Hands-on activities with peer support using STEM tools, targeting specific science concepts for those needing additional practice.



English Language Learners

Engage diverse learners with captivating images that speak a universal language.

Additional Learning Opportunities

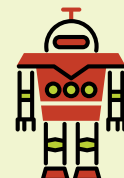
Extension

Challenging activities that connect grade-level concepts to more advanced ideas, fostering deeper understanding.



After-School (STEM/Robotics Club)

Engaging activities using STEM tools and robotics to explore scientific concepts in a challenging and purposeful way, specifically tailored for STEM or Robotics clubs.



Integration Ideas Across Content Areas



WRITING

Engage in informational or persuasive writing activities related to protecting land and resources.



WORD STUDY

Expand technical and scientific vocabulary by analyzing word parts and their meanings within the context of science concepts.



READING

Connect science concepts to real-world examples through research on phenomena and events.



SOCIAL STUDIES

Research and create presentations related to STEM concepts (e.g. geography, seasons, mapping, latitude and longitude).

TECHNOLOGY

Integration embedded within activities, making this resource suitable for technology-focused time in the classroom, library, and Specials.



ARTS

Supplemental activities and assessments using these cards are included, making them a valuable addition to the arts.

..... What teacher's are saying about Phenomena!

“ **STEM Activate Phenomena Cards add excitement!** Learning should be exciting. It should be interactive. Too often as a teacher, it feels like textbooks replace concepts that should be hands-on. Too often when students should be discovering, they're waiting for me to give them the answer. I want my students to make guesses. I want them to get it wrong, and then try again and marvel at how phenomenal the world really is. **Their brains were made for this!** ”