



# S.T.E.A.M.

Science | Technology | Engineering | Adventure | Math

Our goal is to provide physical, social, and mental challenges that tie in STEAM curriculum (from NGSS and CC) to show how different disciplines are used in the “real” world. All adventures also count towards physical education minutes required by your district.



## ROPES COURSE

Teamwork and creative problem solving are needed as teams work together to complete the ropes course. This experiential learning facilitates trust as students climb and explore as a unit.



## TUBES PLAYGROUND

Students will identify key points of the structure that hold the tubes together and determine what might cause the equipment to weaken. The engineering of the structure makes it safe for everyone and students will figure out why.



## WARRIOR COURSE

Energy and effort combine with proper pacing to execute successful completion of this course, tying in mathematics as height and distance are calculated.



## BATTLE BEAM

Proximity and balance face off with size and strength to prove the rightful winner. Group discussion: Why are foam pits so difficult to climb out of?



## CLIMBING WALLS

Students analyze and make predictions while they traverse the climbing walls. Optional math practice can be incorporated into this adventure.



## BASIC TRAMPOLINES

Students will investigate how the force on the trampoline changes the motion of the student or object, and learn why astronauts incorporate trampolines in their training.