



ACTIVE LEARNING AFTER SCHOOL

DOING • LEARNING • BECOMING

Recommended Afterschool STEM Curricula

What are the steps to integrating STEM into an afterschool program?

1 Choose curriculum

Rather than searching for sporadic activities on the internet, it's wiser to use curricula that is recommended by experts and has already been proven to work. In addition to the curricula listed here, the Science Afterschool Consumer's Guide (<http://www.sedl.org/afterschool/guide/science/index.html>) is a good place to search.

2 Provide support to staff in facilitating STEM

www.Click2Sciencepd.org is one great resource for free professional development specifically tailored for out of school time providers to develop confidence and skills for leading STEM.

3 Have fun!

Afterschool STEM is a collaborative exploration between students and facilitators. The point isn't to teach facts, but rather to investigate and discover together!

Science

After-School Science Plus

Inquiry-based afterschool science curriculum for K-8th graders, featuring diverse role models and connections to literacy that expands students' views about who can do science. <http://www.edequity.org/programs/science-and-math-programs#23>

Science: It's a Girl Thing and Great Science for Girls

Don't let the name deter you from using these activities with all students! Based on the award-winning "Playtime is Science" program, Science: It's a Girl Thing was developed by the Educational Equity Center to encourage children from underrepresented groups to think of themselves as scientists. An introduction to the program, personalized science notebook, and ten easy but engaging activities are available for free download at <http://www.edequity.org/sigt/>

Great Science for Girls (<http://greatscienceforgirls.org/curriculum>) features additional evidence-based afterschool curricula that have proven to be successful.

Afterschool Universe: Bringing the Universe Down to Earth

Developed by NASA, this program gets 5th through 8th grade students excited about astronomy and science with hands-on activities. Full program manual and all activities are available for free download at <http://universe.nasa.gov/au/curriculum.html>

Technology

Techbridge

Designed to "interest kids in STEM, promote inquiry, and highlight real-world applications so kids can see how STEM careers make the world a better place," Techbridge units are designed for middle school students; however, "many activities can be simplified for use with younger grades, while others can be made more in-depth and complex for high school students." <http://www.techbridgegirls.org/index.php?id=21>

Engineering

Design It! Engineering in After School Programs

Aimed at 2nd through 6th grades, Design It! is a field-tested, engineering-focused afterschool curriculum in which kids build simple models of familiar technology, then improve their designs. The curriculum guide offers tips for easy implementation, such as extension and discussion ideas. <http://npass2.edc.org/curriculum>

Math

After-School Math Plus

Fun, real-world math activities specially designed for low-income 3rd through 8th grade students. <http://www.edequity.org/programs/science-and-math-programs#24>



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