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# NJSBA STEAM Tank Challenge

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### **STEAM Tank Challenge**

## Submitted by: Natalie Wilson

Name of activity: STEAM Tank Challenge

Age/Grade range: has elementary, middle, and high school levels

STEM discipline(s): engineering, design

What topic does this activity relate to? Creative and critical thinking

**Pre-activity** / Pre-work (what students should know or prepare before doing engaging in this activity; what teachers need to prepare before leading the activity):

What should the students learn by the end of this activity?

Students should learn about real world issues and faults in current technologies

<u>Tools/supplies needed (indicate quantity and if it needs to be bought + price range):</u>

Access to internet in order to research

Total price (indicate per class or per student):

Should not cost the club unless they do not have access to internet

Step-by-step instructions on how to conduct the activity (attach link if found online and make note of modifications for your class here): (Include e.g., size of groups, images of materials or people doing the activity that might help the reader lead the activity, helpful supporting materials)

https://www.njsba.org/services/isteam-2/steam-tank-challenge/

- 1. You must first sign up the class through the above link for the challenge in order to receive the rubric for the proposal
- 2. Separate students into groups of 2-5 students
- 3. Instruct them to begin researching to invent something new, modify an existing product, or identify a situation or real-world problem that needs resolution
- 4. Once they decided on a topic, they must then begin to write the proposal for their project
- 5. If their project application is accepted, the teacher will receive a playbook from the NJSBA on how to continue in the challenge

If money was spent on tools/supplies, in your opinion, was the investment worth it?

Provide thoughts on alternative materials, steps or	or other modifications that might be worthwhile	<u>for</u>
others to consider.		

Additional notes: