

Getting Started

STEAM Park | 45024 | Ages 3-5 | For 2-8 children

This set motivates children to explore science, technology, engineering, art, and math in a playful way. Teachers can use this set to create fun learning experiences in which children act as designers and engineers of their own theme parks. The building cards can be used to introduce activities such as those suggested below, to guide children in their building, and to inspire them to build from their imaginations.

Explore movement and motion:

Ask the children to describe their favorite theme park rides or the ones that scare them. Discuss the different motions and movements these rides make. Ask the children to become "ride engineers" by creating a variety of rides.

Explore cause and effect, and make predictions:

Ask the children to describe games they have seen at fairs or theme parks. Discuss how people play these games to win prizes. Ask the children to build their own game. Encourage them to create a set of rules and assign prizes, then have them play the games to test their designs.

Explore spatial awareness and mapping:

Discuss the different areas found in a theme park. Ask the children how these areas are organized. Ask them to build these different areas and arrange them. Encourage the children

to use the number bricks to show where visitors should go first, second, and third. Ask them to name the theme park and draw a map of it.

Explore estimations and measurements:

Ask the children to build a model of a game, ride, or food stand and to demonstrate how their model works. Discuss types of measurement such as distance, height, weight, and length. Ask the children to name what could be measured in each model. Make comparisons and estimations of weight, distance, price, etc.

Explore role-play, self-expression, and creativity:

Discuss the different types of shows (e.g., parades, magic shows, musical performances, etc.) enjoyed at a theme park. Ask the children to build a stage and create a live performance including props, costumes, sets, and seats for the audience.



Learning Objectives

Early Math and Science:

- Cause and effect
- Observing and describing
- Problem-solving

