

STEM Learning Behaviors

Ways You Can Think, Explore, and Create

These STEM behaviors help guide your thinking as you explore ideas and solve problems.

BUILD / ENGINEER

Create or construct something.

You might:

- build structures
- connect materials
- test strength or balance
- create something that moves
- improve something you already built

DESIGN

Plan or draw an idea before creating it.

You might:

- sketch an invention
- design a tool or structure
- create labeled diagrams
- plan improvements
- design patterns or systems

EXPERIMENT

Test an idea to see what happens.

You might:

- ask a “What would happen if...?” question
- change one thing and observe results
- compare two ideas
- repeat a test to check results
- record what you notice

INVENT

Create something new to solve a problem.

You might:

- invent a helpful tool
- solve a classroom problem
- create a new game
- design something imaginative
- combine ideas in new ways

EXPLORE

Investigate materials and possibilities.

You might:

- try different ways to use an object
- test how materials behave
- discover patterns or shapes
- see what materials can do
- experiment freely with ideas

WORK WITH DATA

Collect information and make sense of it.

You might:

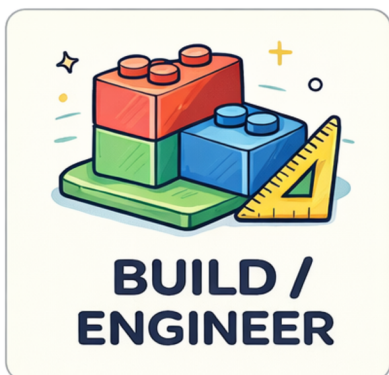
- measure and record results
- create charts or graphs
- survey classmates
- compare results
- organize information visually



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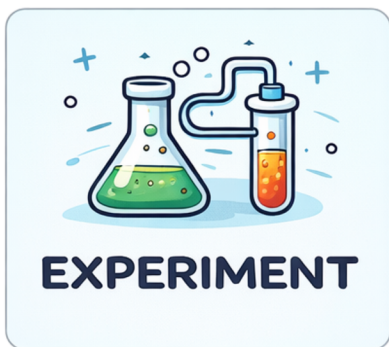
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Construct Something



Plan or Design



Test an Idea



Create Something



Investigate Materials

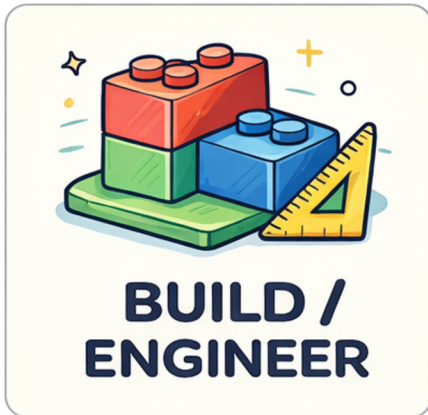


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