



# WONDERBOX

## AN INTRODUCTION TO STEAM

### ⚙️ POST-VISIT ⚙️

#### OBJECTIVES:

- ⚙️ Students will be able to identify Mississippians who have accomplished feats in the studies of Science, Technology, Engineering, Arts, and Math
- ⚙️ Students will have an increased interest in STEAM subjects
- ⚙️ Students will apply STEAM-related topics to the improvement of the world

#### INTRODUCTION TO STUDENTS:

- ⚙️ In WonderBox at the Mississippi Children's Museum, we learned about STEAM! Does anyone remember what STEAM stands for?
  - Answer: Science, Technology, Engineering, Arts, Math
- ⚙️ In WonderBox, we also learned that Mississippians have used STEAM to help make our world a better place. Does anyone remember some Mississippians who helped the world using STEAM? How have they improved our world?
  - Examples:

- **Elizabeth Lee Hazen**

- Elizabeth Lee Hazen was the Mississippian responsible for the first antifungal medication in the world which has saved countless lives. She also helped make a way for women and Southerners to be respected within the scientific community.

- **African Instruments**

- African Americans helped create and shape Mississippi music. Without the foundational African instruments, rhythm, and general music theory, Mississippi music would not be what it is today.

- **Dr. Arthur Guyton**

- Dr. Guyton was the author of the world's best-selling textbook, "Textbook of Medical Physiology." He invented many things which helped people with mobility difficulties, including the first joystick for a motorized wheelchair.

#### POST-VISIT ACTIVITY: STEAM THE WORLD AND MAKE IT BETTER!

- ⚙️ **Materials:**

- Paper
  - Pencils
  - Markers
  - Crayons

- ⚙️ **The Lesson:**

- Think about a Mississippi maker from WonderBox who made the world a better place through their art, an invention, or an idea that they had. Draw a picture of a way you could use Science, Technology, Engineering, Art, or Math to make our world a better place.





⚙️ **How:**

- Have students draw a way they would use STEAM to help the world on their paper and then share their idea with the class, sharing their drawings if they want.

⚙️ **Age-it-up Inspirations:**

- People who use STEAM to make the world a better place often have to find a solution to a problem. Have students explain both the problem they are solving and the solution represented by their drawing.
- Have students write their explanations of a problem and solution in a short paragraph.
- Have students share their ideas, presenting their problems and solutions to the class.
- Give students supplies like chenille sticks, glue, popsicle sticks, etc. to show a way they can use STEAM to improve their world through 3-D models.

