



Cascade Elementary Website Weekly Grade Level News Blast

Week of: Monday, May 11, 2020

Grade Level: Gifted and Talent Development

Standards of the Week:

Creativity (CRT): Learners will generate and/or produce items, ideas, and solutions using creative thinking skills.

Creative Problem Solving (CPS): Learners will insightfully evaluate a variety of problems and arrive at innovative and reasonable conclusions.

Enrichment Activities: Maker Stations



<https://tocaboca.com/magazine/maker-resources/>
<https://tocaboca.com/magazine/maker-movement/>
<https://makerkids.com/>

Being a maker is fun work. It inspires imagination and celebrates all kinds of creativity. Making embodies real-world learning and just might make the world a better place.

Try some of the Maker Station activities below, and watch the creativity blossom!

Station 3 STEAM Brainstorming

What does STEAM mean to you?

- On the chart paper, list everything you can think of when you think of each of the letters in STEAM (Science, Technology, Engineering, Art, and Math).
- Think of careers, projects, activities, school lessons, and uses in the world.
- What passions do you have in these areas?

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Station 5 Maker Challenge

Build a Table out of newspaper.

- You may only use 10 sheets of newspaper, 1 small piece of cardboard, and masking tape.
 - Your table must be strong enough to support the biggest textbook in the room.
- What shapes, formations, and techniques will help you make the strongest table possible?

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Station 6 Empathy in Design

Choose one of the empathy scenarios.

- Propose a solution you could make by drawing it out in blueprint form.
 - How will your design solve the problem in a new and creative way?

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Empathy Scenarios

A person in a wheelchair needs help to reach things off the top shelf in his kitchen.

A little toddler is scared of the dark and doesn't like to be in their bedroom alone at night.

My grandparent with arthritis has a hard time opening up jars in the kitchen.



THEY GROW MORE EMPATHETIC



THEY BECOME SYSTEMS THINKERS



THEY BECOME EXPLORERS



THEY BECOME WILDLY AND UNABASHEDLY DIFFERENT



THEY BECOME PROBLEM-SOLVERS



THEY ARE READY FOR THE CREATIVE ECONOMY



THEY THINK DIVERGENTLY
(THINKING OUTSIDE THE BOX BY THINKING DIFFERENTLY ABOUT THE BOX)



THEY MAKE DEEP CONNECTIONS BETWEEN IDEAS



THEY LEARN TO TAKE CREATIVE RISKS