



Conducting STEM

STEM adventures are an important part of The Canadian Path. Here are some tips for facilitating a great STEM adventure with your Beaver Scouts at each stage of the Plan-Do-Review cycle.

Plan

- What interests the youth? Engage Beavers in a brainstorming session to get an idea of what questions they want to answer. Looking at the STEM Trail Cards is a great way to start ideas flowing.
- Do youth already have ideas for their next STEM adventure? Beavers may need some help coming up with adventures that are connected to their interests or their questions.
- How can Beavers connect this adventure to their everyday life? What simple examples or demonstrations can you think of that will help youth see these connections?
- What materials and resources will youth need to be successful and where are they readily available?
- Some Beavers will need more support than others. How can you change this adventure for youth who need more support? Youth who need more of a challenge?
- Will you need extra adult hands for this adventure? Do you know someone who is an expert in this area who can support this adventure?
 - Other Scouters in your Group or Area
 - Parents or other relatives
 - Neighbours
 - Colleagues
 - Let's Talk Science volunteers

Do

- Engage yourself in the adventure. Engaged Scouters mean engaged youth.
- Don't be afraid to make mistakes. You don't have to be an expert to facilitate a STEM adventure.
- Scouting is about learning by doing – give youth the opportunity to get their hands dirty and make mistakes. Encourage Beavers to work through any challenges to find a solution to their problem.
- Keep it simple. Use straightforward language and simple examples.
- Challenge youth to ask and answer their own questions as a Lodge. Encourage youth to be as specific as possible about what they are asking or thinking.
- Give youth the space to make hypotheses, explore their own thinking, make mistakes and try again. Ask youth to explain their reasoning behind new or changing hypotheses.
- If youth are having trouble or are stuck, ask questions that will guide their thinking instead of giving them the answers. Encourage youth to think about new ways of approaching the problem, and to consider their thinking and their actions. Why do you think...? What do you think will happen if...? What did you notice about...? Why did you...?
- Keep in mind that some Beavers will finish more quickly than others. These youth can help their friends or move on to another activity.

Review

- Encourage youth to review what they learned: What do you know now that you did not know before? What did you learn about...? Why do you think...?
- Give youth the opportunity to evaluate the adventure: What did you like about this adventure? What did you not like about this adventure? How would you do this adventure differently?
- Youth may be more comfortable discussing their experiences in their Lodges.
- Encourage youth to connect the adventure to their real-world experience.



It starts with Scouts.

