Seeds of STEM: Integrated STEM At-Home

Week 1: Problem Solving

Each activity can take anywhere from 10-30 minutes.

Day 1: What is a problem?
- Define “problem”: a problem is something that is not right, not working, broken, not in place, not good, or troubling.
- Go on a problem scavenger hunt with your child. Find problems around the house – broken toys, hard to reach cabinets, torn artwork, messy toy bins – and in storybooks. Make a list of these problems, you’ll solve one of them tomorrow.

Day 2: Problems and Solutions!
- Define “solution”: an answer or fix to a problem
- Every problem has multiple solutions. Some real, some imaginary
- Help your child brainstorm solutions to a problem found in your home.
- Have your child pick one solution and draw it. This is a plan!

Day 3: Create and Test
- Engineers solve problems. Tell your child they will be an engineer and create the solution they drew.
- Review the plan your child drew yesterday.
- With your child, find materials around the house that they can use to create their solution. Recyclables work great!
- Test it out! Does it solve the problem? If not, try again and improve it.

Day 4: Problems in Stories
- Any story involves a problem! Have your child chose their favorite storybook and help them identify the problem.
- Help your child brainstorm solutions, pick one, and draw a plan for how they would solve the problem.

Day 5: Creating Solutions At Home
- Have your child find their favorite toy. Tell them that after a fun day of playing together, their toy feels tired. They can help!
- They will be an engineer and create a bed or chair for the toy.
- Have your child use materials in your home like recyclables, craft materials, tape, and glue to build a bed or chair for the toy.

Sing together:
"The Problem Song"
Problems here! Problems there!
Problems, problems everywhere!
Can we solve them? "YES WE CAN!"
Can we solve them? "YES WE CAN!"

Check out more Seeds of STEM home activities from at https://www.seedsofstem.org/products