

## Design Worksheet : **Design a walkSTEM<sup>®</sup> Stop**

Use for each walkSTEM stop that makes up your walkSTEM<sup>®</sup> experience. If you are planning a theme-based walkSTEM tour, under #2 below, make sure to address how each stop will help participants gain valuable experience that relates to your selected theme.

### Object and Location:

1. **Notice** — What do you observe?

2. **Questions** — What do you wonder based on what you observed?

3. **Curate** — If this were a stop on a walkSTEM tour, which question from #2 above would you focus on? Rephrase, if needed.

4. **Design** — What will your tour participants do while at this stop? Would you like to include some simple “props” to help make connections or provide examples (such as photos or models)? In other words, how will they answer your question in #3.

## Design Worksheet : **Design a walkSTEM® Tour**

Use for Curating and Designing the whole walkSTEM® experience (3 or more stops)

1. **Curate** — Make sure the activities required to address your questions at all your walkSTEM stops are varied. For example, if most of the stops focus on the same concept or involve very similar strategies like solving a multi-step math problem, you may want to modify.

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2. **Design** — Take a final look at the entire experience. This is your time to look at the whole experience and make sure it flows the way you want it to flow. Decide on how you will make your tour available and produce. Options include live, guided experience, series of short (approx 2 min) videos that can be viewed off site as well as on-site using QR codes, photos and text (we suggest using simple software such as Adobe spark so it runs easily), combination of photos and videos (as well as other media including animations).

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