walkSTEM® Design Frameworks

The two frameworks below are guides you can use once your team has selected 3 or more objects or locations as walkSTEM® stops that will make up your walkSTEM® tour. These stops should be permanent and can be located in any space in the natural or built environments. Framework A refers to the steps you will go through in the design of a single walkSTEM® stop and framework B refers to the steps you will go through in designing the walkSTEM® tour as a whole.

A. Design a walkSTEM® Stop

Notice — Observing and discovering	• Regardless of whether the space / object at this stop is familiar or unfamiliar, get comfortable and spend some time observing. • Try to record your observations • Try not to make assumptions about what you see
Question — Inquiring	• Draw questions from your observations. What do you wonder based on what you have observed? • Make sure your questions are based on the specific site or object you are at as opposed to a generalized version • Don't force STEM connections • No judgments • Be open to varied questions • **Note:** if you are interested in a theme-based walkSTEM® tour, that is definitely an option, too. For example, our friends at UT Dallas designed a walkSTEM® tour of their campus around the theme of Computational Thinking (No Coding Required). Visit our YouTube channel, walkSTEM Academy to view.

Curate — Evaluating	• Identify the questions that:
	  — connect in some way to STE(A)M in an interesting manner (having something be a little unexpected or having some dramatic flair is always a plus)
	  — would allow the most people to engage without needing a lot of prior knowledge
	  — are based on your observations
	• Select one question that resonates for each stop
	  — **Note:** if there are two questions that you feel you must select, you can do so and decide later if you will make them alternates in live, guided tours and separate videos for virtual walks.

B. Design a walkSTEM® Tour

Curate
Collecting and comparing

- After selecting the most powerful questions for each stop, look through all the questions your team has selected. Consider:
  - What will the tour participants (or viewing audience if you plan on also making some videos) need to DO to answer these questions?
  - Are the questions different from each other in terms of STE(A)M concepts and ideas being used?
  - **Note:** if you are planning a theme-based walkSTEM tour, you will want to make sure that the activities are not too similar.
  - Would a simple prop or tool help make the activity at each stop more engaging?
- Make sure there is diversity in question and nature of activity across the stops so your walk experience is interesting to your participants.

Design
Collaborating and Producing

- Identify the format for your walkSTEM® experience, such as live-guided, app-guided, video-based, photographed, or other.
- Identify the skillsets in your team and form your plan.
- Write up some scripts or text boxes as needed. If you plan to submit your walkSTEM tour to talkSTEM (and we hope you will), you can submit videos, video-like slideshows, and other creative representations or your walkSTEM® tour.
- Lead with the specifics — the goal is to share a personalized and unique, guided tour of your tour site!