

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.

A large, empty light blue rectangular area intended for the user to take notes or describe modifications for the first step of the design process.

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).

A large, empty light blue rectangular area intended for the user to take notes or describe the final design of the walkSTEM tour.