STEM Meets El Series: Become a STEMcaster

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Welcome & Introduction

STEMIE EI TA Team

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Housecleaning items

- The **CEU** is for live session participants who complete the evaluation.
- Once the series is finished in September, you will receive a request form about CEU.
- If you encounter any tech issues, please message Kellen Reid via the Zoom chat.
- The webinar will be recorded, and you can find the recording and resources a week after the session.









Disclosures & Acknowledgements

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- This content does not necessarily represent the policy of the DOE, and you should not assume endorsement by the Federal Government.
- Presenters declare no conflicts of interest.





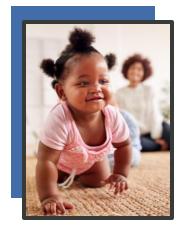














Session 1

Session 2

Session 3

Session 4

STEM
Around the
House

Brilliance of Babies' Thinking

Brilliant
Babies in
Action

What Does
STEM have
to Do with
Me?



STEM Meets El: Series Recap





Session 5

Become a STEMcaster



Session 6

Parents as
STEM
Teachers



Session 7

STEM at Childcare





STEM Meets El: Still to Come!



Today's Big Idea

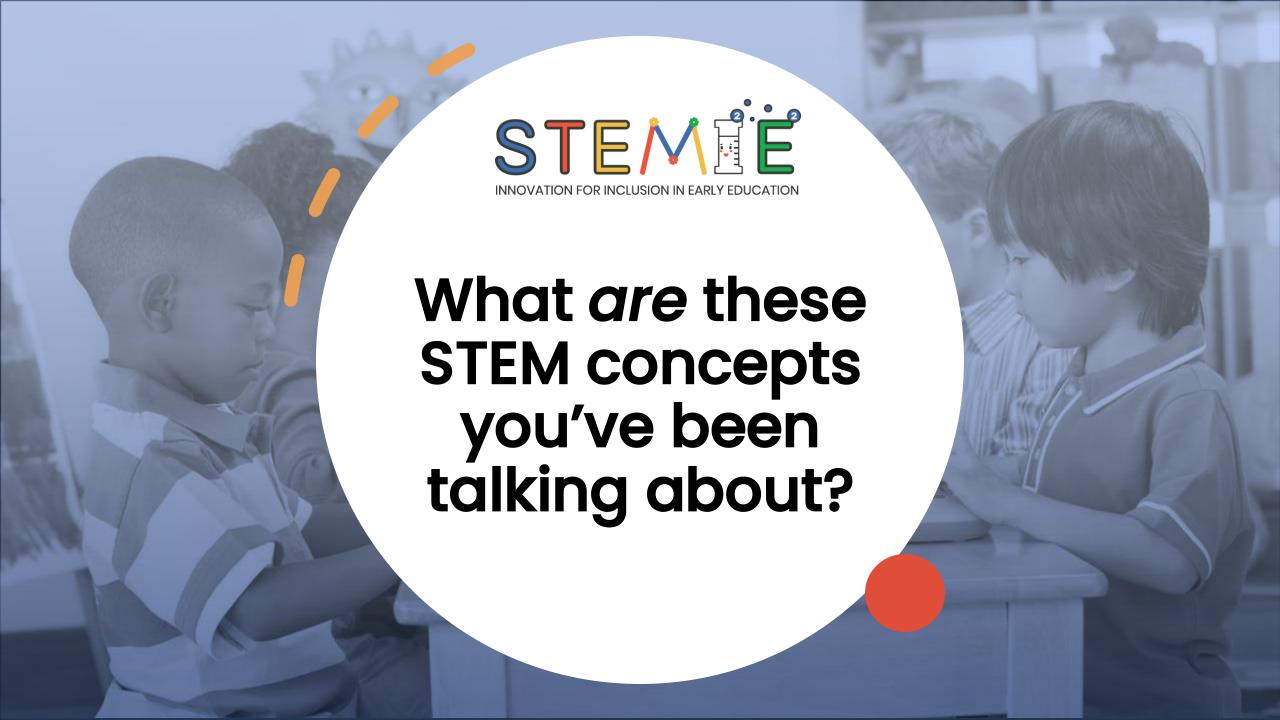
Learn language stimulation strategies that highlight STEM and thinking concepts, scaffold children's learning, and keep their interests and engagement at the center.

Objectives

- Explain how language stimulation strategies can be used to highlight STEM and thinking concepts during everyday routines.
- Demonstrate ways to scaffold children's learning by choosing intentional language beyond simple description.
- Apply strategies that keep children's interests and engagement at the center while supporting developmental growth through STEM-rich interactions.







Science

- The study of structures and processes in the physical and natural world.
- Science in the first three years is about sensory-rich experiences.
- Infants and toddlers learn foundational science concepts by touching, watching, hearing, and moving through their daily routines.

Science involves 7 Big Ideas:

- . Weather
- 2. Living Things
- 3. Light
- 4. Sounds
- 5. Forces & Motion
- 6. Structure & Properties of Materials
- 7. States of Matter



Explore this domain on STEMIE



Science: 7 Big Ideas

1. Weather

- What occurs in the atmosphere.
- Babies and toddlers experience weather with their senses—feeling sun, wind, or rain.
- Examples: Pointing out rain on the window, putting on a coat when it's cold, or watching leaves move in the wind.

2. Living Things

- Plants and animals (including people) that grow and need food, water, and care.
- Children notice that living things act differently than toys or objects.
- Examples: Feeding a pet vs. playing with a stuffed animal, smelling flowers, or watering plants.

3. Light

- Energy that lets us see, coming from the sun or tools/objects.
- Children explore how light changes what they see (and don't see).
- **Examples:** Turning lights on/off, playing with shadows, or looking at sunlight streaming through curtains.

4. Sounds

- Vibrations that we hear.
- Children explore how sounds change during everyday experiences with voice, music, and other sounds in their world.
- **Examples**: Shaking a rattle, listening to a parent's singing, or clapping hands to a rhythm.

5. Forces & Motion

- Pushes and pulls that make things move or stop.
- Every time a child throws, rolls, or pushes, they're exploring forces and motion.
- Examples: Dropping a spoon, rolling a ball, sliding down a slide, or pushing a toy truck.

6. Structures & Properties of Materials

- How things are made, what they're made of, and what they can do.
- Children learn that soft, hard, heavy, or light materials behave differently.
- Squeezing playdough vs. stacking blocks, choosing a soft teddy bear for comfort.

7. States of Matter

- The forms things take—solid, liquid, gas (like air).
- Children discover how water, ice, and steam behave differently.
- Playing with ice cubes in water, noticing steam from a bath, or drinking milk (liquid vs. frozen).





Technology (CT)

- Computational thinking (CT) is the method used to problem-solve by determining 'what', 'how', and 'why'.
- CT in the early years isn't about computers—it's about how children notice patterns, repeat actions, put things in order, and problem-solve when things don't work.

CT involves 3 Big Ideas:

- 1. Repetition & Looping
- 2. Sequencing
- 3. Debugging



Explore this domain on STEMIE



Technology (CT): 3 Big Ideas

. Repetition & Looping

- Repetition: doing an action over and over again.
 - Young children learn through repetition—like dropping the spoon repeatedly, or clapping the same pattern.
 - Examples: Singing the same nursery rhyme verse multiple times; child enjoys the predictability.
- Looping: Doing a sequence of steps over and over again until a condition is reached that tells the sequence to stop.
 - Loops are when children notice and enjoy patterns that keep happening and achieve desired outcomes from those patterns.
 - Examples: Peek-a-boo ("cover face → uncover → repeat"), or stacking blocks and knocking them down, over and over.

2. Sequencing

- Doing the steps of an activity or task in a particular order.
- Sequencing is when children learn that things happen in steps, one after another.
- **Examples**: Washing hands (turn on water → soap → rinse → dry) or getting dressed (socks before shoes).

3. Debugging

- The process of recognizing and removing errors.
- Debugging is when children adjust their actions to solve a problem.
- Examples: Trying a different grip on a spoon or turning a puzzle piece until it fits.





Engineering

- Exploring materials and building knowledge about them so that they can be used to solve problems and/or create something.
 - Using an iterative method for solving problems.
- Engineering in the early years looks like curiosity, creativity, and problem-solving
 through play.
- Children investigate, design, and evaluate when they explore their environment.

Engineering involves 3 Big Ideas:

- 1. Investigation
- 2. Design
- 3. Evaluation



Explore this domain on STEMIE



Engineering: 3 Big Ideas

1. Investigation

- The study of something to learn how it works.
- Young children are natural investigators—they poke, pour, shake, and watch closely
- **Examples:** Exploring which toy makes noise when shaken, feeling water pour from different cups, or trying out puzzle pieces.

2. Design

- The development of a plan that will be used to create something.
- Design is when children build or arrange objects to solve a problem or create something new.
- Examples: Stacking blocks into a tower, lining up toy cars, or filling a bucket with sand to make a castle

3. Evaluation

- Determining if something works and if not, deciding what to change.
- Evaluation happens when children notice whether their idea worked—and try something new if it didn't.
- **Examples**: Rebuilding a tower after it falls, adjusting a toy ramp so the ball rolls further, or trying different cups until one holds water without spilling.





Math

- Early math is the study of patterns in numbers and space, encompassing how children perceive counting, quantity, shapes, measurement, relationships, and logical thinking
- Math for infants and toddlers is about hands-on experiences: counting
 crackers, noticing small quantities
 without counting, noticing more/less,
 playing with shapes, and repeating patterns.

Math involves 5 Groups of Big Ideas:

- 1. Number & Operations
- 2. Data Analysis
- 3. Measurement
- 4. Geometry
- 5. Algebra (Early Forms)



Explore this domain on STEMIE



Math: 5 Big Groups of Ideas

1. Number & Operations

- Understanding quantities, counting, and how numbers work in simple ways.
- Children explore 'how many' when they show, point, count, or share
- Examples: Counting toes during diapering, giving one cracker to each child, dropping blocks in a bucket while saying numbers.

2. Data Analysis

- Sorting, classifying, and noticing differences among things.
- Children love to group objects by what they see—colors, sizes, shapes.
- **Examples**: Sorting socks during laundry, noticing there are more blueberries than strawberries on a plate.

3. Measurement

- Comparing size, weight, length, or amount.
- Children discover measurement when they explore 'bigger/smaller,' 'heavier/lighter,' or 'more/less'.
- Examples: Talking about which toy is bigger, comparing who has more juice, or filling/emptying different-sized cups in the bath

Geometry

- Understanding shapes, space, and how objects fit together.
- Children explore geometry when they recognize shapes or figure out how things fit.
- Examples: Fitting puzzle pieces, noticing a ball is round, stacking blocks in a line or tower

Algebra (Early Forms)

- Recognizing and creating patterns, predicting what comes next.
- Children enjoy repeating rhythms and noticing simple patterns
- Examples: Clapping or stomping in a pattern, alternating blocks by color, or repeating a game like "up-up-down!"





Reminder: A Framework for STEM in El

1

2

3

Use or Create

Embed

Adapt

Naturally occurring learning opportunities

STEM **foundational** learning concepts

The **environment**, **materials**, and **instruction**.

From - Campbell & Harradine_3/30/2021_STEMIE Infant Toddler Webinar



Reminder: TEMIE's Approach to Adaptations

Environment, Activities, And Routines



For example: Room set-up, equipment, how an activity is done, length of time

O1 STEP

Materials



For example: Modifications to toys, materials, assistive technology devices

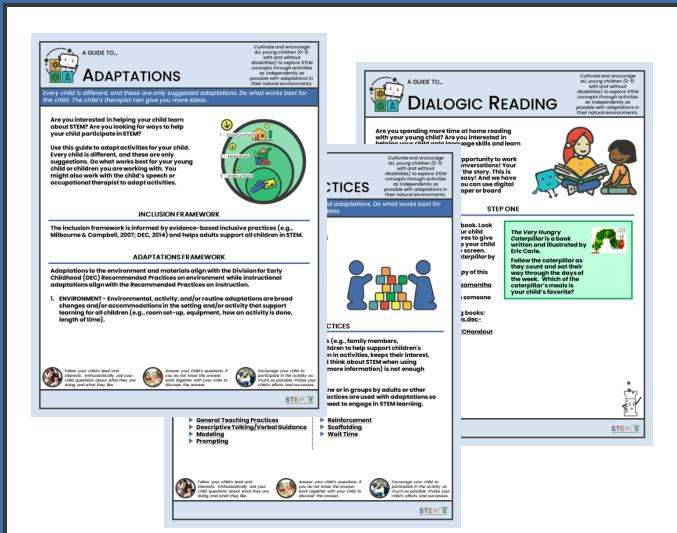
02 STEP

Instruction



03 STEP









A Guide to...

STEMcaster Strategies

- Start with Routines & Activities (and the child's interest)
- Tune-In to Communication
- Use STEM Talk
 - Descriptive Talking
 - STEM vocabulary
- Ask & Wonder
 - *Use open-ended questions
 - Wonder out loud
 - *Ask even when you don't expect an
 - answer





Start with Routines & Activities

The main goal with STEM-infused early learning opportunities:

- Use everyday routines and play (blocks, water play, snack time, outdoor walks) to highlight STEM "big ideas".
- Connect STEM concepts to what children are already doing.
- Model new vocabulary, expand utterances, and promote back-and-forth interaction that encourages and stretches thinking.



Tune-In to Communication

- Wait for children to initiate
- Recognize and respond to all forms of communication—gestures, sounds, facial expressions, body movements.
- Expand on what children express: Child points → "Yes, you're showing me the big ball! Let's roll it."
- Use (and provide access to) multimodal strategies (speech, gesture, facial expression) to support understanding and model expression.



Use STEM Talk

Descriptive Talking

- Consider how concepts and STEM-specific words relate to what you are doing
- Narrate what the child is doing: "You stacked the red block on top of the blue one."
- Repeat and expand on children's gestures,
 sounds, or words.
- Model (actions & ideas) and narrate your own actions and thinking: "I'm putting this shorter block here to see if it balances."

STEM Vocabulary

- Build STEM vocabulary by using and defining words (e.g., you chose a red block; you put that on top), and connecting them to what you/the child are doing.
- Layer affect and tone to support meaning, especially for babies and pre-verbal toddlers.
- Use multimodal communication, including AAC, spoken words, and signs as your model, depending on the child's needs.



Ask & Wonder

- Ask open-ended questions that spark curiosity rather than demand "right answers":
 - "What do you think will happen if we pour more water?"
- Wonder out loud to model curiosity: " I wonder which cup will hold more."
- Ask and wonder, even if you don't expect a spoken response
 - •Children respond in multimodal ways; we need to tune in to those responses
 - Questions are not just for answers, but encourage thinking and action



Video Activity: Spotting STEMcaster Strategies

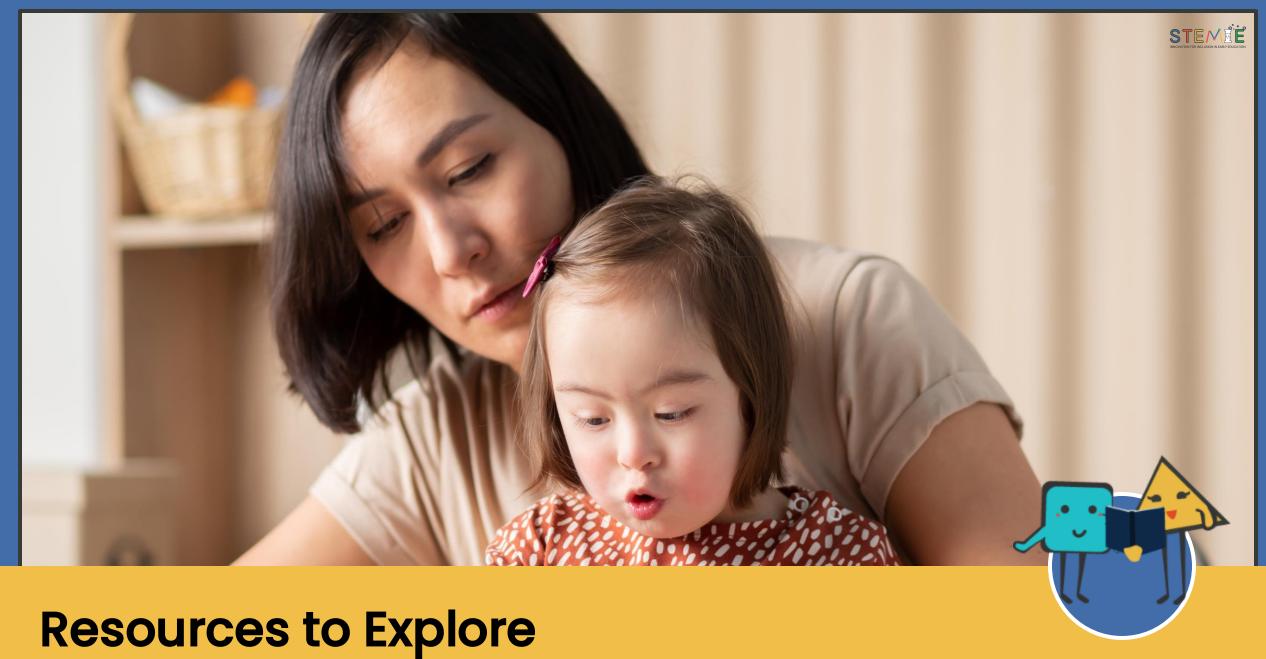


Being a STEMcaster means...

- Finding opportunities to showcase STEM ideas within what children and families are already doing.
- Tuning-in to what kids find interesting, and how they are showing you (and telling you) what they may be thinking.
- Scaffolding thinking through STEM Talk, asking open-ended questions, and wondering aloud.



Big Ideas to Take Away



Action Plan Templates

STEM-ify Daily Activities

Turn your daily activities into STEM learning opportunities (fillable form + sample).

Explore this resource

Planning for STEM Experiences

Use this fillable form to create a STEM experience

with a family and or teacher working with a

young child. (framework + fillable form).

Explore this resource



STEMify-ing Your Daily Activities



Activity (Follow your child's interests):

Blowing bubbles

Where's the STEM?

Shapes, air

Strategy	What You'll Try
STEM talk	The bubbles are spheres, just like your favorite ball.
Open-ended Questions	What else is a sphere? (prompt: eyeballs, round fruits, marbles)
Reading	book about bubbles. (Pop! By Jason Carter)
Others	Explore what happens if use different widths of straws or bubble wands to see how bubbles change

Adaptations (Environment, Materials, Instruction):

Plenty of space, change of clothes handy, towel handy, grabber to help hold bubble wand, plastic glove, model how to make bubbles, break down steps into small steps

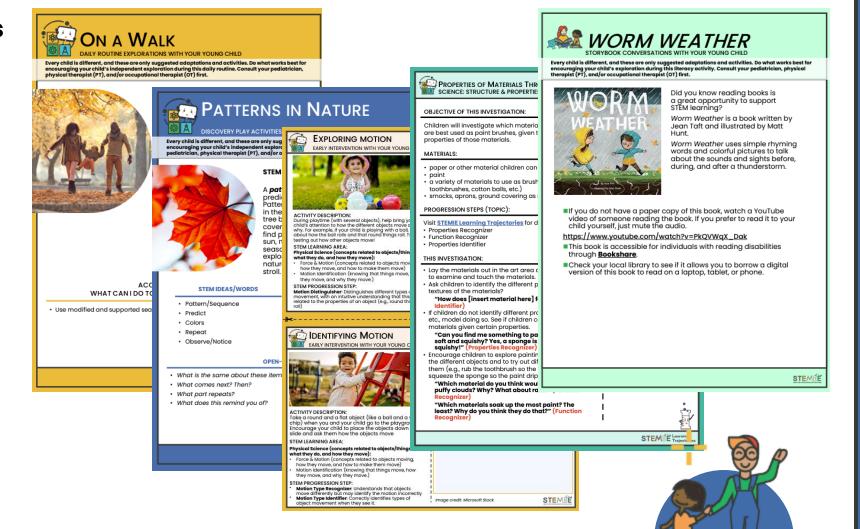


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- Daily Routine Explorations
- Discovery Play Activities
- El Cards
- Investigations
- Storybook Conversations







Activities

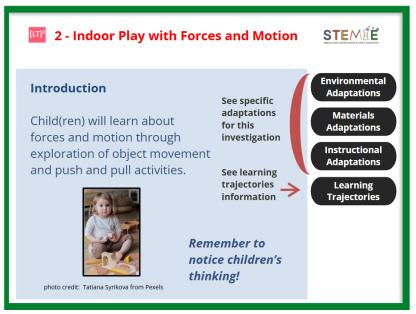
El Cards

One page STEM activity cards for El providers (spontaneous/the "use" vs. "create" Explore El Cards for various routines

Investigations

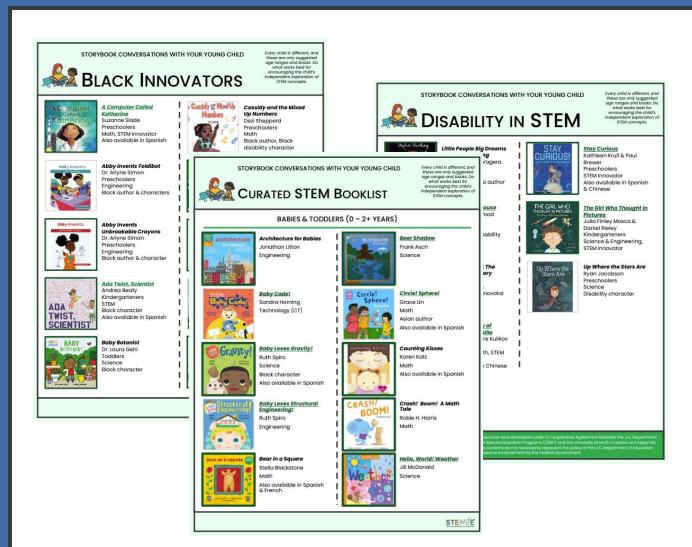
Outline activities that align with a particular STEM learning trajectory (LT, planned, "create") Explore LT Resources: Foundational Investigations















Curated Booklists



Open captions are embedded in the video.











App Store

Google Play



My STEM Adventure App



stemie.fpg.unc.edu





stemielearningtrajectories.fpg.unc.edu



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