

LIBRARY STEAM PROJECT

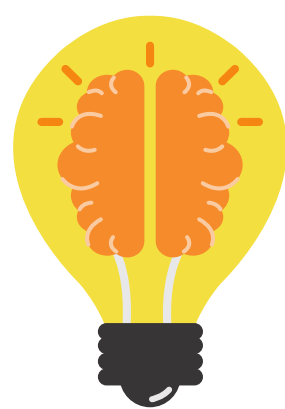
RESEARCH




Learn about UTA Library resources, tools, and options for designing a hands-on workshop for middle grade students

Brainstorm: January and February

Work with your group to discuss and identify a topic



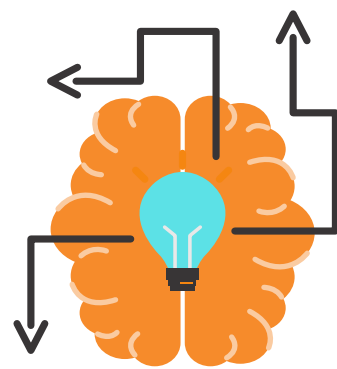
Plan: February-March



Design activities, structures, and scaffolds for your workshop

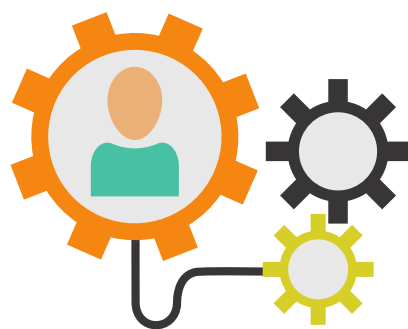
Practice: Late March

Get feedback on your planned workshop and refine based on what you learn



Launch: April 7

Lead your workshop in multiple sessions during the Library STEAM Project on April 7



Reflect



After leading your workshop, reflect on the design process and consider implications for future teaching