

# LAUNCHING K-12 OUTREACH PROGRAMS THROUGH LOCAL STUDENT SECTIONS

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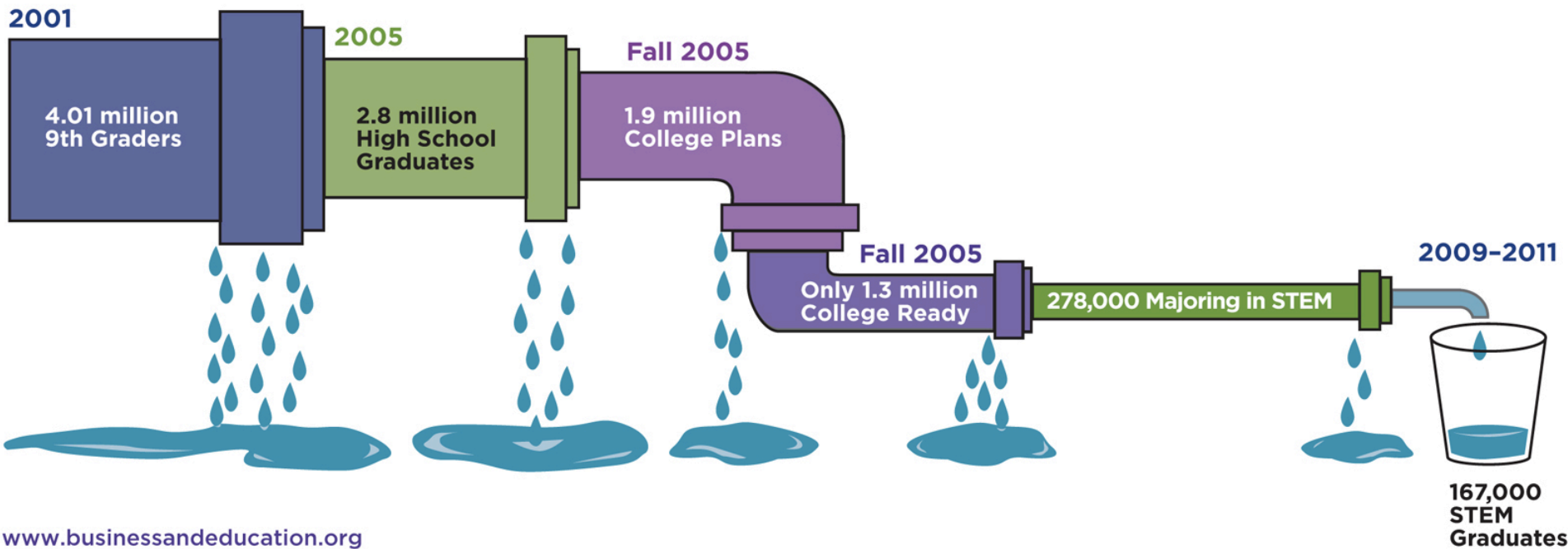


# WHAT DOES A K-12 STUDENT THINK OF A SCIENTIST?

“I think they are very boring but have to be really smart and stuff” - Ben, 3rd grade

# TOO MANY KIDS QUIT SCIENCE BECAUSE THEY DON'T THINK THEY'RE SMART

## A Leaking STEM Pipeline





# OUTLINE

- How to initiate K-12 outreach event
- Fundraising and Resources
- Hands-On Activities
- Event Guide



# HOW TO INITIATE K-12 OUTREACH EVENT

- Set up your team
  - Team Leader
  - Treasurer
  - Activity Leader
- Get others involved (Department head, professors, AIChE student members, etc.)



# HOW TO INITIATE K-12 OUTREACH EVENT

- Contact organizations and schools
- K-12 Institutions in your local area
- Science department chair
  
- Cornell Women's Outreach for High School
- K-12 Outreach, University of Utah





# FUNDRAISING AND RESOURCES

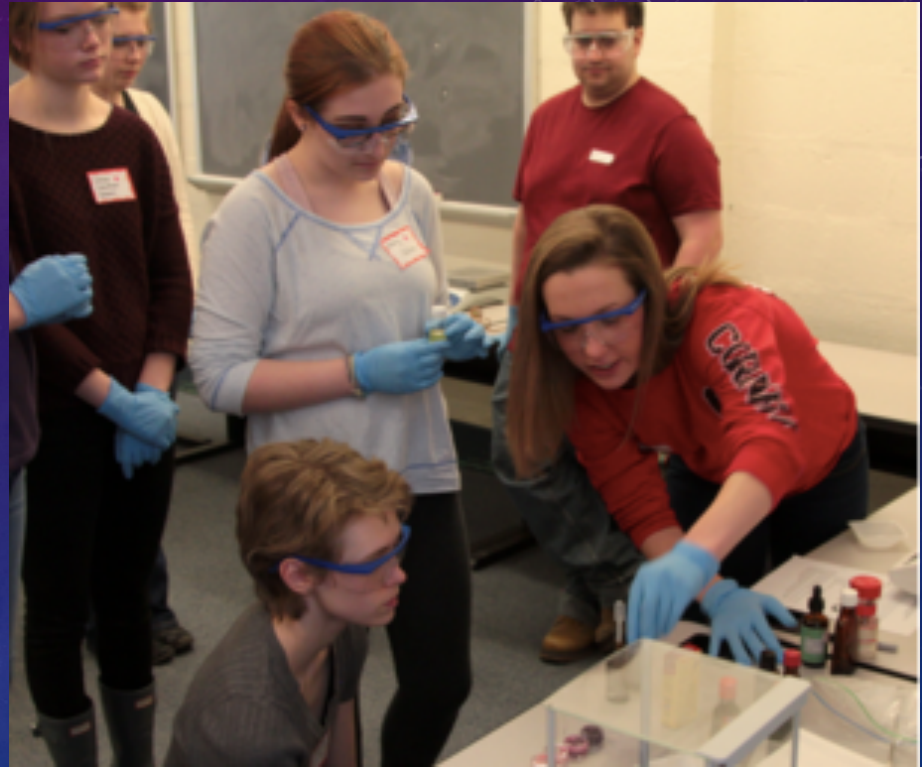
- Create a budget
- Start with your department
- Outreach education office (most universities have them)
- Select an activity to run
- Create a supplies list





# HANDS-ON ACTIVITIES

- Classroom visit
- Hosting outreach at University
- Know your audience



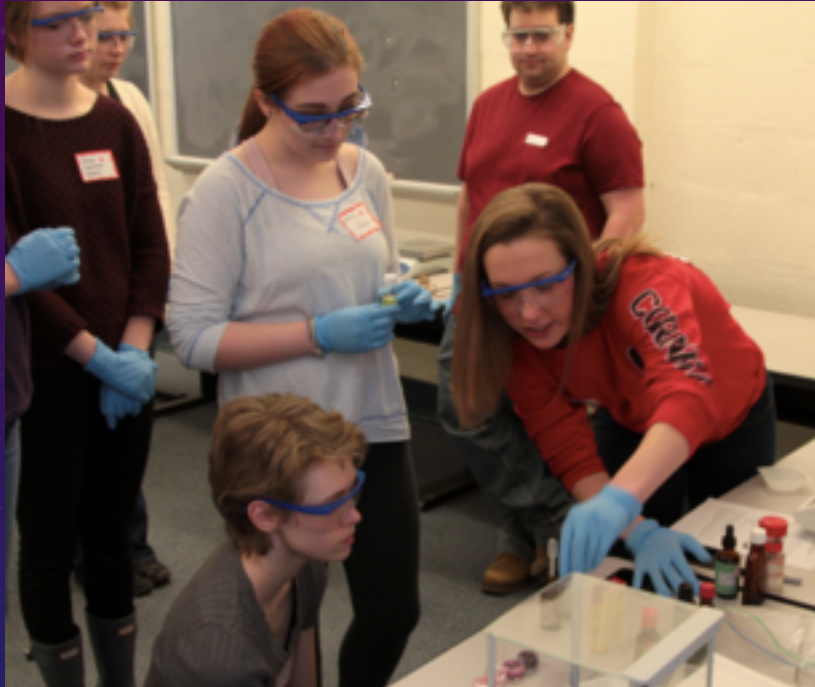
# HANDS-ON ACTIVITIES

- It's more important to be effective than original
- Online resources
  - <http://www.engineeryourlife.org/>
  - <http://egfi-k12.org/> (activities by grade level)
  - <http://www.howtosmile.org/> (activities by topic)





# KNOW YOUR AUDIENCE





# EXAMPLE: OIL SPILL ACTIVITY

- Discuss importance of oil and its everyday uses
- Fuel for transportation
- Fuel for heating
- To make things we use everyday (chemicals, plastics, etc.)



# EXAMPLE: OIL SPILL ACTIVITY

- Materials
  - Cooking oil
  - Water
  - Cocoa
  - Feather
  - Absorbent material (sponge, paper towel cotton balls, etc.)
  - Syringe
  - Dishwashing detergent
  - String





# EXAMPLE: OIL SPILL ACTIVITY

- Clean Water
  - Show feather repels water
- Oil Spill
  - Oil stays on top of water
  - Simulate wind/current
- Activity
  - Contain Oil
  - Clean-up Oil
  - Cost analysis





THE  
ENGINEERING  
DESIGN PROCESS

ask

Define  
the  
problem.



Brainstorm  
possible  
solutions.

imagine



plan

THINK!  
SKETCH!  
LABEL!



improve

How can you modify  
your design to make  
it better?



create

Make a prototype  
and test it.



# CHANGING THE STEM MINDSET

- Use inspiring words (**discovery, design, create, imagination, innovation**, etc.)
- Emphasize that engineers are problem solvers and shape the future
- Stop focusing on science and math classes as the required inputs



# BEING AN EFFECTIVE ROLE MODEL

- Make it personal
- Use kid-friendly language
- Share academic/career path
- Show how engineers can change the world
- Encourage the effort





# SAMPLE EVENT SCHEDULE

<b>Student Schedule</b>	
09:00 - 09:15	Check-In and Continental Breakfast
09:15 - 09:25	Opening Message
09:25 - 09:45	"Icebreaker" Group Activity
09:45 - 10:30	Lab Rotation 1*
10:30 - 11:15	Lab Rotation 2*
11:15 - 12:00	Lab Rotation 3*
12:00 - 1:15	Lunch
1:15 - 2:15	Parent-Student Lab
2:15 - 2:50	Dessert and Student Q/A Panel
2:50 - 3:00	Closing Address
3:00	Campus Tour (optional)



# EVENT GUIDE CHECKLIST

- Budget
- Volunteers
- Location
- Activities
- Food/Snacks



# GUIDES TO TAKE AWAY!

- Initiating a K-12 Outreach Event
- Fundraising and Resources
- Activity/Supplies
- Event Guide Checklist