

# S.T.E.A.M. PARK



## GREENLIGHT GREENPAPER

FALL 2017-SPRING 2018

The Project Team facilitated interactive activities with a fifth grade class to teach S.T.E.A.M. education (Science, Technology, Engineering, Art, & Mathematics). The team also collaborated with the Project Partner to brainstorm ideas and strategies for his vision of a children's STEAM amusement park.



CREATED BY GREENLIGHT AT  
ARIZONA STATE UNIVERSITY:  
TYLER MORNINGSTAR | KAYLIN AYOTTE  
CHRIS BODNAR | SANUJ JAIN

PROJECT PARTNER: S.T.E.A.M. PARK  
JOHN DRURY

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Challenges & Opportunities

The Project Partner, John, was a former Disney Imagineer and had sketches and plans to create a local amusement park for children based on S.T.E.A.M. education (Science, Technology, Engineering, Art, & Mathematics). To begin the journey of creating the STEAM Park, he presented GreenLight with the opportunity to bring S.T.E.A.M. education to elementary schools.

Recommended Solutions

The team facilitated educational, interactive activities for a fifth grade class. The presentation covered basic sustainability and energy fundamentals, a game based on the tragedy of the commons, and an activity to discuss how the students could be more sustainable at home. The college student team engaged the children in S.T.E.A.M. demonstrations to teach them about these concepts and peak their interest in these fields. The project also consisted of collaborating with John to brainstorm ideas and potential strategies for his children's STEAM amusement park vision.

Project Benefits

**BENEFITS TO PROJECT PARTNER**

The Project Partner had the opportunity to share his knowledge and engage with another class of elementary students. John also benefited by sharing his ideas and vision for the STEAM Park with the college student Solutioneers, where the students acted as a sounding board, gave feedback, and collaborated on ideas.

**BENEFITS TO SOLUTIONEERS**

The students learned how to take a huge vision and narrow it into a feasible project. The team also learned how to make learning fun and engaging. The Solutioneers thoroughly enjoyed presenting to the students.

**BENEFITS TO THE COMMUNITY**

Bringing S.T.E.A.M. education to children can expand their imagination and curiosity starting at a young age. This education can peak their interest into new aspirations for hobbies, areas of study, and potential careers.