Tap Resources

Think broadly about resources in your building and local area, partners and organizations, sources of materials, activities, projects, and curriculum, and the vast amount available on the Internet. Don't forget: even your own building, play yard, or street is loaded with opportunities for STEM!

Consider developing and tapping resources with students, with STEM projects such as:

- Create a local Google map highlighting STEM resources
- Research, identify and invite speakers in STEM fields
- Plan, budget, and conduct fundraisers for field trips
- Research and map local habitats to explore or for conducting inquiry projects
- Identify local experts to invite to lead a special program
- Build inquiry projects around particular sites (such as hospitals or laboratories) or systems (such as water and sewer)

Tap Resources

CHECK some of the opportunities you may have at hand. Add your own!

	Have access	Will seek out locations and activities	Ideas
STEM to Visit			
Aquariums			
Science museums and planetariums			
University laboratories			
High school science and technology labs			
Technology centers			
Zoos, botanical gardens			
Hospitals, clinics, medical laboratories			
Exploring in the City			
Parks, playgrounds, street trees, tree pits, rocks			
Animal life (birds, insects, worms, pets, squirrels, rats, mice), animal shelters, veterinarians			
Water, sewer, and sanitation systems			
Construction sites, bridges			
Gas, electric, and communication systems			
Factories, machine shops, auto repair			
Exploring in the Country			
Ponds, lakes, streams, oceans, tidepools			
Fields, woods, pastures			
Farms, animal breeders, feed stores			
Farmers, veterinarians, animal hospitals			
School grounds, playing fields, buildings			
People, Expertise			
Parents, family members with STEM-related jobs			
Parents, family members who are scientists, engineers, architects, doctors, laboratory technicians, computer engineers, software developers, or other professions			
Digital game and software developers			
University faculty or students with STEM expertise			
Science center or museum personnel			
Graphic designers			