Watling PRIMARY SCHOOL
Nurturing a passion for learning

STEAM Challenges

Year 2 - Autumn 1	
Science 	Create a simple life cycle wheel for an animal (e.g. butterfly, frog, or human). Use any resources at home to draw, cut out or make pictures representing each stage of the life cycle. Attach the stages in a circle to show how the life cycle repeats.
Technology 	Take a mini "technology tour" around your home. Spot as many devices as you can that use computing or connect to the internet. Draw and label each device you found. Connect the devices by drawing lines to show how these devices might connect to each other (like wires or Wi-Fi signals). For example, a tablet connects to the Wi-Fi router.
Engineering 	**Think Like a Bear Engineer!** Imagine you are a bear living in the forest. You need a shelter to keep you dry and warm. What materials would you use? How will your shelter protect the bear from rain or wind? Plan, build and test out your shelter.
Arts 	Go on a nature walk with an adult and collect natural objects like leaves, sticks, stones, petals, and pinecones. Use these to create your own temporary nature sculpture or collage outside or on paper. Instructions: Arrange the natural objects to make patterns or pictures (like Andy Goldsworthy's sculptures).
Maths 	Collect small household items like buttons, coins, or cereal pieces. Use these to make numbers and explore place value. Make two-digit numbers using groups of ten and ones. Write down the numbers you create and say how many tens and ones they have.

Children in Year 2 can bring any STEAM Challenge work they complete into school or upload it to Seesaw.