Team Meeting Guide Outcomes	Strand	Specific Expectations	Addressed
<ul> <li>Session 1:</li> <li>Introduction - Let's Discover <ul> <li>Students discuss the Core</li> <li>Value of discovery and</li> <li>provide examples.</li> </ul> </li> <li>Team Outcomes <ul> <li>The team will use discovery to explore the MASTERPIECES</li> <li>theme and explain how people share what they love to do.</li> <li>The team will build a place to share a hobby or interest.</li> </ul> </li> <li>Share <ul> <li>Share what they did in the session.</li> <li>Explain their hobbies and interests.</li> <li>Share how they use art or creativity in their interests.</li> </ul> </li> </ul>	STEM Skills and Connections	*A1.1 use a scientific research process and associated skills to conduct investigations *A1.3 use an engineering design process and associated skills to design, build, and test devices, models, structures, and/or systems *A1.4 follow established health and safety procedures during science and technology investigations *A1.5 communicate their findings, using science and technology vocabulary and formats that are appropriate for specific audiences and purposes *A3.1 describe practical applications of science and technology concepts in their home and community, and how these applications address real-world problems *A3.2 investigate how science and technology can be used with other subject areas to address real-world problems	• • • • • • • • • • • • • • • • • • • •
	Understanding Life Systems		

• The standard is clearly addressed by program activities.

Understanding Structures and Mechanisms	<ul> <li>D2.2 identify structures that are objects designed to support a load, including those acting as supporting frameworks for objects</li> <li>D2.6 identify properties of materials that enable the objects made from them to perform their intended function</li> </ul>	•
Understanding Matter and Energy		
Understanding Earth and Space Systems		

Team Meeting Guide Outcomes	Strand	Specific Expectations	Addressed
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• The standard is clearly addressed by program activities.

	STEM Skills and Connections	<ul> <li>*A1.1 use a scientific research process and associated skills to conduct investigations</li> <li>*A1.3 use an engineering design process and associated skills to design, build, and test devices, models, structures, and/or systems</li> <li>*A1.4 follow established health and safety procedures during science and technology investigations</li> <li>*A1.5 communicate their findings, using science and technology vocabulary and formats that are appropriate for specific audiences and purposes</li> <li>*A3.1 describe practical applications of science and technology concepts in their home and community, and how these applications address real-world problems</li> <li>*A3.2 investigate how science and technology can be used with other subject areas to address real-world problems</li> </ul>	• • • •
<ul> <li>Session 2:</li> <li>Introduction – Go Team <ul> <li>Students talk about what teamwork is and provide examples of this Core Value</li> </ul> </li> <li>Team Outcomes <ul> <li>The team will build the basic stage and minifigures in Bag 1.</li> <li>The team will explore different jobs in the arts and tools or objects used</li> </ul> </li> </ul>	Understanding Life Systems		
	Understanding Structures and Mechanisms	<ul> <li>D2.2 identify structures that are objects designed to support a load, including those acting as supporting frameworks for objects</li> <li>D2.6 identify properties of materials that enable the objects made from them to perform their intended function</li> </ul>	•
Share Have the team:			

• The standard is clearly addressed by program activities.

<ul> <li>Share what they did in the session.</li> <li>Share what they learned about the experts in the Explore story</li> <li>Demonstrate how the different minifigure items could be used.</li> <li>Describe their scene for the Explore story</li> </ul>	Understanding Matter and Energy	
	Understanding Earth and Space Systems	

Team Meeting Guide Outcomes	Strand	Specific Expectations	Addressed
Session 3:	STEM Skills and	*A1.1 use a scientific research process and associated skills to conduct investigations	•
<ul> <li>Introduction – Let's Have Fun</li> <li>Teams talk about what fun is</li> </ul>	Connections	*A1.3 use an engineering design process and associated skills to design, build, and test devices, models, structures, and/or systems	•
and provide examples of this Core Value		*A1.4 follow established health and safety procedures during science and technology investigations	•
<ul><li>Team Outcomes</li><li>The team will add the music</li></ul>		*A1.5 communicate their findings, using science and technology vocabulary and formats that are appropriate for specific audiences and purposes	•
<ul><li>concert pieces to the basic stage.</li><li>The team will identify different</li></ul>		*A3.1 describe practical applications of science and technology concepts in their home and community, and how these applications address real-world problems	•
ways sound is used to help make an impact on an audience.		*A3.2 investigate how science and technology can be used with other subject areas to address real-world problems	•

• The standard is clearly addressed by program activities.

<ul> <li>Share Have the team:</li> <li>Share what they did in the session.</li> <li>Demonstrate how the concert stage works.</li> <li>Explain how sound is used to make an impact for an audience.</li> <li>Show different examples of sounds icons on the mat.</li> </ul>			
	Understanding Life Systems		
	Understanding Structures and Mechanisms	<ul> <li>D2.2 identify structures that are objects designed to support a load, including those acting as supporting frameworks for objects</li> <li>D2.6 identify properties of materials that enable the objects made from them to perform their intended function</li> </ul>	-
	Understanding Matter and Energy		

• The standard is clearly addressed by program activities.

Understanding Earth and Space Systems		
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Team Meeting Guide Outcomes	Strand	Specific Expectations	Addressed
<ul> <li>Session 4:</li> <li>Introduction – Let's Innovate <ul> <li>Students talk about what innovation is and the team provides examples of this Core Value</li> </ul> </li> <li>Team Outcomes <ul> <li>The team will build the LEGO® model from the lesson and explore motor coding blocks.</li> <li>The team will identify creative ways stages are used in a theatre.</li> </ul> </li> <li>Share <ul> <li>Have the team:</li> <li>Share what they did in the session.</li> <li>Show the motor coding skills they learned.</li> <li>Explain how technology is used to make an impact for an</li> </ul> </li> </ul>	STEM Skills and Connections	*A1.1 use a scientific research process and associated skills to conduct investigations *A1.3 use an engineering design process and associated skills to design, build, and test devices, models, structures, and/or systems *A1.4 follow established health and safety procedures during science and technology investigations *A1.5 communicate their findings, using science and technology vocabulary and formats that are appropriate for specific audiences and purposes *A3.1 describe practical applications of science and technology concepts in their home and community, and how these applications address real-world problems *A3.2 investigate how science and technology can be used with other subject areas to address real-world problems	• • • • • • • • • • • • • • • • • • • •

• The standard is clearly addressed by program activities.

audience. <ul> <li>Show different examples of theatre icons on the mat.</li> </ul>			
	Understanding Life Systems		
	Understanding Structures and Mechanisms	<ul> <li>D2.2 identify structures that are objects designed to support a load, including those acting as supporting frameworks for objects</li> <li>D2.4 describe observable characteristics of various everyday objects, including structures, using qualitative information gathered through their senses</li> <li>D2.6 identify properties of materials that enable the objects made from them to perform their intended function</li> </ul>	•
	Understanding Matter and Energy		

• The standard is clearly addressed by program activities.

Understanding Earth and Space Systems		
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Team Meeting Guide Outcomes	Strand	Specific Expectations	Addressed
<ul> <li>Session 5:</li> <li>Introduction – Be Inclusive <ul> <li>The team will talk about what inclusion is and provide examples of this Core Value</li> </ul> </li> <li>Team Outcomes <ul> <li>The team will build the LEGO® model from the lesson and explore the use of lights and sensors.</li> <li>The team will identify how lights and sounds are used to make a museum exhibit interactive.</li> </ul> </li> <li>Share <ul> <li>Have the team:</li> <li>Share what they did in the session.</li> </ul> </li> </ul>	STEM Skills and Connections	<ul> <li>*A1.1 use a scientific research process and associated skills to conduct investigations</li> <li>*A1.3 use an engineering design process and associated skills to design, build, and test devices, models, structures, and/or systems</li> <li>*A1.4 follow established health and safety procedures during science and technology investigations</li> <li>*A1.5 communicate their findings, using science and technology vocabulary and formats that are appropriate for specific audiences and purposes</li> <li>*A2.1 write and execute code in investigations and when modelling concepts, with a focus on creating clear and precise instructions for simple algorithms</li> <li>*A3.1 describe practical applications of science and technology concepts in their home and community, and how these applications address real-world problems</li> <li>*A3.2 investigate how science and technology can be used with other subject areas to address real-world problems</li> </ul>	• • • • • • • • • • • • • • • • • • • •
<ul> <li>Show the sensor coding skills they learned.</li> <li>Demonstrate how they modified</li> </ul>			

• The standard is clearly addressed by program activities.

the model and code so that light and sound is triggered by a sensor			
	Understanding Life Systems		
	Understanding Structures and Mechanisms	<ul> <li>D2.2 identify structures that are objects designed to support a load, including those acting as supporting frameworks for objects</li> <li>D2.4 describe observable characteristics of various everyday objects, including structures, using qualitative information gathered through their senses</li> <li>D2.6 identify properties of materials that enable the objects made from them to perform their intended function</li> </ul>	•
	Understanding Matter and Energy		

• The standard is clearly addressed by program activities.

Understanding Earth and Space Systems	

Team Meeting Guide Outcomes	Strand	Specific Expectations	Addressed
Session 6:	STEM Skills and	*A1.1 use a scientific research process and associated skills to conduct investigations	•
<ul> <li>Introduction – Have an Impact</li> <li>Teams will talk about what</li> </ul>	Connections	*A1.3 use an engineering design process and associated skills to design, build, and test devices, models, structures, and/or systems	•
impact is and provide examples of this Core Value		*A1.4 follow established health and safety procedures during science and technology investigations	•
<ul><li>Team Outcomes</li><li>The team will build the LEGO®</li></ul>		*A1.5 communicate their findings, using science and technology vocabulary and formats that are appropriate for specific audiences and purposes	•
model from the lesson and code the robot to drive.		*A2.1 write and execute code in investigations and when modelling concepts, with a focus on creating clear and precise instructions for simple algorithms	•
• The team will apply their coding and building skills to change the evicting robot into a variable with a		*A3.1 describe practical applications of science and technology concepts in their home and community, and how these applications address real-world problems	•
existing robot into a vehicle with a camera.		*A3.2 investigate how science and technology can be used with other subject areas to address real-world problems	•
Share Have the team:			
<ul> <li>Share what they did in the session.</li> </ul>			
<ul> <li>Show how they have applied coding skills learned in previous</li> </ul>			

• The standard is clearly addressed by program activities.

sessions to make a moving camera. • Share how their moving camera was built			
	Understanding Life Systems		
	Understanding Structures and Mechanisms	<ul> <li>D2.2 identify structures that are objects designed to support a load, including those acting as supporting frameworks for objects</li> <li>D2.4 describe observable characteristics of various everyday objects, including structures, using qualitative information gathered through their senses</li> <li>D2.6 identify properties of materials that enable the objects made from them to perform their intended function</li> </ul>	• • •
	Understanding Matter and Energy		

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Understanding Earth and Space Systems		
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Team Meeting Guide Outcomes	Strand	Specific Expectations	Addressed
<ul> <li>Session 7:</li> <li>Introduction – Discovery Build <ul> <li>The team will provide examples of how they have used discovery throughout the sessions</li> <li>The team will create a build from the prototyping pieces represent this Core Value</li> </ul> </li> <li>Team Outcomes <ul> <li>The team will combine the basic stage model with the motor and hub</li> <li>The team will apply all their coding and building knowledge to create their own stage.</li> </ul> </li> <li>Share <ul> <li>Have the team:</li> <li>Share what they did in the session.</li> </ul> </li> </ul>	STEM Skills and Connections	<ul> <li>*A1.1 use a scientific research process and associated skills to conduct investigations</li> <li>*A1.3 use an engineering design process and associated skills to design, build, and test devices, models, structures, and/or systems</li> <li>*A1.4 follow established health and safety procedures during science and technology investigations</li> <li>*A1.5 communicate their findings, using science and technology vocabulary and formats that are appropriate for specific audiences and purposes</li> <li>*A2.1 write and execute code in investigations and when modelling concepts, with a focus on creating clear and precise instructions for simple algorithms</li> <li>*A3.1 describe practical applications of science and technology concepts in their home and community, and how these applications address real-world problems</li> <li>*A3.2 investigate how science and technology can be used with other subject areas to address real-world problems</li> </ul>	• • • • • • • • • • • • • • • • • • • •

• The standard is clearly addressed by program activities.

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<ul> <li>Show how they have applied coding skills learned in previous sessions to make their model move.</li> <li>Demonstrate how their stage engages an audience.</li> </ul>			
	Understanding Life Systems		
	Understanding Structures and Mechanisms	<ul> <li>D2.2 identify structures that are objects designed to support a load, including those acting as supporting frameworks for objects</li> <li>D2.4 describe observable characteristics of various everyday objects, including structures, using qualitative information gathered through their senses</li> <li>D2.6 identify properties of materials that enable the objects made from them to perform their intended function</li> </ul>	• • •
	Understanding Matter and Energy		

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Understanding Earth and Space Systems	
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Team Meeting Guide Outcomes	Strand	Specific Expectations	Addressed
<ul> <li>Sessions 8 &amp; 9:</li> <li>Introduction – Teamwork and Fun Builds <ul> <li>The team will provide examples of how they have used teamwork and fun throughout the sessions</li> <li>The team will create a build from the prototyping pieces representing this Core Value</li> </ul> </li> <li>Team Outcomes <ul> <li>The team will draw their team model design and label its required parts.</li> <li>The team will create a team model to showcase a talent or interest that uses technology in creative ways.</li> </ul> </li> <li>Share Have the team:</li> </ul>	STEM Skills and Connections	*A1.1 use a scientific research process and associated skills to conduct investigations *A1.3 use an engineering design process and associated skills to design, build, and test devices, models, structures, and/or systems *A1.4 follow established health and safety procedures during science and technology investigations *A1.5 communicate their findings, using science and technology vocabulary and formats that are appropriate for specific audiences and purposes *A3.1 describe practical applications of science and technology concepts in their home and community, and how these applications address real-world problems *A3.2 investigate how science and technology can be used with other subject areas to address real-world problems	• • • • • •

• The standard is clearly addressed by program activities.

<ul> <li>Share what they did at the end of each session.</li> <li>Explain the program and how the motor, sensor and light are used in the model.</li> <li>Review the list of required parts and identify them on the team model.</li> <li>Demonstrate how the team model works.</li> </ul>			
	Understanding Life Systems		
	Understanding Structures and Mechanisms	<ul> <li>D2.2 identify structures that are objects designed to support a load, including those acting as supporting frameworks for objects</li> <li>D2.4 describe observable characteristics of various everyday objects, including structures, using qualitative information gathered through their senses</li> <li>D2.6 identify properties of materials that enable the objects made from them to perform their intended function</li> </ul>	• •
	Understanding Matter and Energy		

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Understanding Earth and Space Systems	
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Team Meeting Guide Outcomes	Strand	Specific Expectations	Addressed
<ul> <li>Sessions 10 &amp; 11:</li> <li>Introduction – Innovation and Inclusion Builds <ul> <li>The team will provide examples of how they have used innovation (Session 10) and inclusion (Session 11)</li> <li>The team will create a build from the prototyping pieces representing this Core Value</li> </ul> </li> <li>Team Outcomes <ul> <li>The team will create a plan for what they will include on their team poster.</li> <li>The team will create their team poster</li> </ul> </li> <li>Share <ul> <li>Have the team:</li> <li>Share what they did at the end of</li> </ul> </li> </ul>	STEM Skills and Connections	*A1.1 use a scientific research process and associated skills to conduct investigations *A1.3 use an engineering design process and associated skills to design, build, and test devices, models, structures, and/or systems *A1.4 follow established health and safety procedures during science and technology investigations *A1.5 communicate their findings, using science and technology vocabulary and formats that are appropriate for specific audiences and purposes *A3.1 describe practical applications of science and technology concepts in their home and community, and how these applications address real-world problems *A3.2 investigate how science and technology can be used with other subject areas to address real-world problems	• • • • • • • • • • • • • • • • • • • •

• The standard is clearly addressed by program activities.

each session. • Show their team poster design. • Explain their team journey. • Demonstrate how they will present their team poster				
	Understanding Life Systems			
	Understanding Structures and Mechanisms	<ul> <li>D2.2 identify structures that are objects designed to support a load, including those acting as supporting frameworks for objects</li> <li>D2.4 describe observable characteristics of various everyday objects, including structures, using qualitative information gathered through their senses</li> <li>D2.6 identify properties of materials that enable the objects made from them to perform their intended function</li> </ul>	•	
	Understanding Matter and Energy			

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Understanding Earth and Space Systems		
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Team Meeting Guide Outcomes	Specific Expectations		Addressed
Session 12:	STEM Skills and	*A1.1 use a scientific research process and associated skills to conduct investigations	•
<ul> <li>Introduction – Impact Build</li> <li>Have the team provide</li> </ul>	Connections	*A1.3 use an engineering design process and associated skills to design, build, and test devices, models, structures, and/or systems	•
examples of how they have had an impact throughout the sessions		*A1.4 follow established health and safety procedures during science and technology investigations *A1.5 communicate their findings, using science and technology vocabulary and	•
Have the team create a build from the prototyping pieces		formats that are appropriate for specific audiences and purposes *A3.1 describe practical applications of science and technology concepts in their	•
representing this Core Value <b>Team Outcomes</b> • The team will reflect on their MASTERPIECE experience. • The team will create a plan for		home and community, and how these applications address real-world problems *A3.2 investigate how science and technology can be used with other subject areas to address real-world problems	•

• The standard is clearly addressed by program activities.

<ul> <li>what to share at their final event</li> <li>Share</li> <li>Have the team:</li> <li>Practice their team poster</li> <li>presentation.</li> <li>Practice their team model</li> <li>presentation.</li> </ul>	Understanding Life Systems			
	Understanding Structures and Mechanisms	<ul> <li>D2.2 identify structures that are objects designed to support a load, including those acting as supporting frameworks for objects</li> <li>D2.4 describe observable characteristics of various everyday objects, including structures, using qualitative information gathered through their senses</li> <li>D2.6 identify properties of materials that enable the objects made from them to perform their intended function</li> </ul>	• •	
	Understanding Matter and Energy			
	Understanding Earth and Space Systems			

• The standard is clearly addressed by program activities.

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