### Welcome!

How to influence informal learning: Science, Technology, Engineering & Math

Wednesday, December 16, 2020



Audio

All attendees have been muted



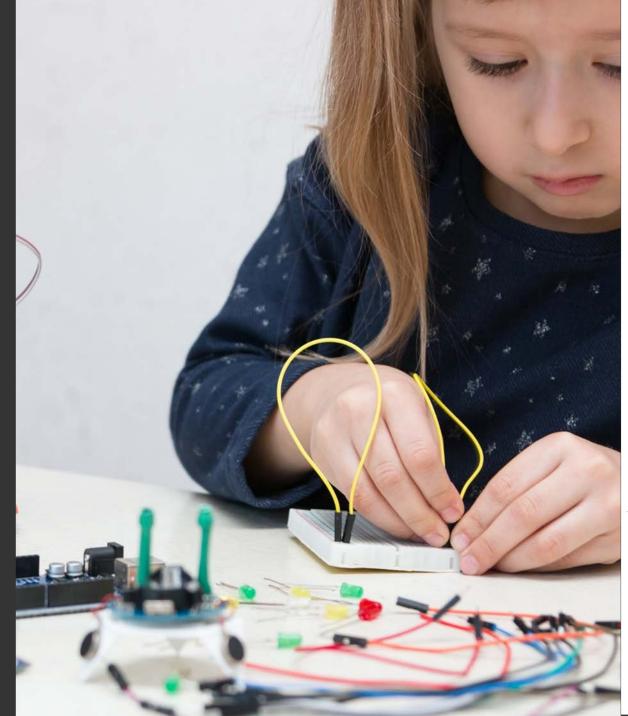
Chat

All Attendees and Panelists Chat log will be shared



Q&A

Up vote audience questions











**Megan Silander, Ph.D.**Research Scientist, EDC



**Bill Tally, Ph.D.**Senior Research Scientist, EDC



Gina Millsap

Newly retired and former
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**Meghan Davis**Global VP Marketing,
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Monitoring chat and questions
Kristy Goebel and Kelly Knutson



### EDC at-a-glance

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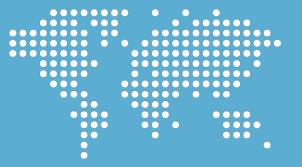


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# What should librarians know about STEM learning?











# The Importance of Early Science

- | Early science experiences can provide a foundation for a variety of skills.
- Disparities in science knowledge start early and widen
- Early Childhood and elementary science instructional time in schools tends to be minimal



# Parental Involvement in Early Science

- Parents can play an important role in improving their children's literacy and math learning.
- Similarly, parent involvement could be vital in improving children's science learning— especially given many early education programs do not address science.







### Confidence

Percentage of Parents Who Feel "Very Confident" in their Ability to Help Their Children Learn Age-Appropriate Skills

75% Reading and writing skills

73% Math skills

Behavioral, social, and emotional needs

Science skills

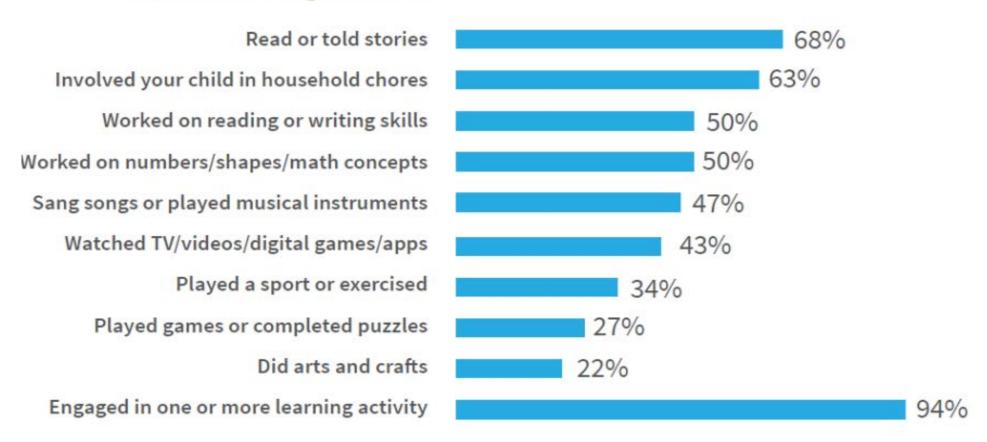




### **Learning Activities**

Percentage of Parents Who Report Engaging in Learning Activities With Their Child Daily

#### **General Learning Activities**



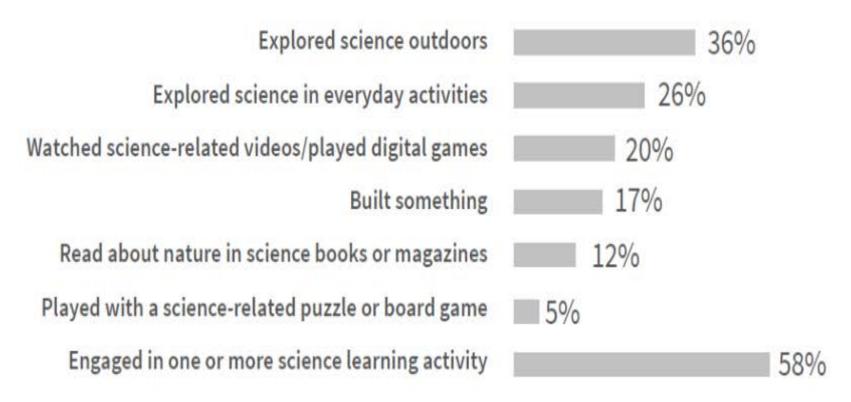




### Science Activities

Percentage of Parents Who Report Engaging in Science-Related Learning Activities With Their Child Daily

#### **Science Learning Activities**







### Supports

Percentage of Parents Who Reported That a Given Support Would Help "a Lot" in Doing More Science at Home



















# Playful science engagement

- | Parents are interested and invested in their children's education.
- Many may not recognize the role they play in science exploration.
- Inspiration, encouragement, ideas and accessible resources may help.

# Media might help engage families in science

- | Media that are well-designed can improve children's science learning
- | Media can also support parents and caregivers













# Features of media that relate to learning:

- | **Motivate and engage** initially and over time (through humor, stories and characters)
- | **Model behavior**, ways of thinking, talking, and cooperating
- | Provide **feedback** to children and invite their active response
- Use a variety of visuals, sound, language to reinforce important concepts



Developmentally appropriate and target critical skills including problem solving, experimentation and collaboration

Manipulate, observe **scientific phenomena** and simulations that are difficult to explore in the physical world











# High-quality media should also attend to context

- Accessible
- | Connect to **children's prior experiences** and knowledge
- | Invite social interactions
  - | **Engage parents** and support them to better understand the early learning content that is developmentally appropriate for young children
- | Support transfer to the real world





### **PEEP Family Science**

- | Apps with parent videos, liveaction and animated videos and hands-on activities
- 4-week units
- Ramps, sounds, colors, shadows

## The Cat in the Hat Knows A Lot About That!

- Videos, games app and realworld activities
- | Physical science
- | Use for about an hour/week over 8 weeks







### Similar Apps!

- | PEG + CAT
- | Early science with Nico & Nor
- | Early math with Gracie & friends
- | Cyberchase
- | Play and Learn Science















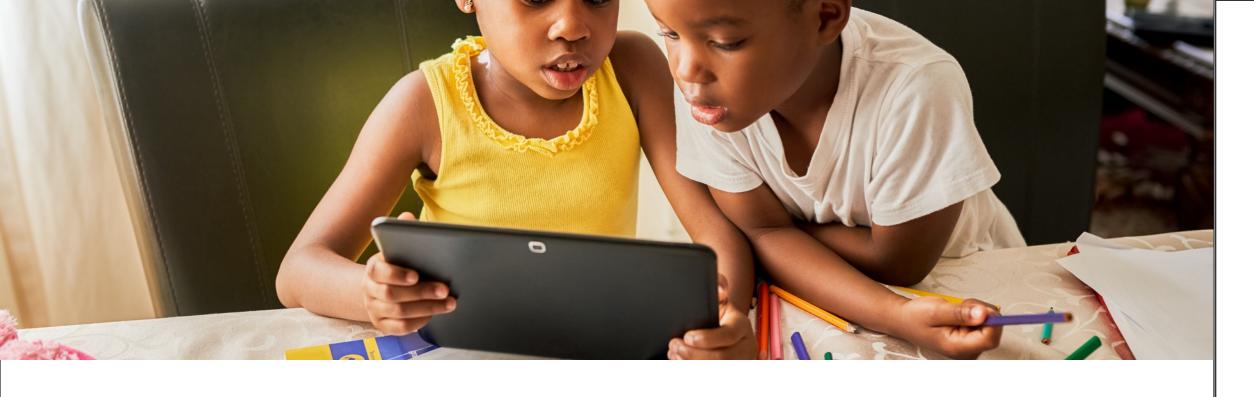












### How to pick the best STEM resources

- What kind of thinking and learning do the resources or activities support?
- | Is the content meaningful, important and developmentally appropriate?
- Is there a problem to solve, and multiple ways to solve it?
- | What can children do and engage with, and can they try out different strategies and ideas?
- Do the resources promote collaboration, sharing of findings or other social interactions?









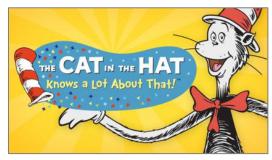






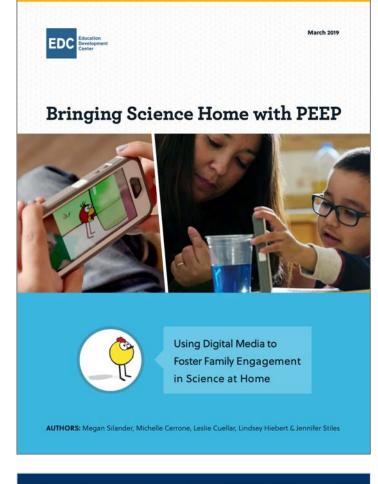
### Resources

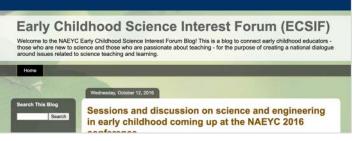
Science professional learning organizations and a selection of our work













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