



SCIENCE	TECHNOLOGY	ENGINEERING	ART	MATHEMATICS
<div><div></div><div>STEAM LESSON</div><div></div></div>				
SCIENCE	TECHNOLOGY	ENGINEERING	ART	MATHEMATICS
*** TASK: CON 02 *** Catapults				
STEAM	✓	OUTLINE		
SCIENCE		AIM: To shoot marshmallows from a catapult made with rubber bands, plastic spoons, pop-sticks or wire coat-hangers. REF: https://www.youtube.com/watch?v=VgnSDzils-U&list=PLA14C4C20F6C8576D REF: https://iexplorestem.org/engineering-activities		
TECNOLOGY				
ENGINEERING				
ART				
MATHEMATICS				
OUTCOMES	✓	DIGITAL TECHNOLOGY		
ST2-2DP-T		selects and uses materials, tools and equipment to develop solutions for a need or opportunity		
ST2-3DP-T		defines problems, describes and follows algorithms to develop solutions		
ST2-11DI-T		describes how digital systems represent and transmit data		
ST3-2DP-T		plans and uses materials, tools & equipment to develop solutions for a need or opportunity		
ST3-3DP-T		defines problems, and designs, modifies and follows algorithms to develop solutions		
ST3-11DI-T		explains how digital systems represent data, connect together to form networks & transmit data		
COMMENTS				

CATAPULT - EXAMPLES

