



## Club of Science Investigators (CSI) Guide for Scout Troops

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**Dear Troop Leader,**

Thank you for participating in this year's Scout program, Sesame Place CSI - "Club of Science Investigators"!

This program is in line with *Sesame Street's* focus on **STEM** education: encouraging children to think critically about **Science, Technology, Engineering, and Math.**

The STEM curriculum encourages a hands-on, experiential approach to learning which allows children to draw meaning from and reflect on everyday experiences. Through a STEM curriculum, children are engaged in active learning as they solve problems using critical thinking and scientific process skills - such as observing, asking questions, investigating, analyzing evidence, and reflecting on the big idea.

We are excited to provide your child with opportunities to learn about and engage in STEM activities here at Sesame Place! This guide offers ways to make scientific investigations fun and exciting!

**To receive the Scout Patches for your troop, please fill out the form located on the last page of this guide and turn it in to the Welcome Center.**

**Sincerely,**

**Your Friends at Sesame Place**

## At the Park: STEM Learning Moments

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STEM is everywhere at Sesame Place! While your Scouts will be excited by all the rides and attractions, try to encourage them to keep their science investigator hat on throughout the day. Be flexible and feel free to bring up these activities and conversations at any time during the visit.

### **While walking around the park:**

- If circumstances permit, play “I Spy!” by asking your Scouts to look around to find objects that support STEM learning. For example:
  - a tall tree; a short tree
  - a purple flower
  - something that floats
  - a ramp
  - a tool
  - a lever
  - a wheel
  - a wedge
- Once your child finds the object, ask questions such as:
  - What does it look like? Feel like? Sound like? Smell like?
  - What does it remind you of?
  - How does it work?
  - Why is it designed that way?
  - What purpose does it serve? – Does that surprise you?
  - What would happen if...? – I wonder if...?

### **While waiting in line for a ride:**

- Observe the structure and mechanics of the ride together. Ask:
  - How do you think the ride was designed and built?
  - What kind of tools and simple machines can we observe that are used to build the ride?
  - What direction does the ride move in? (up/down, side to side, spin around) – What is the speed of the ride? – What makes this a good ride?
  - What would happen if...?
- Imagine and design a ride for Sesame Place! Ask:
  - If YOU could design a really fun ride for Sesame Place, what would it be? Use your imagination!
  - How would you build it?
  - How would it move?
  - What would be the speed of the ride?
  - What tools do you think you would need to build the ride?
  - What machines would the ride need to work? A lever? Wheels?

# Sesame Place Scouts Scavenger Hunt! (PreK - K)

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All aboard, Scouts! Observe and use your senses all around Sesame Place to find these 4 things!

**LEAVES** in the Sesame Neighborhood



**RAMPS** to slide down in the Silly Sand Slide



**WHEELS** that spin in Mix 'N Match Twiddle Tracks



**FLOATING** things in Big Bird's Rambling River



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## Sesame Place Scouts Scavenger Hunt! (1<sup>st</sup> – 3<sup>rd</sup> Grade)

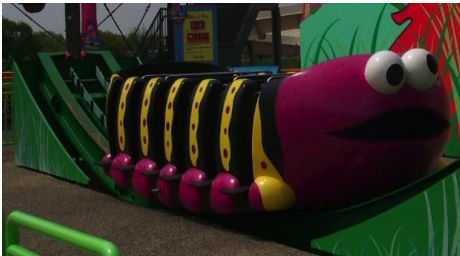
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1.



Fallen l a     from maple trees can be found in the Sesame Neighborhood.

Find 3 different leaves on the ground. What similarities and differences do you notice?



2. A r   p makes the bug car slide down faster at Elmo's Peek-A-Bug!

How would you re-design this ride to make the bug car slide down faster?



3. w   l s spin to keep people moving at Mix 'N Match Twiddlebug Tracks.

How many of these are attached to each car? What shape are the wheels and why? What would happen to the cars if the wheels were square? Oval? Triangular?

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4. Tubes help people f   a   Big Bird's Rambling River.

What helps make these tubes f   t?



To receive your 2018 Sesame Place Scout Patches for your troop, sign and complete the form below and return to the Welcome Center at the end of your visit.

Troop #	
Troop Leader	
Number of Scouts	
Email	
Street Address	
City, State, Zip	
Phone Number	

On \_\_\_\_\_, \_\_\_\_\_ Scouts from Troop# \_\_\_\_\_ completed the  
(date) (number of Scouts) (Troop Name)

Sesame Place STEM activities and scavenger hunt.

Troop Leader Signature: \_\_\_\_\_

