

MOVE TO LEARN GLOBAL SCHOOL

GRADE 4 CURRICULUM - STEAM

Unit 1 – Cultural Differences

Real World Connections:: Different cultures have different ways of doing things, and sometimes this can cause misunderstandings among people

Art Connection: Design and make a flag

Math and Technology Connections: Converting currency; Inferring the meaning of signs

Career Spotlight: Jobs that help people learn about different cultures

STEAM Task: Design and make a board game that helps people learn about different cultures

Unit 2 – Raising Awareness

Real World Connections:: Charitable organizations do work to help with causes and depend on people's awareness of problems in order to operate

Art Connection: Make a figurine and a sign to display with the figurine

Math and Technology Connections: Bar graph; Fractions; Photographs on websites

Career Spotlight: Jobs at charity organizations

STEAM Task: Make a video to raise awareness about a charitable cause

Unit 3 – Germs

Real World Connections:: Washing our hands and taking other measures can help decrease the spread of germs and keep us healthy

Art Connection: Make a poster that contrasts microscopic germs with what the eye sees

Science and Technology Connections: Ways germs spread; Comparing and contrasting the functions of face shields and face masks

Career Spotlight: Careers in designing face masks

STEAM Task: Design and create a face mask

Unit 4 – Bike Lanes

Real World Connections:: Some towns create bike lanes to help make cycling and driving safer

Art Connection: Make a diorama of a town with bike lanes

Math and Engineering Connections: Fractions; Using a model to calculate measurements; Bike designs

Career Spotlight: Careers involved in creating bike lanes

STEAM Task: Create a map and petition to propose the installation of bike lanes in a town

Unit 5 – Empty Mall Space

Real World Connections:: As online shopping increases, brick and mortar stores decrease

Art Connection: Make diorama of a mall space

Engineering and Technology Connections: Functions of mall designs; Businesses on computers

Career Spotlight: Jobs that could be done in a repurposed mall space

STEAM Task: Create a proposal for how to use an abandoned mall space

Unit 6 – Homeless Animals

Real World Connections:: Homeless animals need health care and safety

Art Connection: Make a silhouette poster

Science and Technology Connections: Diseases that affect pets; Microchips for pets

Career Spotlight: Jobs at animal shelters

STEAM Task: Make a safe spot for homeless animals that includes technology

Unit 7 – Food Insecurity

Real World Connections:: Some people need more food and nutrition to be healthy, and geographic factors can influence how much food is available

Art Connection: Make a 3D food pyramid

Science and Math Connections: Benefits of nutrients; Budgeting money; Word problems

Career Spotlight: Careers related to food and nutrition

STEAM Task: Create a cookbook with nutritious recipes

Unit 8 – Ocean Garbage

Real World Connections:: Garbage in the ocean can harm the environment and wildlife and prevent people from enjoying the ocean

Art Connection: Make a sculpture out of recyclable items

Math and Technology Connections: Word problems; Multiplying; Innovative invention that help keep the ocean free of garbage

Career Spotlight: Jobs that help keep the ocean free of garbage

STEAM Task: Make an informative 3-D exhibit with sound effects

Unit 9 – Access to Clean Water

Real World Connections:: Some people must walk for miles or go to great lengths to get clean water that is safe to drink

Art Connection: Make a paper-mache pot

Science and Technology Connections: Microbes; Desalination plants

Career Spotlight: Organizations that help people get clean water

STEAM Task: Make a model of a water well and a video explaining how a well could help more people to access clean water