



# SPARKLE, SPEED...AND STEM

## WITH THE GLAM PRIX RACERS



### SOME STEM CORE COMPETENCIES:

CRITICAL THINKING, PROBLEM SOLVING, CREATIVITY, COMMUNICATION, COLLABORATION, DATA-DRIVEN DECISIONS.

### SOME STEM ATTRIBUTES:

PERSISTENCE, LEADERSHIP, FLEXIBILITY, CURIOSITY.



THE GLAM PRIX RACERS ARE FACED WITH A LOT OF CHALLENGES ON GLITTERGEAR ISLAND. SO THEY ASK QUESTIONS AND SOLVE PROBLEMS WITH CREATIVE SOLUTIONS. THEY COLLABORATE AND COMMUNICATE. AND THEY DON'T GIVE UP.

HERE ARE 5 FUN ACTIVITIES FOR PRACTICING A STEM MINDSET!

## #1 MAKE PREDICTIONS!

THE GLAM PRIX RACERS NEED TO MAKE PREDICTIONS AND PLANS BASED ON WHAT THEY KNOW. (THESE PLANS OFTEN CHANGE!)

### ACTIVITY:

THINK ABOUT THE CHARACTERS IN A BOOK, GAME, OR MOVIE YOU LIKED. IN POINT FORM, WRITE DOWN 3 PREDICTIONS FOR WHAT WILL HAPPEN NEXT FOR THE CHARACTERS AND THE DATA THAT YOU USED TO COME UP WITH THESE PREDICTIONS.



## #2 UNDERSTAND NEW PROBLEMS AND EXPLORE MANY SOLUTIONS!

IN GLAM PRIX RACERS BOOK 1, THE TEAMS RACE IN THE FANCY FOREST.

### ACTIVITY:

BASED ON WHAT YOU KNOW ABOUT THE FANCY FOREST, DESIGN A VEHICLE FOR THIS TRACK AND ITS UNIQUE CHALLENGES! USE YOUR IMAGINATION. NO LIMITS!



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BY DEANNA KENT & NEIL HOOSON  
AGES 7-10



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### #3 THINK OUT OF THE BOX!

THE GLAM PRIX RACERS OFTEN HAVE TO THINK OF CREATIVE SOLUTIONS THEY ENCOUNTER ON THE TRACK. IN THE FANCY FOREST, THE TEAMS TRY TO GET THE EMERALD DAISY WHICH IS FLOATING HIGH ABOVE THE TALL INFINITE SWIRL TREE.

**ACTIVITY:**  
IF YOU WERE IN THE FANCY FOREST, WHAT ARE SOME WAYS YOU MIGHT TRY TO GET THE EMERALD DAISY?



### #4 BE COLLABORATIVE!

THE GLAM PRIX RACERS EACH KNOW THEIR SUPERPOWERS AND THEY RESPECT ALL THE SUPERPOWERS OF THEIR TEAM MEMBERS. MIO IS SPEEDY; FLIPP IS INVENTIVE; SOOKI IS CREATIVE, ETC.

**ACTIVITY:**  
WRITE DOWN ONE OF YOUR SUPERPOWERS. IF YOU CAN WORK WITH OTHERS, SIT TOGETHER AND DESIGN A BRAND NEW GLITTERGEAR ISLAND REALM THAT WOULD ACCOMMODATE ALL OF YOU. DON'T FORGET TO DESIGN AND LABEL THE SPACES AND PLACES YOU NEED TO HONE AND STRENGTHEN YOUR SUPERPOWERS!



### #5 BE ADAPTIVE!

THE GLAM PRIX RACERS MUST ADAPT AND KEEP GOING WHEN THINGS DON'T GO AS PLANNED.

**ACTIVITY:**  
YOU AND YOUR TEAM ARE RACING DOWN A TRACK AND YOU'RE FACED WITH A GIANT GNOME WHO WON'T MOVE OFF THE TRACK. NAME 10 WAYS THAT YOU'LL SOLVE THIS PROBLEM.



[https://www.nyas.org/media/13051/gsa\\_stem\\_education\\_framework\\_dec2016.pdf](https://www.nyas.org/media/13051/gsa_stem_education_framework_dec2016.pdf) GLOBAL STEM ALLIANCE  
<https://www.weareteachers.com/important-stem-skills-teaching-kids/>



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