Foster Curiosity By...

- Thinking critically

- Navigate the world with confidence as a problem solver.

- Feel compelled to investigate

- Effectively evaluate sources of info
STEM

- thinking outside the box
- innovative thinking
- early appreciation for science
- global citizenship/digital etiquette
- engineering design process
- components of an experiment
* Self-motivated
* Organized problem solvers
* Develop a fundamental understanding of the subject matter

Curiosity
* Self-reliance/motivation

* Making (real world) connections

* Asking Questions
Thinking Critically

- Not taking things at face value
- Asking questions
- Using evidence to support thinking
- Evaluating natural phenomena and making connections
card pushing up

gravity pulling down

gravity pulling up

Card pulling up
The faster the card pull, the less the change in horizontal penny position.

- Speed of card pull
- Amount of time the card pulls
- Time card pulling

Long time

Short time
fast

final position

scenario

slow

final position
More contact time, less direct contact increases friction moving the penny with the card.

Direct relationship between contact time and friction.

Inverse relationship between contact time and friction.
↑ speed, ↑ distance
↓ speed, ↓ distance

faster penny distance
Force
Pull · amount of ≈ horizontal motion of penny
\text{time of pull}