

Girl Scout Brownies

STEM Career Exploration

Step 1: Explore your interests in the Art Studio

- Create a collage/drawing all about you! What do you like to do? What are you good at doing? Use the materials in the Art Studio to create your drawing. Think about words and pictures you can include to show others who you are! This Interest Drawing will help you in deciding what you want to be when you grow up.

Robotics: Programming Robots (Badge 1)

Step 5: Code a robot in the Robots and Circuits Area.

- Engineers program their robots to move, act, and understand. Now is your chance to code on a device. In the 'Robots and Circuits' section of the Makers Space, choose from Ozobot, Botley, or Code and Go Mouse to learn simple coding on a device. Need Help? Ask a MADE mentor for help!

Robotics: Designing Robots (Badge 2)

Step 3: Plan your robot in the Art Studio

- Robots solve problems both big and small. Engineers look for problems in the world and build robots to fix or solve them. If you could build a robot that would solve a problem you have every day, what would your robot do? What would it look like? Visit the Artist Studio and draw a design for your robot prototype!

Step 4: Create a prototype in the Makers Space

- Engineers create prototypes, a quick way to show an idea to others or to test it out. Prototypes can be as simple as a drawing or created with common materials, such as cardboard, paper and string. Visit the Makers Space and utilize the materials available to create a prototype of the robot you have planned.

Painting

Step 2: Paint the real world in the Art Studio

- Paint a portrait of a friend, family member, pet or yourself! Use the digital easel in the Art Studio to create a portrait of your choice.

Step 3: Paint a mood in the Art Studio

- Some painters create "abstract" art. They do not paint objects or people. They use shapes, lines, and colors to paint a feeling or mood. Pretend you are an artist trying to paint an emotion. Pick an emotion, then use the paints in the Art Studio to try to make a work of art that makes the viewer feel that emotion.