



A fun, interactive, educational game that builds communication skills, confidence, and a deeper understanding of Science, Technology, Engineering and Mathematics (STEM)



- The STEM CHARADES bundle contains a starter box with 50 science cards, 30 mathematics cards, 30 computing cards, spinner, instructions and make-your-own cards.
- Players spin the spinner to see whether they will need to describe a topic using speech only, gestures only, or both speech and gestures.
- The player then describes the topic for the other players to guess.
- Can be played in pairs, or as a class activity for a larger group.

Co-developed with teachers using educational research led by the University of Edinburgh.



THE UNIVERSITY of EDINBURGH

What is STEM Charades?

STEM Charades is a simple card game that builds children's communication and confidence, and encourages a deeper understanding of Science, Technology, Engineering and Mathematics (STEM) topics.

Who is STEM Charades for?

STEM Charades is for educators (teachers, parents, science facilitators) of children aged 3-12 years old.

What does STEM Charades include?

The STEM Charades bundle (£49.99) contains a starter box with 50 science cards, 30 mathematics cards, 30 computing cards, spinner, instructions and make-your-own cards.

Other game sets and themed card packs are available which cover special topics, such as climate change, for example.

How do you play?

A player (adult or child) describes the word on each card for other players to guess. The player uses the spinner to select whether they describe with speech only, gestures only, or both speech and gestures. STEM Charades can be played as a whole class or group activity, or just between two people. It can be a quick and fun starter activity or as part of a greater focus on STEM concepts.

How does STEM Charades support learning and the curriculum?

STEM Charades has been co-developed with primary teachers to support STEM literacy by encouraging children to use gestures to support communication. Research behind STEM Charades shows how gestures can make difficult ideas more meaningful for children by linking their experiences with science language, within and beyond the class.

What is the research behind STEM Charades?

STEM Charades was developed by Professor Andrew Manches as part of a large international research project with science centres to explain the importance of experiences in how we understand STEM concepts. This is why adults, and teachers in particular, often gesture naturally when explaining STEM ideas.

The game helps children (and teachers!) use gestures to communicate ideas, and also to reflect on what our gestures reveal about our understanding and the experiences we draw upon.

SCAN THE CODE



Find more information at stemcharades.info