

Design Worksheet : Design a Math Walk Stop

Place (including specific building or subject of your stop as needed):

*e.g. football field - bleachers;
dance studio - windows*

1. **NOTICE** What do you observe?

2. **BRAINSTORM QUESTIONS** What do you wonder based on what you noticed?

3. **SELECT** Pick one question from your brainstorm. Make sure it's a question that is grounded in what you noticed and that you can respond to it using the tools you have with you. Rephrase your question if you like.

4. **THINK ABOUT IT** Respond to your question. This can be a strategy of how you would go about answering the question or it can be a specific and clear response.

Share your walkSTEM in various ways, from live guided activities to fliers and videos - visit talkstem.org/create-your-own-walkstem for more info!

Design Worksheet : Design a Complete Math Walk Tour

Use this sheet if you are working on a longer tour consisting of several stops!

1. **SELECT** Make sure the activities required to address your questions at all your math walk stops are varied. For example, if most of the stops focus on the same concept or involve very similar strategies like solving a multi-step math problem, you may want to modify.

A large, empty light blue rectangular area intended for the user to write their selection of activities for the math walk tour.

2. **DESIGN** Take this time to review what you've created! Decide on how you will make your tour available to the public. Options include live guided experience, series of short (approx 2 min) videos, QR codes, and more. If you're interested in making use of videos, be sure to view our template and guide [here](#) on our website!

A large, empty light blue rectangular area intended for the user to write their design plan for making the math walk tour available to the public.