

**October 2021 – June 2022,
2nd Tuesday of the Month, 10 AM – Noon**

Little learners get a head full of STEAM (science, technology, engineering, arts and math) with our contactless special programming. Designed for curious preschoolers, our inspired yet playful activities focus on building an innovative mindset through storytelling, artifact exploration and take-home STEAM activities.

PNC Tinkering for Tots: What are we learning about in June?

Habit of the month:



LEARN FROM FAILURE

Description: Try again, what's another way to ..., what can we do differently to make it work

Story: What are we reading?

Title: *The Magical Yet*

Author: Angela DiTerlizzi

Why we picked this book: It will help our young learners understand that everyone has things they haven't learned to do yet and learn how to cope with difficult learning moments. The emphasis on turning a negative into a positive is a valuable lesson for all.

Questions you can ask your young learner:

How do you feel when you can't do something? What happens when you keep on trying? How do you feel when you learn to do something new? Why is it important to try again?

Artifact of the day: Where are we going?

Name:

2016 General Motors Self-Driving Test Vehicle

Location:

Driving America



Short description: General Motors tested a series of autonomous vehicles based on the Chevy Bolt electric vehicle. These cars used a combination of cameras, radar and lidar (like radar only using light waves) sensors, cellular and GPS antennas, and powerful computers to drive themselves on public streets.

Questions you can ask your young learner:

What do you think it would be like to ride in a car that drives itself? Would you like to ride in a self-driving car? Where would you want your self-driving car to take you? What looks different about this car from other cars?

What to see next: Take a walk through the *Driving America* exhibit and see how cars have changed. Compare the self-driving car to others in the exhibit.

Take Home STEAM Activity: What are we doing?

Title: Paper Plate Hovercraft

Materials:

- Large plastic straw, cut in half
- Paper plate, prepunched
- Balloon
- Masking tape



Take Home STEAM Activity: Straw Airplane



Materials:

- Large plastic straw, cut in half
- Paper plate, prepunched
- Balloon
- Masking tape



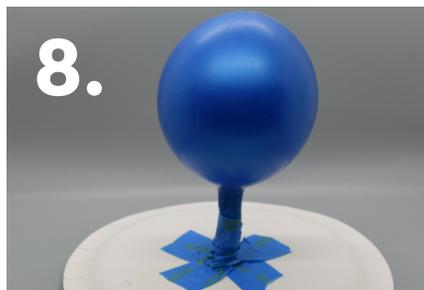
1.

Directions:

1. Insert one straw through the hole in the paper plate from the bottom (white) side of the plate.
2. The end of the straw should extend through the plate about a quarter to a half inch, just enough to not touch the surface when the plate is set down, bottom (white) side up.
3. Stretch the balloon over the long end of the straw.
4. Wrap strips of masking tape around the balloon edge and straw to create an airtight seal.
5. Run strips of masking tape vertically around where the straw and paper plate come together to seal any air gaps in the hole.
6. Turn the plate over. Take the remaining piece of straw and place over the short end of straw sticking through the plate.
7. Using the straw, blow up the balloon. Pinch off the balloon just above the straw and tape to hold the air in while removing the straw piece used to blow up the balloon.
8. Place the plate upside down on a flat surface and release the balloon.



5.



8.

Coloring Sheet

1903 Wright Flyer

