



# Webinar Starting Soon!

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# STEAM EXTRAVAGANZA WEBINAR

Turn-Key STEAM from Summer to School Year for Grades PK/TK-12

## Bugs & Slugs



### June

| su | mo | tu | we | th | fr | sa |
|----|----|----|----|----|----|----|
|    | 1  | 2  | 3  | 4  | 5  | 6  |
| 7  | 8  | 9  | 10 | 11 | 12 | 13 |
| 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 |
| 28 | 29 | 30 |    |    |    |    |

## CONTENT CREATORS

### July

| su | mo | tu | we | th | fr | sa |
|----|----|----|----|----|----|----|
|    |    |    | 1  | 2  | 3  | 4  |
| 5  | 6  | 7  | 8  | 9  | 10 |    |
| 12 | 13 | 14 | 15 | 16 | 17 |    |
| 19 | 20 | 21 | 22 | 23 | 24 |    |
| 26 | 27 | 28 | 29 |    |    |    |



## AI innovators

### August

| su | mo | tu | we | th | fr | sa |
|----|----|----|----|----|----|----|
|    | 2  | 3  | 4  | 5  | 6  | 7  |
| 8  | 9  | 10 | 11 | 12 | 13 | 14 |
| 15 | 16 | 17 | 18 | 19 | 20 | 21 |
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| 29 | 30 | 31 |    |    |    |    |



Use the sidebar to ask  
questions in chat!

Polls ×

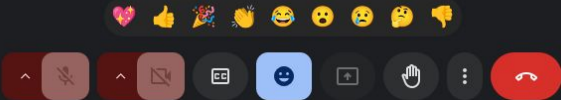
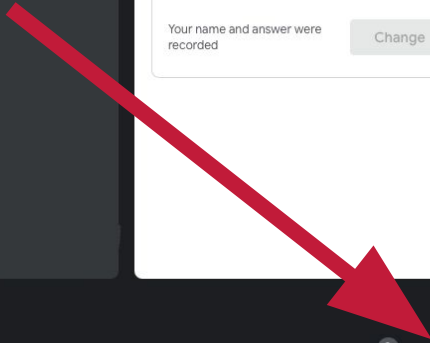
Poll 1 of 1 Live

How familiar are you with PCS  
Edventures? ^

- I've used several PCS programs  
before.
- I'm a little familiar with your kits.
- This is my first time hearing about  
you.

Voted

Your name and answer were  
recorded Change





Beth Schadd  
Instructional Designer

Ryan Byard  
STEAM Program Specialist

# Webinar Agenda

- ❑ Welcome & About Us
- ❑ STEAM Enrichment Programs Overview
- ❑ Bugs and Slugs
- ❑ AI Innovators
- ❑ Content Creators
- ❑ Wrap Up / Q&A
- ❑ Giveaway



# About Us

- **30+ years** of inspiring innovation in education
- Located in Boise, Idaho
- **7000+ sites worldwide**
- Empowering educators bring interactive, play-based STEAM to students
- STEAM curriculum kits, enrichment camps and full-year STEAM solutions



# Some of our Partnerships



**IDAHO  
STEM**  
ACTION CENTER



**U.S. AIR FORCE  
J•R•O•T•C**



**Idaho  
Out-of-School  
Network**

**TOMORROW  
STEMS  
FROM IOWA**

**GOVERNOR'S STEM ADVISORY COUNCIL**

dedicated to building a strong STEM education foundation for all Iowans

# Vendor Platform Approvals



THE INTERLOCAL PURCHASING SYSTEM



We are sole source!

# From Low Tech to High Tech STEAM



**BrickLAB**  
teaches math,  
engineering,  
science, social  
studies, reading  
and more



**Discover Podcasting**  
empowers students  
to share their ideas  
and be heard!



**Drone Designers**  
costume and code  
drone dance  
performances

# STEAM Enrichment Programs

The image displays six distinct STEAM enrichment programs arranged in a 2x3 grid. Each program is represented by a colorful illustration within a rounded square frame, with a corresponding label below it. The top row includes Drones (a quadcopter flying over a landscape), Podcasting (a character with headphones and speech bubbles), and Music & Coding (a blue car with large eyes and musical notes). The bottom row includes Art (a map with various cultural icons), Engineering (a yellow crane on a grid with geometric diagrams), and Science (a sloth on a molehill and a turtle).

**Drones**

**Podcasting**

**Music & Coding**

**Art**

**Engineering**

**Science**

# STEAM Enrichment Programs

## All Materials

for up to 30 learners



## Curriculum

12+ hours of step-by-step lesson plans for grades PK/TK-12



Turn-Key  
Implementation



For Instructors of any  
Experience Level



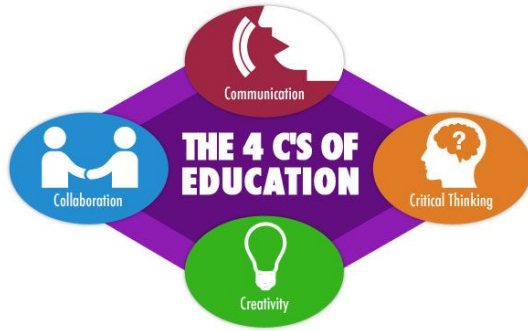
Professional  
Development &  
Support



Aligned to National  
Education Standards

Habits of Mind, 21st Century Skills,  
Common Core\*, NGSS\* and ISTE\*  
(\*see website for additional details)

# Multiple Standard Frameworks



**NATIONAL CORE ARTS**  
**STANDARDS**

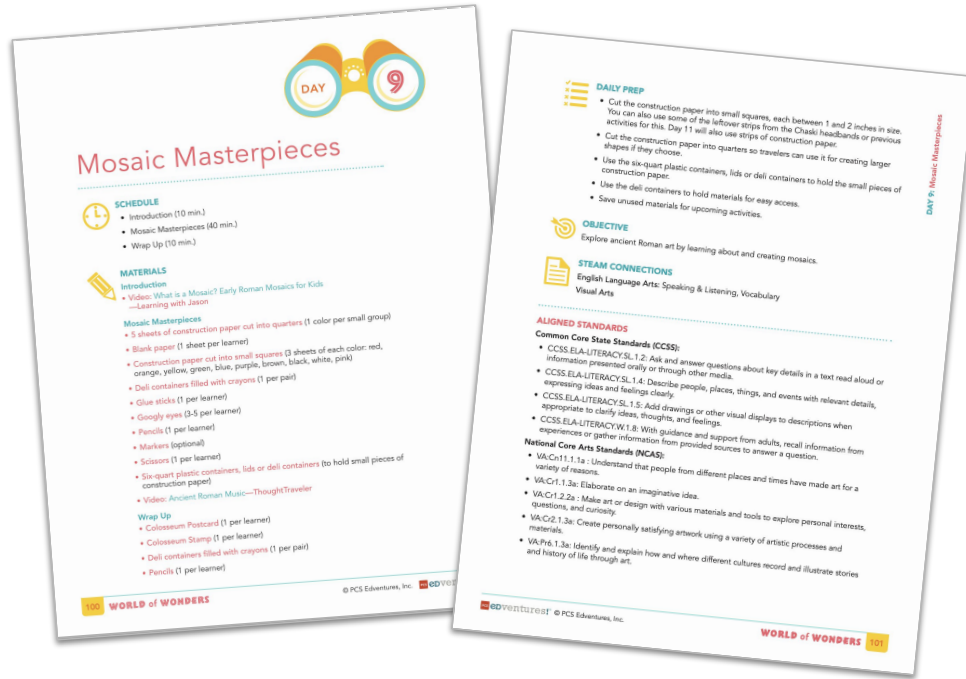
Dance • Media Arts • Music • Theatre and Visual Arts

# STEAM Enrichment Program Curriculum

- Instructor Guide
- 12 one-hour lessons
- Extension ideas
- Printed student handouts
- Access to digital resources



# Lesson Structure Example



- Schedule with suggested times for each activity
- Materials Needed
- Daily Prep
- Objectives
- STEAM Connections
- Aligned Standards

# Lesson Structure Example

## Easy to follow Step-by-Step Directions:

- Scripted text to be read aloud
- Icons indicate when instructional strategies change



Whole Group



Group Discussion



Individual



Small Groups

- Tips for time management
- Related extension activities

**STEP-BY-STEP DIRECTIONS FOR INSTRUCTORS**

**Whole Group**

**INTRODUCTION**  
Welcome travelers back to another exciting day of World of Wonders. Today we'll explore ancient Rome's rich artistic heritage. Travelers create their own intricate mosaic masterpieces.

Welcome back to Italy! Share something wonderful you remember about the Colosseum.

Today, we'll be exploring the amazing art of ancient Rome. Introduce travelers to the art of ancient Roman mosaics, explaining how Romans created intricate pictures using tiny, colorful pieces on walls, floors and ceilings.

Ancient Roman artists used tiny, colorful pieces of glass, stones and other materials to create beautiful pictures called mosaics. Can you say "mosaic"? Imagine making art that's not just on walls but even on floors and ceilings.

Show the travelers the video about early Roman mosaics.

Video: What is a Mosaic? Early Roman Mosaics for Kids—Learning with Jason  
<https://www.youtube.com/watch?v=uk6d8k7u6ds>

Have travelers share their reactions to the video and share if they have ever created or seen a mosaic.

Did you find anything fascinating or wonderful about the video?  
Have you ever created or seen a mosaic?

**Individual**

**MOSAIC MASTERPIECES**  
Get travelers excited to step into the sandals of ancient Roman artists and craft their own masterpieces. Show them examples of ancient Roman mosaics, and emphasize that mosaic giant puzzles made of colorful pieces. Some mosaics tell stories, some are just to admire or can even look different depending on the angle you view them from.

Mosaics are like giant puzzles made of colorful pieces. Some mosaics tell stories while others are just beautiful to look at. They can even look different depending on the angle you look at them from!

**DAY 6: Mosaic Masterpieces**


Walk travelers through the step-by-step instructions.

1. Think about what you want to create with your mosaic. You can sketch a simple design on the white paper to follow or just start placing the pieces as you go.
2. Glue each colored square onto the white paper, leaving small gaps between paper and then place the colored squares.
3. Add any additional details.
4. Let the mosaics dry on a flat surface.
5. Mosaics can be taken home at the end of the lesson.

Tips for younger travelers or when time is short:

- Use larger pieces of construction paper to fill in the space. For example, if travelers are creating a sun, they can cut out a circle instead of filling it in with smaller pieces.
- Use crayons and markers to fill in blank spaces or to create outlines.
- Have travelers fold their blank piece of paper in half to create a mosaic card, and then write a message inside.
- Alternatively, cut the blank piece of paper in half for a smaller, quicker project.

Give travelers a chance to showcase their mosaic masterpieces. Invite them to share their creations with the whole group or in smaller groups.



For early finishers, invite travelers to create mosaics using bricks or other available materials. Encourage them to design a simple image, like a sun, tree or animal, by arranging the pieces to form a colorful pattern.

While travelers are making their mosaic masterpieces, play traditional Roman music to enhance their experience and cultural exploration of Italy and the Roman Empire.

Video: Ancient Roman Music—ThoughtTraveler  
<https://www.youtube.com/watch?v=gRlmmYnKsJ0>

**104** **WORLD OF WONDERS**

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[Curriculum](#) [Daily Slides](#) [En Español](#) [Expansions](#)

## Curriculum Digital Download:

Easily print lesson instructions and student handouts with the digital files below.

### Instructor Guide:

[Download PDF](#)

### Student Pages:

[Download PDF](#)

### Posters:

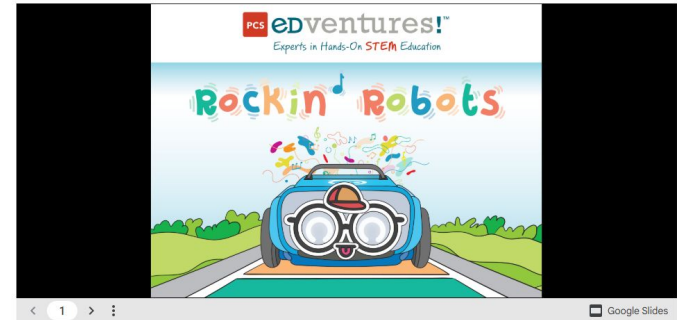
[Download PDF](#)

### Sphero EDU Jr. App:

[Download App](#)

## Daily Slides:

View the slideshow below, or [click here to open in a new window](#).





GRADES 1-3

Bugs & Slugs blends science, art, active play and career exploration for younger learners.

Campers step into the role of bug detectives, investigating how bugs use special traits and skills to survive.

“Cutey crawlies” is used to reframe how kids think about bugs and slugs. It encourages curiosity instead of fear and helps campers understand that every creature—even the ones that seem scary or gross—has something to teach us.



# Materials for up to 30 Learners



# Bugs & Slugs Curriculum Topics

**Day 1:** Bee-Coming an Entomologist

**Day 2:** Itsy Bitsy Jumper (Jumping Spiders)

**Day 3:** Vibrations and Reflexes (Scorpions)

**Day 4:** Bug Ninjas (Praying Mantises)

**Day 5:** Aerial Acrobats (Dragonflies)

**Day 6:** Buzzing Flower Friends (Bumble Bees)

**Day 7:** Poop Problem Solvers (Dung Beetles)

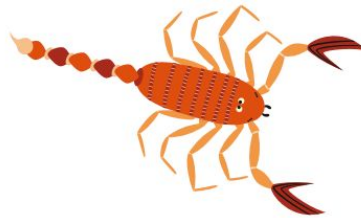
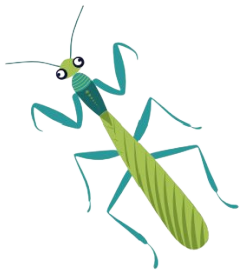
**Day 8:** Jewels of the Night (Jumping Spiders)

**Day 9:** One Hundred Footsteps (Centipedes)

**Day 10:** Scents and Moonlight (Moths)

**Day 11:** Stick and Glide (Banana Slugs)

**Day 12:** The Final Mission



# Day 1: Bee-Coming an Entomologist

- Sets the rhythm for the entire camp
- Introduces the ten featured bugs
- Defines traits and skills
- Practice careful observation as bug detectives
- Learners are invited to become a Junior Entomologist with the Bug Detective Agency

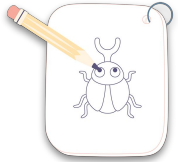




Bug Riddle



Mission Letter



Observe & Explore



Bug Movement Games



Bug Creation



Wrap Up & Bugflection

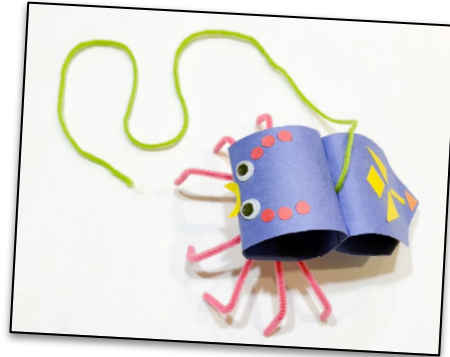
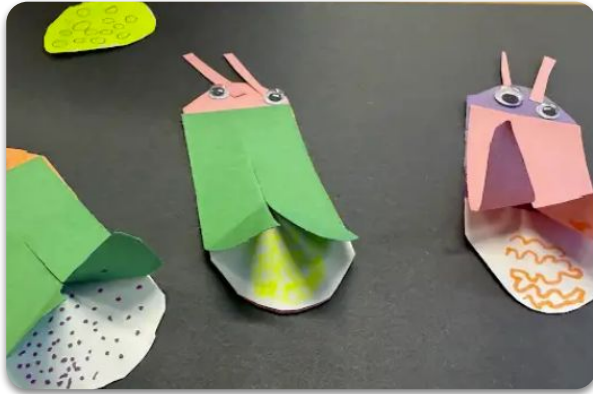
## Days 2-11

Each one hour lesson follows a consistent structure and includes videos, learning assessments and strategies to adapt lessons.

*\*Can be done in any order.*

# Bug Creations

Campers create their own bug that includes the traits and skills they uncovered as a bug detective.



# Day 12: The Final Mission

- Review the bugs they investigated
- Promoted to Senior Entomologists
- Discover, describe, name and draw a brand new bug
- Celebrate their work as bug detectives
- Encourage continued curiosity and exploration





# AI Innovators



PCS edventures!™

# AI innovators



STEAM ENRICHMENT

## GRADES 4-6

AI Innovators introduces campers to artificial intelligence as a tool for innovation!

Learners engage in unplugged activities, group discussions, and practice using AI like pros, then dream up and build innovative solutions for real-world problems they care about!

[edventures.com](http://edventures.com) | [sales@edventures.com](mailto:sales@edventures.com) | (208) 343-3110

# Materials for up to 30 Learners



Daily Slides

Print Materials:

- Innovators Journals
- Posters
- Educator Guide

Pencils/pencil sharpeners

\*Requires internet connected devices to run Canva (1 device per every pair of learners)



# AI Innovators Curriculum Topics

**Day 1:** Exploring Innovation

**Day 2:** What is AI?

**Day 3:** AI - Algorithms

**Day 4:** AI - Databases

**Day 5:** Real World Problem Solver

**Day 6:** Real World Artist-Inventor

**Day 7:** Real World Change-Maker

**Day 8:** Real World Storyteller

**Day 9:** AI Ethics & Limitations

**Day 10:** Spot Problems  
& See Possibilities

**Day 11:** Imagine, Create, Improve

**Day 12:** Innovation Showcase



# What Kind of Innovator Are You?

## Innovator Profile Quiz Day 1

Each of you brings a unique set of skills and interests that will be useful as you start to explore and solve problems as innovators!





## The Artist-Inventor

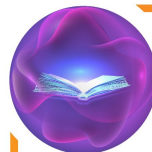
An innovator who mixes imagination with invention. The Artist-Inventor designs and invents things that are both beautiful and useful.

### Interests:

- Drawing
- Building
- Decorating
- Making things look awesome

### Superpowers:

- Visual creativity
- Design sense
- Empathy for users



## The Storyteller

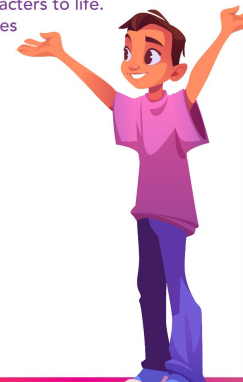
An innovator who brings worlds and characters to life. The Storyteller shares ideas through stories to make people laugh, care or think.

### Interests:

- Reading
- Comics
- Roleplay
- Drama

### Superpowers:

- Empathy
- Imagination
- Language skills
- Emotional smarts



## The Problem-Solver

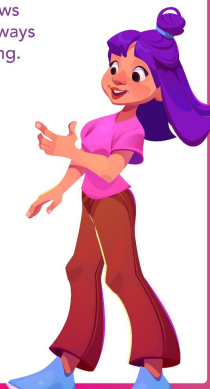
An innovator who sees what's broken and knows how to fix it. The Problem-Solver finds better ways to do things by fixing, streamlining or improving.

### Interests:

- Puzzles
- Brain teasers
- Helping people
- Spotting patterns

### Superpowers:

- Critical thinking
- Persistence
- Real-world observation



## The Change Maker

An innovator who cares deeply about the world and wants to make a difference. The Change-Maker creates campaigns, spreads awareness and proposes bold solutions.

### Interests:

- Animals
- Nature
- Justice
- Community projects

### Superpowers:

- Passion
- Big-picture thinking
- Persuasive communication





## The Lost and Found Mystery

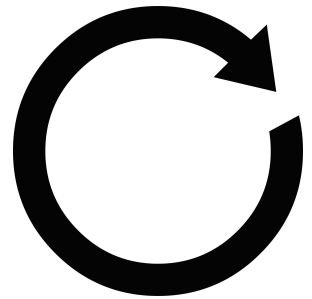
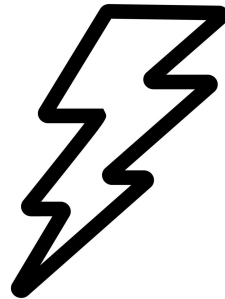
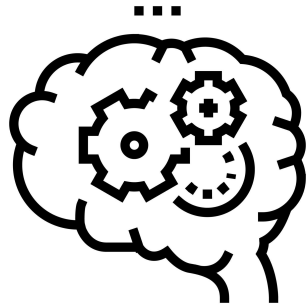
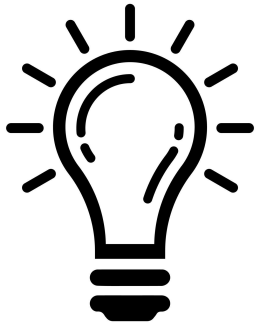
Create an innovative system to help students find their lost items more easily.

*Examples: Design a digital tracking system, create a better organization method for the lost and found box, or invent a way to prevent items from getting lost in the first place (like special name tags or tracking devices).*

# Habits of Innovators



- Spot Problems and See Possibilities
- Imagine, Create and Improve
- Start with a Spark: Personal Interests and Talents
- Iteration and Resilience



Meet the real-world AI innovators who are changing the world! Learners discover how these inspiring STEM role models use AI to solve big problems and make a positive impact, opening their eyes to the incredible possibilities of AI!



Real-World Artist-Inventor,  
Katie Hofstadter



Real-World Problem  
Solver, Sal Khan



Real-World Storyteller,  
Eline Van Der Velden



Real-World Change-Maker,  
Topher White

# Hands-on Practice with AI Tools

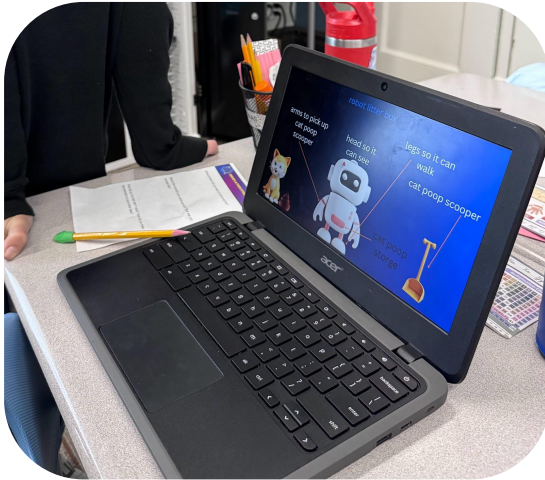
- Prompt engineering
- AI image and 3D model generation
- Using AI help features for self directed learning
- Exploring strengths and limitations of AI





# Final Project

Learners pick a problem they want to solve and work in pairs to create a solution. Putting what they have learned about AI to work, they create presentations in Canva — culminating in an *Innovation Showcase!*



Smart robot that cleans litter boxes



AI powered "all-you-can-eat lunchbox"

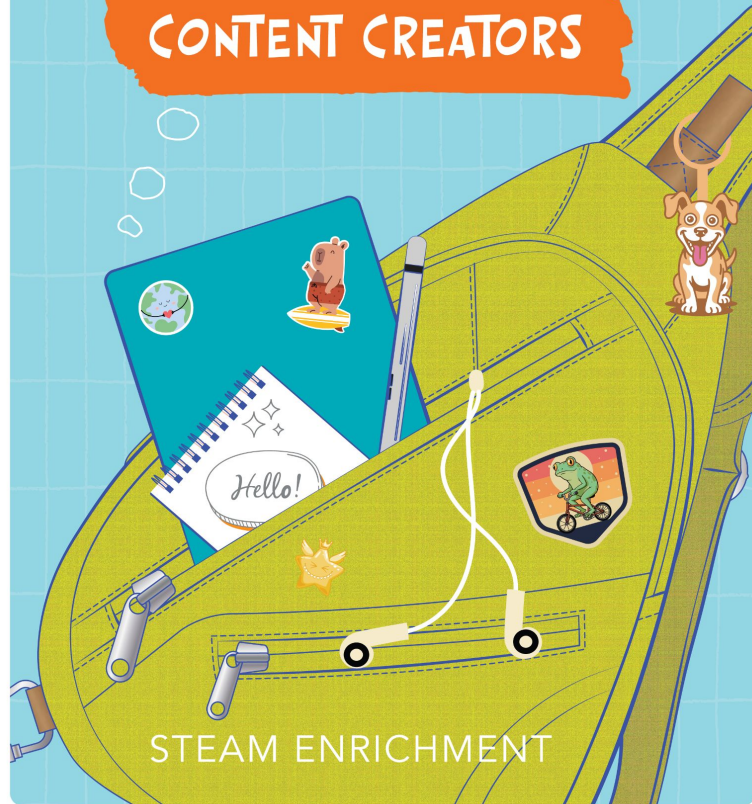


# Content Creators



PCS edventures!™

## CONTENT CREATORS



STEAM ENRICHMENT

## GRADES 6-12

Content Creators introduces campers to modern digital design and online storytelling.

Campers learn design principles, create digital graphics and develop a *Social Media Campaign Kit*.

# Materials for up to 30 Learners

Campers gain experience with real digital design tools used by modern creators:

- Graphic tablets for digital drawing (15)
- Computer mice (15)
- Adobe Express for layout and design
- Content Creators Student Notebooks
- Daily Slides



\*Requires internet connected laptops or chromebooks to run Adobe Express (1 device per learner)

# Content Creators Curriculum Topics

**Day 1:** Guiding Viewer Attention

**Day 2:** Visual Flow & Movement

**Day 3:** Building Visual Hierarchy

**Day 4:** Audience & Design Tools

**Day 5:** Mood Boards & Brand Personality

**Day 6:** Logo Design Foundations

**Day 7:** Typography & Brand Voice

**Day 8:** Color Theory Basics



**Day 9:** Building a Brand Palette

**Day 10:** Designing a Feed Post

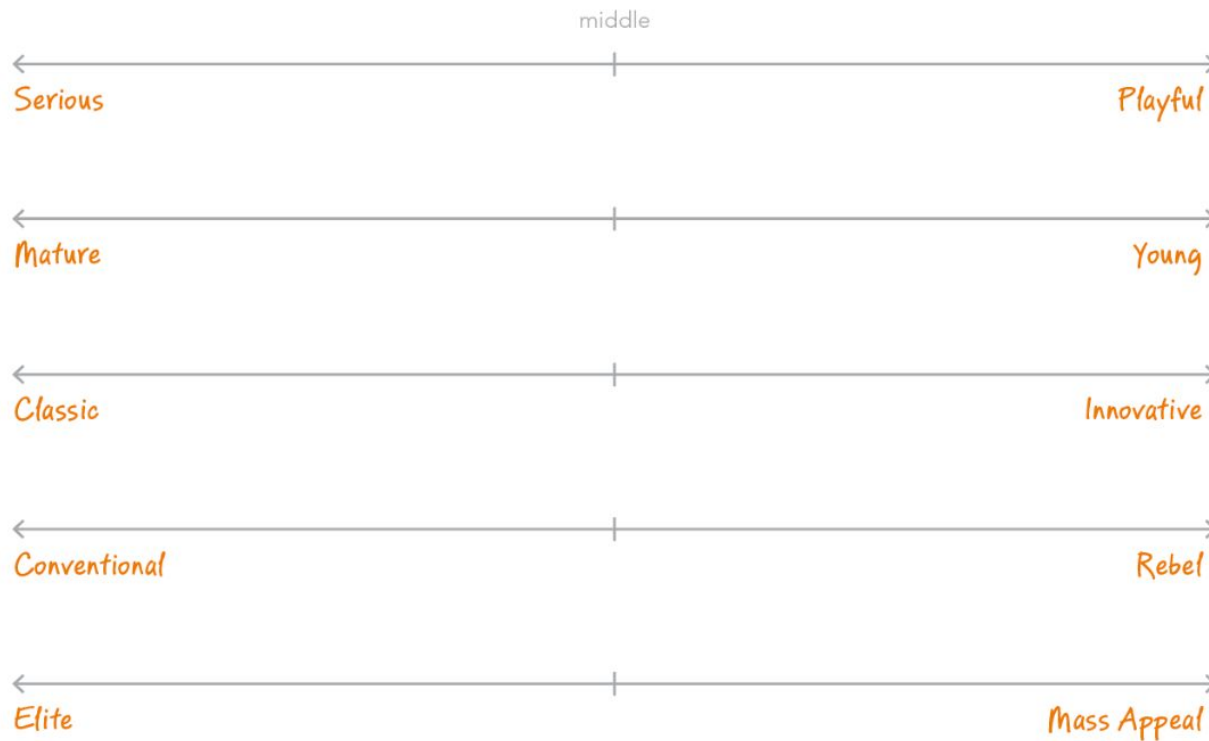
**Day 11:** Creating Story Graphics

**Day 12:** Presenting Your Brand

1

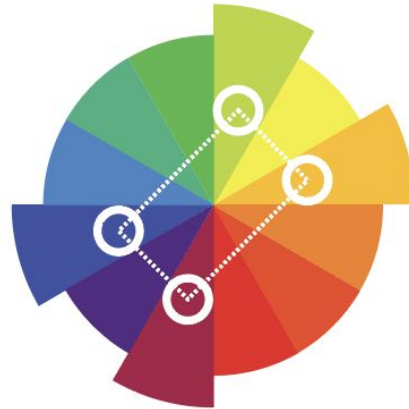
## PERSONALITY SLIDER

Mark where your company approximately stands on each slider.



Campers draw, layer, color match and refine designs for different platforms while learning how generative AI can support creative work responsibly.

- Balance
- Visual hierarchy
- Scale and proportion
- Layout and flow
- Color harmony



# SOCIAL MEDIA CAMPAIGN KIT

## STUDENT-CREATED, PROFESSIONAL QUALITY

- A set of three coordinated graphics designed to promote a product, event, or personal brand.
- Demonstrates understanding of digital design principles: Color, Layout, and Hierarchy.



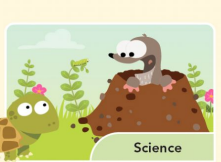
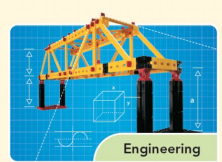
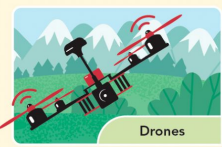
All elements are ready to be shared across different online platforms.



2026

**PCS edventures!**  
Experts in Hands-On STEAM Education

**STEAM Enrichment**  
for grades PK/TK-12



AFTERSCHOOL • EXPANDED LEARNING (ELO-P) • SUMMER PROGRAMS • CLASSROOMS

## Bring A Year of STEAM to Your Learners!

Spark joy and ignite discovery with STEAM all year long.

Let us build you a **custom STEAM program** based on your needs:

1 Your grade levels

2 Your desired themes and topics (12+ hours per topic)

|                | Brick Builders | Land, Water and Sea | Artistic Escapades |
|----------------|----------------|---------------------|--------------------|
| Grades PK/TK-K |                |                     |                    |
| Grades 1-3     |                |                     |                    |
| Grades 4-6     |                |                     |                    |
| Grades 7-8     |                |                     |                    |

Weeks 1-2

Weeks 3-4

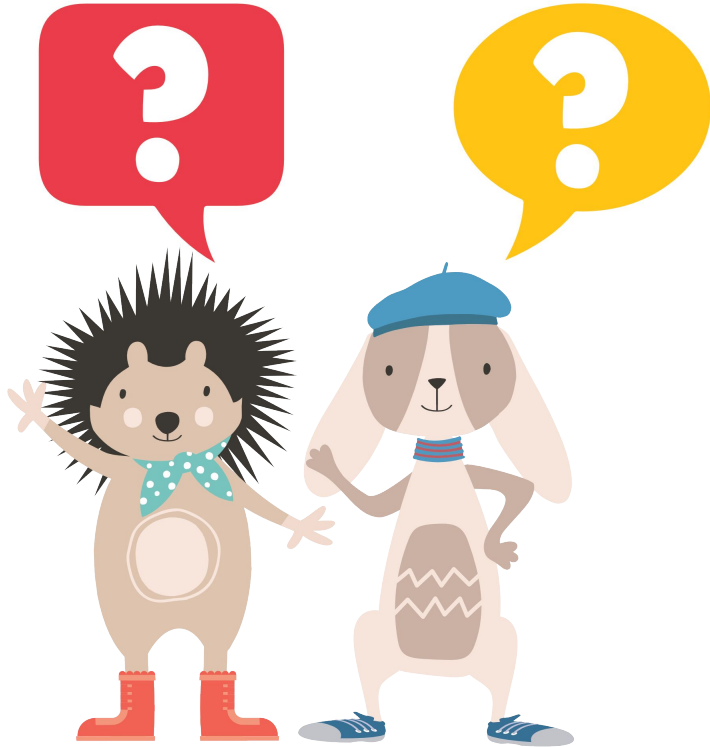
Weeks 5-6

3 Your program duration (# of weeks, hours, etc.)

Contact us at [edventures.com/consult](https://edventures.com/consult) to get your custom STEAM solution



# Any Questions?



## Contact a PCS STEAM Program Specialist

for customized solutions tailored for  
your learning environment

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