

DUMB WAYS TO DIE...

ON MARS

Sarah Rutz - Capstone 2018
Master of Library and Information Science

A STEAM program for libraries, schools, and other institutions that work with youth that teaches students to think critically and work together to answer the question:
“How can we, as humans, survive on Mars?”

PROJECT OVERVIEW

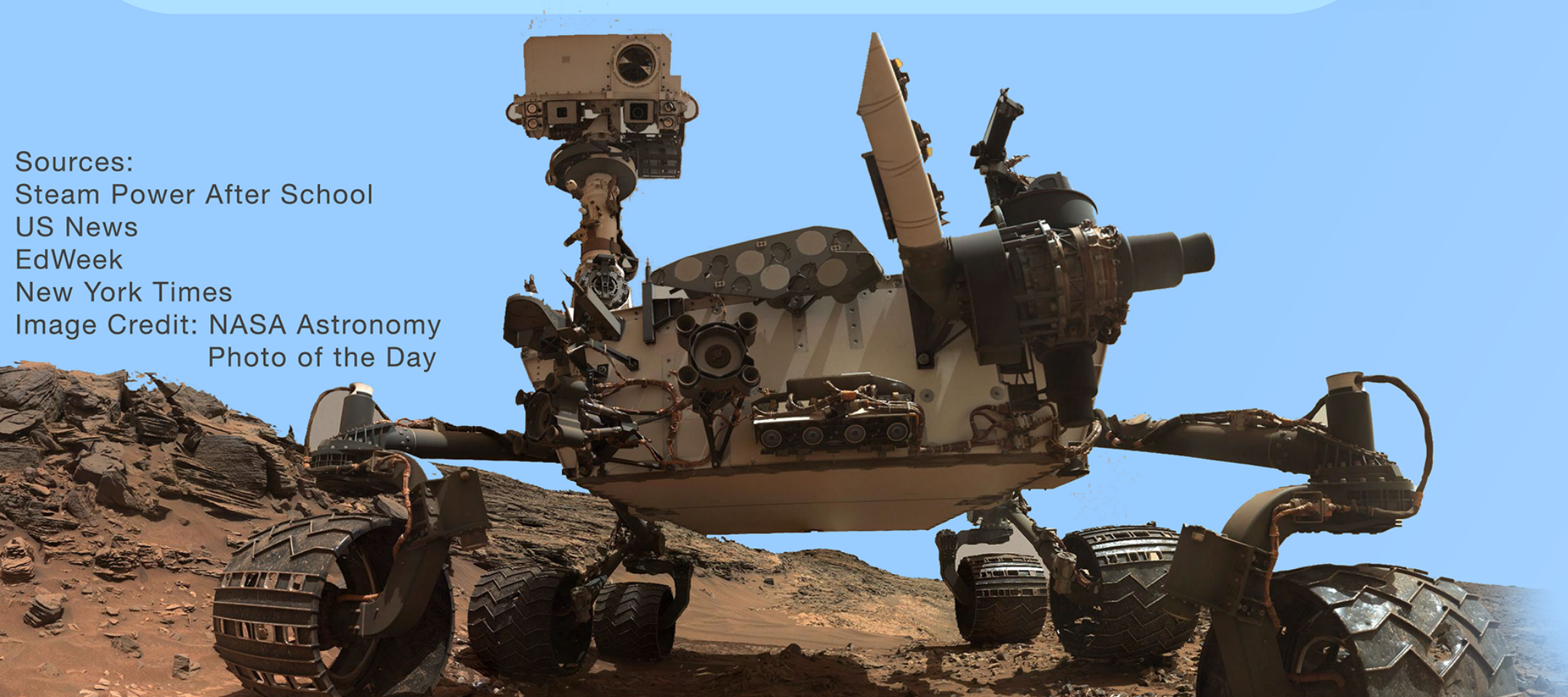
SOME FACTS ABOUT STEM EDUCATION AND LOW-INCOME STUDENTS

- STEM jobs are among the fastest-growing and highest-paying jobs in America
- Not enough youth have access to quality STEM learning opportunities
- Only 6 percent of students in the class of 2008 who were from low-income, high-minority high schools earned a degree in a STEM field within six years

PROCESS

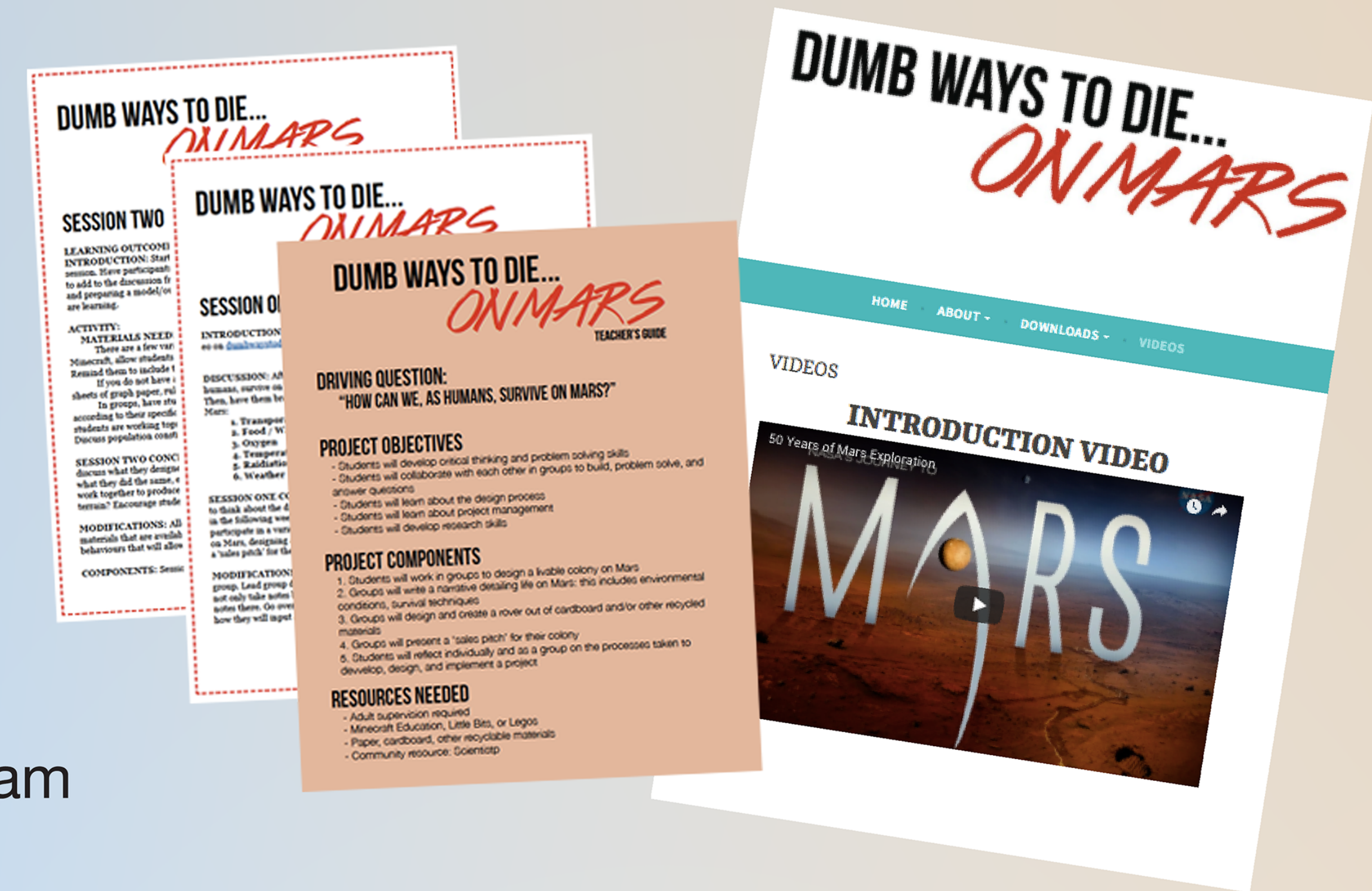
I started by building up a WordPress site that would house all of the information about the *Dumb Ways To Die... On Mars* program. This included developing a logo, creating a website from the bottom up, and using the information given to me from the sponsor to supplement my information. Following this I developed data sheets that could be used for instruction and program development, including detailed information about each and every component of the six sessions. Finally, I developed resource lists and posted them to their own section on the website.

Sources:
Steam Power After School
US News
EdWeek
New York Times
Image Credit: NASA Astronomy
Photo of the Day



DELIVERABLES

- *Dumb Ways To Die... On Mars* website
- <http://dumbwaystodieonmars.wordpress.com>
- Modifications for low-income areas
- Data sheets with lesson plans
- Links to videos used in lessons
- Resources page, listing sites and materials that instructors can use to supplement the program



IMPACT

- **This program is free to use and low-cost to develop.** All softwares are optional and can be substituted for readily available materials.
- The development of **the website ensures that instructors can provide a balanced STEAM program** for a variety of grade levels and ages, **with learning outcomes that apply 3-5-ETS1-2 Engineering Design.**
- Libraries, schools, and institutions in low-income and underserved areas can **use this program to build a foundation for STEAM programming** and set a precedent for future STEAM programs.

NEXT STEPS

Push website to public.

Introduce Donors Choose.

Collaborate with local institutions.

Continue to develop free/low-cost programming.

Special thanks to sponsor Mary Anderson,
STEM teacher at Eastridge Community Elementary School