Awesome Jobs in STEAM

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Word count: 149
(pp. 4–5, not including the labels or captions)

Overview

Students learn about the work of four Canadians with jobs in STEAM (engineer, computer scientist, bio-artist) and are encouraged to consider possible STEAM careers for themselves.

Genre/Text Type

Non-fiction/Description

Vocabulary

Words that might require clarification include *arts, bacteria, dyes* (noun), *electricity, expert, fabric, fashions* (noun), *gravity, village,* and *wind turbine*. Additional words are defined in the glossary.

Text Features

Boldface type, captions, coloured type, directional arrow, fact boxes, glossary, headings, italics, labels, photos, pronunciation guides, subheadings, table of contents

Math Connection

After reading, consider recalling with students the *TreeCare* goal of taking 5000 steps each day. Ask: *How far do you think you would walk if you took 5000 steps in a straight line?* Explain how measuring the distance walked in 10 steps and multiplying that distance by 500 is a way to **estimate the total distance.** You could invite a student to take 10 steps and then demonstrate how to use the distance covered to come up with an estimate.

eBook Activities

Activating Prior Knowledge (page 5)**; Predicting** (page 9)**; Summarizing** (page 15)

Extensions

Predicting: Before reading, you could invite students to look at the front cover and title page. Ask: *Why do you think "STEAM" is in capital letters in the title? What kinds of jobs might you read about?*

Synthesizing: Point out to students jobs in the book that involve the arts (video game artist, bio-artist, fashion designer). Ask students to suggest ways in which each job might connect to aspects of STEAM other than the arts (e.g., use of technology, such as microscope for bio-artist and sewing machine and computer for fashion designer; science for bio-artist; math for fashion designer).

Making Connections: Which job in STEAM seemed most interesting to you? Why? (Remember to think about the jobs in the photos on pages 14 and 15.)

Asking Questions: AT HOME Write three questions you would like to ask people in this book. You could write three questions for one person, or your questions might be for different people. What would you like to learn about the people or their jobs? In class, share your questions with a partner.