

# Inventions Around You

Think of a **tool or invention** that you have in your home.



What **special skills** did the person who invented it have?

# STEAM Camp “Superpowers”



# Social Scaffolding

The capacity to **support and be supported by others.**

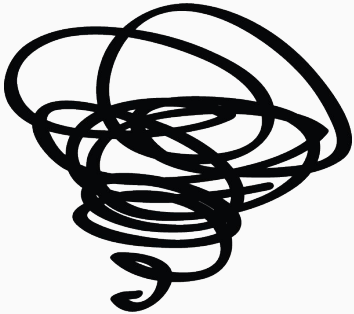
A person with **Social Scaffolding** might:



- Ask for feedback
- Give thoughtful feedback
- Share pro-tips with others
- Recognize the need of the group and contribute something to it
- Build on someone's idea

# Learning from Risks

The capacity to **try something uncertain or new, and learn from the results.**



A person with **Learning from Risks** might:

- See things beyond familiar and given
- Try new or unfamiliar strategies, techniques, and materials
- See unexpected results as opportunities to learn
- Draw useful information from the unexpected occurrences

# Spotting Superpowers

How did these people use the **STEAM Camp Superpowers** in their lives?

1. **Pick one inventor** as a group
2. **Write down** at least **3 moments** either of the superpowers helped the inventor.



# Building Superpowers

How have you used one of these superpowers in your life?

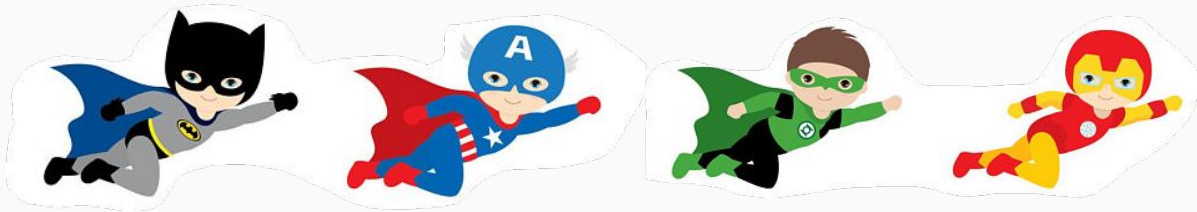
Think of **one time you have used these skills** and **share** with your group.



How can **we** build these skills during this STEAM CAMP?

# Spotting Superpowers

Make **a superhero cape** that represents how they used social scaffolding, learned from risks, and more.



# Building Superpowers

Share your cape with the group next to you and compare.

Find at least 2 things that are similar, and 2 things that are different.

