



STEM Career Adventures: Urban Planner

High-Tech Parks for Kids



Adventure Description:

In this adventure, you will think like an urban planner and create a high-tech park that kids will want to play in.

Step 1: Background Information on Urban Planning and Parks (5 minutes)

- Show **Discovery Picture: Urban Planners at Work** and explain that urban planners design cities and decide what needs to be in a city.
- Tell explorers that urban planners are working on a new project: adding technology to parks! For example, they are adding iPads to stands in a park that will give you ideas for games to play.
- Ask explorers why urban planners would want to design parks with technology (there are no right or wrong answers here- encourage explorers to brainstorm!).
 - Here are a few ideas! Technology can create new, fun reasons for kids to play outside or be used for safety reasons to tell people when a storm is coming.
- Another piece of technology urban planners are adding to parks is drones (show **Discovery Link: Drones in Action**). Explain that kids will be able to fly drones around the park with their friends.
 - Take a quick class vote to see who would want to fly a drone in a park.

Step 2: Understanding Steps for a High-Tech Park (5 minutes)

- Explain to explorers that they will now design their own park. Explorers will first choose a problem they want to solve at the park. Provide explorers with **Handout: Solving Park Problems with Technology**.
 - As a large group, read through the problems.
 - Have explorers work in pairs to select which problem they want to solve with technology.

Contact Allison, Director of Customer Service, with any questions or feedback at 314-272-2560 or allison@rozzylearningcompany.com

Send photos of your explorers and their projects to allison@rozzylearningcompany.com to be featured on Rozzy's website, social media pages, and blog!



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Step 3: Sketching the Design (10 minutes)

- Explain to explorers that they will now brainstorm and sketch out how they will incorporate technology into their design.
- Provide explorers with **Discovery Page: Brainstorming and Sketching for My Technology Park**.

Step 4: Building a Prototype (15-25 minutes)

- Explain to explorers that they will now build a prototype (a small model) of what their park will look like.
- Provide explorers with art supplies and building materials.
- Encourage explorers to refer to their handout so they make sure to include all necessary parts!

Extra Time?

- Have explorers evaluate others' designs. Provide explorers with **Discovery Page: Evaluating Technology Park**.

Materials List

Provided online:

- **Discovery Picture: Urban Planners at Work**
- **Discovery Link: Drones in Action**
- **Handout: Solving Park Problems with Technology**
- **Discovery Page: Brainstorming and Sketching for My Technology Park**
- **Discovery Page: Evaluating Technology Park**

Not provided:

- Art and building supplies

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