



The STEAM Investigative Process Activity Worksheets

Your Roadmap for Critical Thinking
A Lesson From "The Build For Your Future" Curriculum
Created by Dana Jewel Harris







The STEAM Investigative Process Grid

UNDERSTANDING YOUR PROBLEM SOLVING APPROACH

Discover your problem-solving style with the STEAM Investigative Process (SIP) Grid Worksheet! This essential tool helps you identify which critical thinking approach you naturally use to solve problems -- especially in a group setting.

By identifying your dominant approach, the SIP Grid Worksheet empowers you to work smarter, collaborate more effectively, and craft solutions that align with your strengths.

Start solving problems like a pro—get your STEAM Investigative Process (SIP) Grid Worksheet today!

Visit The Pop Shop to view more learning tools





N DEMAND SIP Approaches To Critical Thinking

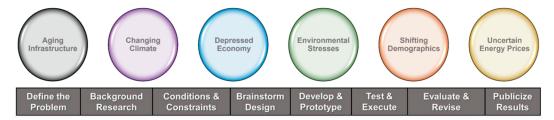
Business Stakeholders

The motive behind Business Development is to identify market opportunities, mobilize resources, and generate sustainable profits for entrepreneurial ventures



Governance Stakeholders

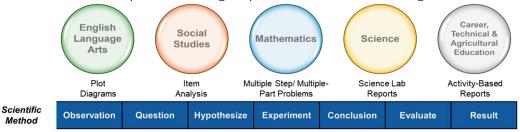
The motive behind the Engineering Design Process is to create efficient and sustainable solutions that address community needs and enhance public infrastructure.



Engineering Design Process

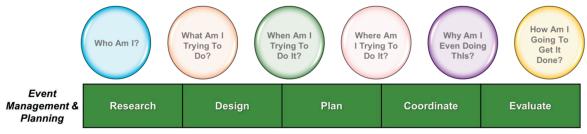
Educator Stakeholders

The motive behind the Scientific Method is to systematically question, test, and validate knowledge to foster deeper understanding and promote evidence-based learning.



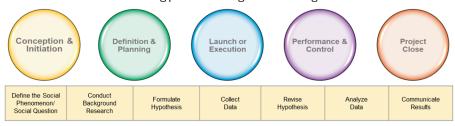
Individual Stakeholders

Individuals may find themselves in situations that require them to make decisions and take immediate action to solve a life-changing problem but may not have the skills needed to determine the best outcome



Research & Development Stakeholders

The motive behind Analytic Induction is to refine or develop theories by systematically analyzing data and uncovering patterns that guide new insights.



The SIP Grid

Breaks down communication barriers by visually displaying the steps that interconnect different approaches for solving problems.



STEAM Investigative Processes	1	Steps they have in common								
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Event Management & Planning	Research	Design	Pla	an	Coon	dinate	Evaluate			
Scientific Method	Observation	Question	Hypoth	nesize	Experiment		Conclusion Evaluate Result			
Business Development Process	Market Analysis	Company Description Products & Services	Management & Ownership	Funds Required	Operations	Sales & Marketing	Financials Executive Summary			
Engineering Design Process	Define the Problem Background Research	Conditions & Constraints Brainstorm & Design	Develop & Prototype		Test & Execute		Evaluate & Revise Publicize Results			
Analytic Induction	Define the Social Phenomenon/ Social Question	Conduct Background Research	Formulate Hypothesis	Collect Data	Revise Hypothesis	Analyze Data	Communicate Results			
Money Guide for Young Entrepreneurs	Lesson #1 "Explore Your Community	Lesson #2 "Define Your Solution"	Lesson #3 "Build Your Team"	Lesson #4 "Map Your Value"	Lesson #5 "Manage Your Assets	Lesson #6 "Share Your Success"	Lesson #7 "Package Your Skills"			
Project-Based Learning Experience	Conduct a Community Health Assessment	Create A Project- based Mission Statement	Form a Junior Executive Management Team	Create a Project-based Skillset and Value Grid	Create a Skills- Driven Timeline	Create/ Implement a Marketing Strategy & Event	Create a Professional Presentation and Evaluation			

WHAT'S YOUR APPROACH TO CRITICAL THINKING?

Circle how often you use one or more of the stakeholder's critical thinking approaches to solve problems. Use the spaces provided to briefly explain your answers.

Event Management	Never Use	Almost Never	Occasionally/ Sometimes	Almost Every Time	Frequently Use
The Scientific Method	Never Use	Almost Never	Occasionally/ Sometimes	Almost Every Time	Frequently Use
Business Development	Never Use	Almost Never	Occasionally/ Sometimes	Almost Every Time	Frequently Use
Engineering Design Process	Never Use	Almost Never	Occasionally/ Sometimes	Almost Every Time	Frequently Use
Analytic Induction	Never Use	Almost Never	Occasionally/ Sometimes	Almost Every Time	Frequently Use



ABOUT US

The NEXT Steps Youth Entrepreneur Program (501c3 nonprofit)

Since 2008, The NEXT Steps Youth Entrepreneur Program (501c3) has served as a nonprofit workforce intermediary specializing in creating innovative tools and project-based experiential learning environments.

Key Impact of Project-Based Learning Environments



Increase skills in problemsolving and critical thinking



Learners feel more prepared for post-secondary education



Learners feel they can apply what they learned to other settings



54-90%

Increase in student motivation



Improvement in learners' ability to work in teams

Source: https://zipdo.co/statistics/project-based-learning/

CONTACT US

Do Better, Think BIGGER!



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COMMUNITY CHALLENGES



We help nonprofit organizations identify the root causes behind the socio-economic conditions that negatively impact their communities:







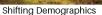
Aging Infrastructure

Changing Climate

Depressed Economy









OUR SOLUTION



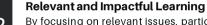
In order to effectively address, reduce and/or eliminate negative impact, we created the STEM Direct Youth Chamber of Commerce to develop meaningful, projectbased experiential learning environments for service organizations so they can empower their constituents to become active participants in their own growth and development.

BENEFITS

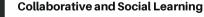


Empowerment and Ownership

By involving the community in the planning, implementation, and evaluation of projects, individuals gain a sense of pride and ownership in their accomplishments.



By focusing on relevant issues, participants gain practical skills and knowledge that directly apply to their daily lives and future aspirations.



Collaborative learning environments foster a sense of solidarity and mutual support, which, in turn, strengthens the social fabric of the community.