



WAYNE STATE UNIVERSITY

STEM Day Lesson Plan

Title: Let's Play Jeopardy!

Subject Area: Engineering Academic/Career Opportunities

Learning Activity Description: Students will participate in a team competition of Jeopardy regarding Engineering Opportunities

Lesson Activity Objective: Through this interactive activity, students will learn about the different levels of education needed for **STEM** occupations as well as the diverse variety of careers in engineering and related fields.

Lesson Activity Outcomes: Students will walk away confident with the information that they have gained in regard to higher education expectations in **STEM** fields.

Materials/Supplies Listed:

Jeopardy Game Template
Computer
Candy for student participation

Teacher Procedures:

Introduction of Engineering Career Resource Center
Rules/Expectations for sessions
Instructions for Game
Identification of team captain for each team

Preparation Time for Learning Activity: 10 minutes

Room set-up: Ford Activities Room 1520 (College of Engineering)

Projector/Computer, tables and chairs divided with each team occupying a side of the room.

Group Strategies (example, group size, expected time for groups, etc.): 30 students per each session, groups of 30 will be divided into two teams: 15 students per team

Student Products/Artifacts/work pages: N/A

Assessment Criteria/Rubric: N/A

Closing/Transition to next activity: Quick Debrief where students can share one new thing they learned during the session. As well as how their current aspirations can be related to opportunities in the STEM Field. 5 minutes will be reserved for questions.