



SINGAPORE  
INTERNATIONAL  
SCHOOL

STEM

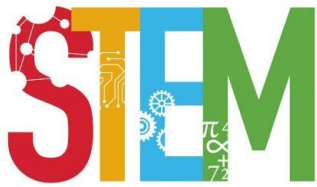


Science • Technology • Engineering • Math

# NEWSLETTER

SIS @ CAN THO

Term 2 – SY 2021 - 2022



All too often, parents inquire about the importance of STEM. Talking to their children may feel daunting for a number of reasons. Some parents don't want to scare their kids about the future so they may not want to stress about a subject they could struggle in.



The fact is these conversations are necessary to start exposing children to the importance of STEM skills as well as peak their interest in STEM fields. Here is some advice:

**What does STEM means** – Very simply: Science, Technology, Engineering, and Math. Obviously, this is important but there are other points that you should include to help your child understand why it matters. First, provide examples of STEM in the real-world. For example, “Did you know that your favorite gadgets like cell phones, tablets, and video games were created by computer scientists and engineers? We need more people like you to invent things to help people in the future. Building your STEM skills can help solve problems for people in the future.” Secondly, if your child is shying away from STEM because they are struggling with a particular subject, be encouraging and remind them that they don't need to master everything. It's about engaging them with their interests and what makes them feel confident. Try asking your child what problems they might want to solve in the future and what topics interest them. **Help your child appreciate STEM in the real-world** - STEM careers are much more than conducting experiments and building bridges. STEM appears in almost any career they will come across in their lifetime. Fashion involves material science, engineering, geometry, math and even technology. Sales involves data literacy, math, psychology, and systems science. I'm sure if you dig deep into any career with your child, something STEM will come up through a brainstorm - give it a try! **Engage your child with inquiry and model curiosity** - Curiosity and inquiry are one of the most important concepts to engage your child in. Not just for a STEM-future, but to ensure you raise an independent thinker who questions concepts and aims to understand the world around them. There are 2 simple strategies when it comes to sparking curiosity and inquiry: **Exploring wonder:** Ask your child to finish this sentence – “I've always wondered...” and capture it on paper. Then, help your child explore answers to that question. You can use the internet, books, a short experiment, a quick brainstorm, or even use random materials to build a prototype. **Model curiosity:** When you come across something that might interest your child, start asking questions together. For example, “Why do you think this happened? What might make it look like this? Why did this turn out differently than the other one?”

## Starters for STEM



Starters for STEM are 10 activities that parents can use at home to help children develop their science, technology, engineering and maths skills. These activities are easy to resource and provide children with the stimulus to talk about the world around them. If you see a link, you can explore how to extend these activities, you will need to sign up, for free, to access these materials. Don't forget to share your work on social media **#ScienceFromHome**

### Fantastic fruits,

Collect a selection of fruits. Are they all the same? Do you know what they look like inside?

Look inside—what patterns do you notice?

[www.stem.org.uk/rx64kj](http://www.stem.org.uk/rx64kj)

### Garden/home treasure hunt

Create a rainbow collage by collecting coloured materials from your garden or home.

[www.stem.org.uk/rx33ho](http://www.stem.org.uk/rx33ho)

### What's in your house?

Find 5 things in your house. What are they made from?

Can you name the properties of the different materials?

[www.stem.org.uk/rxq2rt](http://www.stem.org.uk/rxq2rt)

### Growing plants from the things you throw away

Collect the seeds from the fruit that you eat. Including tomatoes and squash.

Do they all look the same? Plant them and observe how they grow.

[www.stem.org.uk/rx32mj](http://www.stem.org.uk/rx32mj)

### Imagine what your life would be like without plastic

Write a story or create a comic strip for 'a life without plastic'.

Are all plastics the same? Do they all float

[www.stem.org.uk/rx355t](http://www.stem.org.uk/rx355t)

### How does our body work?

Go outside and use chalk to draw around someone's body.

Can you draw what is inside your body? What does each part do?

[www.stem.org.uk/rx34f3](http://www.stem.org.uk/rx34f3)

### Spooky sounds

Sit quietly for 60 seconds, make a list of everything you can hear. Try this in different places, indoors, outdoor or even in the bath.

What do you think it would sound like in space?

[www.stem.org.uk/rxzum](http://www.stem.org.uk/rxzum)

### Excellent electricity

Make a list using words/drawings to find all the things in your home that use electricity.

If you could keep only one item which would it be? Why?

[www.stem.org.uk/rxxxr](http://www.stem.org.uk/rxxxr)

### Fun with flight

Design and make a paper aeroplane that will travel the furthest.

Does changing your design make it go further?

[www.stem.org.uk/rxfly7](http://www.stem.org.uk/rxfly7)

### Who would live in a house like this?

Design a creature that would live in the boot of your car, or the bottom of your bag.

What special adaptations/characteristics would it have?

[www.stem.org.uk/rxq7nj](http://www.stem.org.uk/rxq7nj)

## SIS HACKATHON

### APPS 4 SUSTAINABILITY

*The contest encourages students to design and build an app that helps improve sustainability.*



This wasn't just an easy contest to jump into. The students were engaged in several weeks of planning. They had to research about what is sustainability and what would make a good app. Students also had to identify sustainability in their local community and research how their app would help. Finally, their creative skills were put to test by creating visual aids of their app using MS Stream so they could present their ideas to three judges.



SIS@Can Tho winners are the following:



**Differland (Year 8)**-  
Nguyễn Nhật Nam  
Phương (Mickey), Bùi  
Khánh Quốc (Steven),  
Nguyễn Nhật Đăng  
(Andy), Nguyễn Linh  
Đan (Mimi)



**Give (Year 7)** - Tran Cong  
Vinh, Nguyen Phuoc Quang  
Nhan (Nick), Dong Tan Loc  
(Tim), Phan Tran Dong Nghi  
(Julia)



**Water Life (Year 9)** -  
Lam Huong Xuan  
(Jenny), Mao Kien  
Quoc (Ben), Thai  
Nguyen Hoang Anh  
(Max), Le Trung Tin  
(Eric)

The representatives of the SIS Hackathon will compete with SIS schools in Ho Chi Minh City, Vung Tau and Binh Duong.

