MINNDEPENDENT

A Partial List of Online and Community STEM Resources

MINNDEPENDENT does not endorse or recommend any organization, product, or professional association. Contact Beth Murphy, MINNDEPENDENT STEM Program Manager, at bmurphy@minndependent.org with suggested additions.

In addition to her work with MINNDEPENDENT, Beth also works directly with schools and nonprofits as a consultant to guide planning and implementation of exceptional STEM learning experiences. Visit Beth Murphy Consulting to learn more or contact Beth at bethmurphyconsulting@gmail.com to schedule a free consultation for your school.

Academic Standards & Related Resources

Getting Ready for the New Minnesota Science Standards online course

A Framework for K-12 Science Education

The Next Generation Science Standards

Science & Engineering Practices in K-12 Classrooms

Matrix of Crosscutting Concepts in NGSS

MN Academic Standards for Science

MN Academic Standards for Mathematics

Minnesota STEM Teacher Center

ITEEA Standards for Technological and Engineering Literacy

Framework for 21st Century Learning

Colleges & Universities

Hamline University: **Center for Global Environmental Education (CGEE)**

St. Catherine University: **National Center for STEM Elementary Education**

University of Minnesota:

- **BrainU: The Neuroscience Teacher Institute**
- **Monarch Lab**
- **Educator Development**
- **STEM Center Resources**

University of St. Thomas:

- **Center for Engineering Education (CEE)**

Minnesota State:

- **Minnesota State Centers of Excellence**
- **Minnesota State Engineering Center of Excellence**

Museums & Education Providers

The Bakken Museum: inspiring a passion for innovation to make the world a better place

Bell Museum: Minnesota's natural history museum with a mission to ignite curiosity and wonder, explore our connections to nature and the universe, and create a better future for our evolving world

Climate Generation: A Will Steger Legacy: empowering individuals and their communities to engage in solutions to climate change

Code Savvy: striving to make kids and teens more code-savvy through creative educational programs and services

createMPLS: bringing hands-on technology programs to k-12 students at no cost

Curious Minds: providing STEAM education programs for ages 18 months to 12 years

High Tech Kids: nonprofit that supports Minnesota *FIRST®* LEGO® League Junior, *FIRST®* LEGO® League, and *FIRST®* Tech Challenge programs

Minnesota Zoo: Created by the State of MN, the Minnesota Zoo has a mission to connect people, animals, and the natural world to save wildlife

Playful Learning Lab: working together to create engaging, hands-on experiences for students and educators with a focus on play

Science from Scientists: providing exciting, informative and engaging programming by practicing scientists

Science Museum of Minnesota: hands-on exhibits, dinosaurs, Omnitheater as well as field trips, outreach programs, and teacher professional development

Science Museum of Minnesota Lending Library/Teacher Resource Center: membership-based teacher resource to borrow instructional, hands-on STEM materials

World Savvy: educating and engaging youth to learn, work, and thrive as responsible global citizens

The Works Museum: hands-on children's museum that focuses on technology and engineering

Professional Associations

Minnesota Academy of Science

Minnesota Council of Teachers of Mathematics

Minnesota Science Teachers Association

Minnesota Technology & Engineering Educators Association

SciMathMN

Learning Communities

MINNDEPENDENT Member Network: A collaboration tool created by MINNDEPENDENT to provide STEM educators with the opportunity to collaborate and learn from each other to advance STEM teaching and learning

Additional Resources

3M Visiting Wizards: 3M wizards showcase interesting and fun science demonstrations and hands-on experiments on a variety of topics

Edutopia: resources for teachers including project-based learning and integrated studies

Engineering byDesign™ Program, e.g. EbD, developed by the International Technology and Engineering Educators Association (ITEEA)

Engineering is Elementary: developed by the Museum of Science, Boston

Engineer's Playground: information, products and services about engineering and STEM for schools and parents

Full Option Science System (FOSS)®: K-8 science curriculum from the Lawrence Hall of Science, University of California, Berkeley

getSTEM of Minnesota, a web portal designed to connect Minnesota educators with science and technology businesses

Girls That Code: close the gender gap in technology

Great Explorations in Math and Science (GEMS): from the Lawrence Hall of Science, University of California, Berkeley

H2I Group: inspiring science facilities, and accessible STEM labs

KidWind: clean energy curriculum and classroom materials

LASER Classroom™: K-12 tools and resources to teach about light, lasers and optics

Maker Education: whose mission is to create more opportunities for young people to build confidence, foster creativity, and spark interest in STEM and the arts

Minnesota Department of Natural Resources: providing natural resources education

Minnesota Tech for Success: creating digital equity for students in STEM

National Center for Technological Literacy: programs and resources to raise awareness and understanding of engineering

Next Wave STEM: Powering STEM education through emerging tech

Project Lead the Way (PLTW): Bringing real-world learning to PrkK-12 classrooms

Sadlier: K-12 education resources

Science and Technology Concepts Program™(STC): inquiry-based science curriculum for K–10 covering life, earth and physical sciences with technology. Developed by the Smithsonian Science Education Center

Science Companion: curriculum for teachers, by teachers

SciGirls: evidence-based practices in STEM education for girls

Sparticl: a science web and mobile device information service for teens

STEM Supplies: STEM supplies designed to immerse students in STEM/STEAM principals and connect their learnings to the real world

TeachEngineering: digital library of standards-based engineering content for K-12

Twin Cities Public Television: uses television, interactives media and community engagement to advance education, culture and citizenship

Try Engineering: engineering resource for students, parents, teachers & school counselors

Teachers TryScience: a collaborative effort between the New York Hall of Science, IBM Corporation and teachengineering.org to provide STEM Lessons/resources for educators**,** including teacher-contributed lessons

Vernier: company that provides sensors, software and curriculum to teach science and collect and interpret data

Updated October 2022