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## 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](mailto: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](http://BethMurphyConsulting.com) to learn more or contact Beth at [bethmurphyconsulting@gmail.com](mailto:bethmurphyconsulting@gmail.com) to schedule a free consultation for your school.

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### ACADEMIC STANDARDS & RELATED RESOURCES

[A Framework for K-12 Science Education](#)

[Framework for 21st Century Learning](#)

[Getting Ready for the New Minnesota Science Standards online course](#)

[ITEEA Standards for Technological and Engineering Literacy](#)

[Matrix of Crosscutting Concepts in NGSS](#)

[MN Department of Education - STEM](#)

[MN Academic Standards for Science](#)

[MN Academic Standards for Mathematics](#)

[Minnesota STEM Teacher Center](#)

[Science & Engineering Practices in K-12 Classrooms](#)

[The Next Generation Science Standards](#)

[US Department of Education – STEM & Computer Science](#)

### COLLEGES & UNIVERSITIES

Hamline University: [Center for Global Environmental Education \(CGEE\)](#)

[National Institute for STEM 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

[MN Department of Transportation:](#) Aeronautics and Aviation Education

[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

[\*\*We Share Solar\*\*](#): hands-on solar education that inspires students to light the world

#### **Professional Associations**

[\*\*Minnesota Academy of Science\*\*](#)

[\*\*Minnesota Council of Teachers of Mathematics\*\*](#)

[\*\*Minnesota Science Teachers Association\*\*](#)

[\*\*Minnesota Technology & Engineering Educators Association\*\*](#)

[\*\*National Science Teaching Association\*\*](#)

#### **ADDITIONAL RESOURCES**

[\*\*3M STEM and Skilled Trades\*\*](#): Visiting Wizards, Tech Talks, 3M Twist Program and STEP- Science Training Encouragement Program

[\*\*Accelerate Learning/STEMscopes\*\*](#): STEM focused curriculum

[\*\*Catapult Learning\*\*](#): K-12 STEM curriculum based on the engineering design process

[\*\*Centers for Disease Control and Prevention\*\*](#): K-12 teacher resources

[\*\*Edutopia\*\*](#): resources for teachers including project-based learning and integrated studies

[\*\*Engineering byDesign™ Program\*\*](#), PreK-12 standards-based curriculum 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\*\*](#): FREE summer programs and after-school clubs for girls. Learn to code

[\*\*Great Explorations in Math and Science \(GEMS\)\*\*](#): from the Lawrence Hall of Science, University of California, Berkeley

[\*\*H2I Group\*\*](#): inspiring accessible STEM facilities and labs

[\*\*KidWind\*\*](#): clean energy curriculum and 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 PK-12 classrooms

[\*\*Sadlier\*\*](#): K-12 education resources

[\*\*Smithsonian Science Education Center\*\*](#): transforming K-12 Education Through Sciences. [\*\*FREE curriculum\*\*](#) for K-8 covering life, earth, and physical sciences with technology.

[\*\*Science Companion\*\*](#): curriculum for teachers, by teachers

[\*\*SciGirls\*\*](#): evidence-based practices in STEM education for girls

[\*\*SciMathMN\*\*](#) - Minnesota STEM Teacher Center

[\*\*Sparkpoint Innovations\*\*](#) – K-8 curriculum aligned with earth science and math standards

[\*\*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

