



Paving the Way for STEM in History Museums



Engaging STEM Through Interactivity

Discussion Guidelines

- Use “I” statements and speak only from your own experience
- Assume good intent and be aware of your impact
- Maintain confidentiality—what is said here stays here, what is learned here leaves here
- Share the air—leave room for everyone to speak and don’t interrupt
- Seek first to understand—ask questions to clarify, not to debate
- Participation may be verbal, but it is also deep listening
- Challenge yourself and engage with discomfort
- Be willing to make a mistake and be understanding when others make them
- Seek to learn from differences—everyone’s unique backgrounds give us different life experiences

Group Activity

We'll begin with a group review and discussion of the "Interactive Concept Document" handout.

After that, we'll divide into randomly selected breakout rooms to facilitate small group discussion for today's activity.

If you have questions when one of us is not in your breakout room, select "Ask for Help" in your control bar and one of us will quickly join you. We'll communicate logistical details like how much time you have left via announcements that will appear at the top of your breakout room screen.

Group Activity

Thinking about the work we did on Tuesday imagine that you are creating an interactive to explain an aspect of bridges at your museum. Helpful resources might include the [NRHP Listed and Eligible Bridges in Texas map](#), [Truss Bridge Visual Glossary](#), or [the New Technology for Building Bridges video](#). These resources in particular speak to specific bridges, bridge design, and engineering respectively.

In your groups, do the following:

- Determine your interpretive goal
- Determine your experience goal
- Work through the methodology and mechanics of your interactive, with particular attention to how you might make a plan for prototyping

We'll come back together at the end and have each group explain their interactive and discuss how the process went.

Let's do it!