

Overview

Families introduce themselves in their own words by sharing what they enjoy doing and what they like about themselves and their families. Everyone shares their responses with the larger group as a way to get to know one another and start off the program!



Materials

- About Me card -1 per person
- About Us card -1 per family
- Markers, crayons, or colored pencils
- Tape

This activity:

- Signals the program is not just about technology
- Encourages participants to bring personal expertise
- Eases everyone into creating with familiar materials
- Highlights the expertise and interests of families
- Allows all families to share who they are & see who else is present

Promote multiple ways of knowing and making and teaching with your hands & body Broaden "what counts" as STEM using everyday & professional forms LEARNING IS experiences should grow out of the lives of learners CULTURAL Promote full family engagement and contribution throughout (Re) position family members as developing experts working on authentic projects

Family Sketch

One family wrote that they love baseball on their "About Us" card and went on to design their family project about a baseball game they attended together over the summer. Their diorama even included a miniature motorized baseball bat!

Step-by-step

- Ask each participant to fill out an "About Me" card with words or pictures, and in a language they prefer.
- After filling in their "About Me" cards, families can work together to fill out their "About Us" card about their family as a whole.
- When everyone is done, invite families to share aloud with the larger group. You should also fill out and share your own card too! You can either ask people to share their own card or ask people to pair up and switch cards to share. This can relieve any anxiety about sharing aloud.
- Families can also share aloud their "About Us" cards before attaching all of their individual cards.
- Tape up the completed cards on the wall for the rest of the program(s).



What worked for us

This is a great way to get to know one another in a positive and low-pressure way. That's why we like to start of the program with this activity!

We display the cards during the series to make the space feel more comfortable.

It was important to us that people used their preferred language when doing this activity.

We loved that families thought about all of their interests, not only their interest in robotics, computer programming, or the "focus" of the learning that day.



Other ideas

How can this activity fit into your setting?

Combine it with other icebreaker activities that create connections between the lives of families and the program.

Ask families to introduce themselves in their preferred language, such as a Native language

Ask a daily question such as:

- What was something good that happened to you today?
- If you could be any animal, what would you be and why?

Special thanks to MIT Creative Family Learning who created this activity. Roque, R. & Leggett, S. (2014) Family Creative Learning Facilitator Guide. http://familycreativelearning.org/guide/

More tools like these available on <u>techtales.online</u>
Robotics Backpacks for Family Learning | NSF DRL - 1516562



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