



Helping your YSA Junior to journey into STEMM couldn't be easier. Simply help your student/child to engage with science, technology, engineering, maths or medicine (STEMM) through learning activities and award stickers as they complete their YSA Junior workbook. You decide what counts and can focus activities that build their confidence, knowledge and interests.

Start by choosing an activity for your Junior to work through that introduces one or more area of science, technology, engineering, maths or medicine (STEMM). There are some examples below to get you started and you can find more on our website [ysawards.co.uk](https://ysawards.co.uk).

Award stickers to reward achievement as children first **learn** about the topic, **explore** more about the area, then **apply** their new knowledge to a problem. To complete each area they should be able to **explain** what they have learned to someone else. Encourage them to type in the workbook sections to record their journey then insert stickers by browsing for the files in the 'stickers' folder when the stages are complete. There is a unique sticker for each box. You can do one experiment or activity across a whole STEMM area, or focus an activity on just a single area. The only essential element is that you and they have fun!

When all the stickers have been placed and the workbook is complete it is time to award the certificate. Why not make it an occasion to ensure they are proud of their achievement by celebrating at home or at school! We hope you have a great time exploring the world of STEMM – there's a marvellous journey ahead. Please connect with us to let us know how you get on!

YSA Junior pin badges are available to purchase on request.

## Examples of activities

Here are some ideas of activities you can do, but don't forget, the only limit is your imagination – let us know about the amazing ideas you come up with.

STEMM area	Activity idea	Learn	Explore	Apply	Explain
<b>Science</b>	Sink or swim	Learn what the word density means	Explore which objects float and which ones sink in water	Predict which objects will float and sink	Explain why, using the idea of density
<b>Technology</b>	Computing computers	Learn what a computer is	Try to count the number of computers in your house	Work out how many computers there might be in your street	Explain the things computers have in common
<b>Engineering</b>	Building bridges	Learn about the different types of bridges	Find out all the ways you can build bridges with straws and sellotape	Try to build the longest bridge you can between two books	Explain how you would make your bridge even better
<b>Maths</b>	Mixed model	Learn about the Fibonacci sequence	Explore the relationship between the circumference and height of drinking glasses	Estimate the height of Big Ben – see how close you can get	Explain what a prime number is to a family member
<b>Medicine</b>	Saving lives	Be taught how to do CPR	Find out why CPR saves lives	Show you can do CPR	Teach a friend how to do CPR