

Window to the World Mobile Museum

S.T.E.A.M. in Action: Five Ways to Teach with the Mobile Museum

The Mobile Museum is more than an exhibit—it is a hands-on S.T.E.A.M. learning laboratory. You can use artifacts from around the world to connect culture, creativity, problem-solving, and academic content.

S.T.E.A.M. Area	How Students Can Use the Mobile Museum	Example Activity
S – SCIENCE 	Investigate the natural materials and their properties, the processes of constructing the artifact, and the related environmental factors.	“What Is It Made Of?” Students select an artifact and determine what materials were used. Research the properties of those materials and explain why they were appropriate for the object's purpose.
T – TECHNOLOGY 	Explore how technology is used to create, preserve, document, or share cultural objects.	“Then & Now” Students examine how an artifact was traditionally made and research a modern technology that could be used to create or preserve it today.
E – ENGINEERING 	Study how an artifact solves a problem or meets a human need. Identify design challenges and develop improvements.	“Design Challenge” Students identify the problem an artifact was designed to solve, then create a modern redesign while preserving an important cultural feature.
A – ART 	Analyze color, shape, symbolism, patterns, craftsmanship, design, and cultural expression.	“Art Tells a Story” Students study an artifact's colors, patterns, and symbols. They create their own design inspired by the artifact and explain the cultural meaning behind their choices.
M – MATHEMATICS 	Use artifacts to explore geometry, measurement, symmetry, patterns, ratios, fractions, statistics, and spatial reasoning.	“Math in the Design” Students measure, classify, and analyze geometric shapes and repeating patterns found in jewelry, textiles, games, baskets, or other artifacts.