



The Knights of STEMalot Power Play **Classroom Game**

Teachers: When the *Power Play* classroom game concludes, we encourage the use of the following questions to act as a prompt for discussion with your students to help solidify the learning that took place. We recommend spending at least five minutes discussing and asking your students what they learned and talking about what else they need to know. Feel free to ask your students as many follow up questions as you'd like.

Reflection Questions

1. What are the six simple machines?
2. Name at least one tool or object based on each of the six simple machines.
3. What is a compound machine and what are some examples of what we use them for?
4. What are some of the different fields/areas of study related to STEM?
5. Why are problem solving and collaboration important in the scientific process?
6. Who was Albert Einstein?
7. What is the formula to find the force of a moving object and what is the unit of measurement for "force"?