Inspiring School Students to STEM through Board games

Ramana M. Pidaparti and *Students at VCU and UGA*

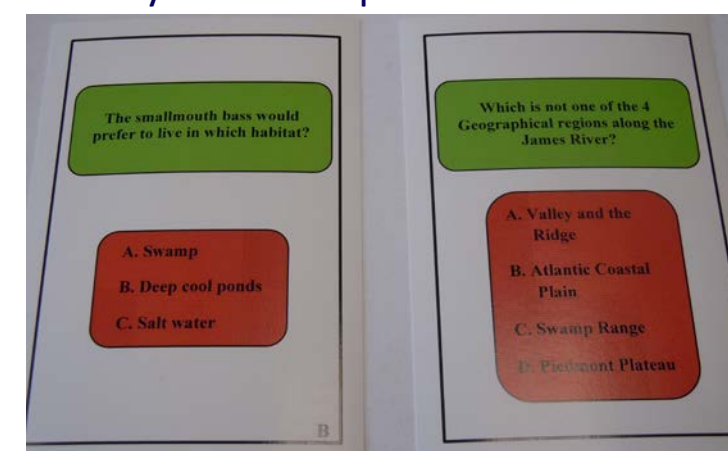College of Engineering, University of Georgia, Athens, GA

Teach Sustainability to School Children

Play RIVER RUSH boardgame

Winning team will journey through the James River by answering questions about sustainability (related to Virginia SOLs) and finish the course first with as many tokens as possible.

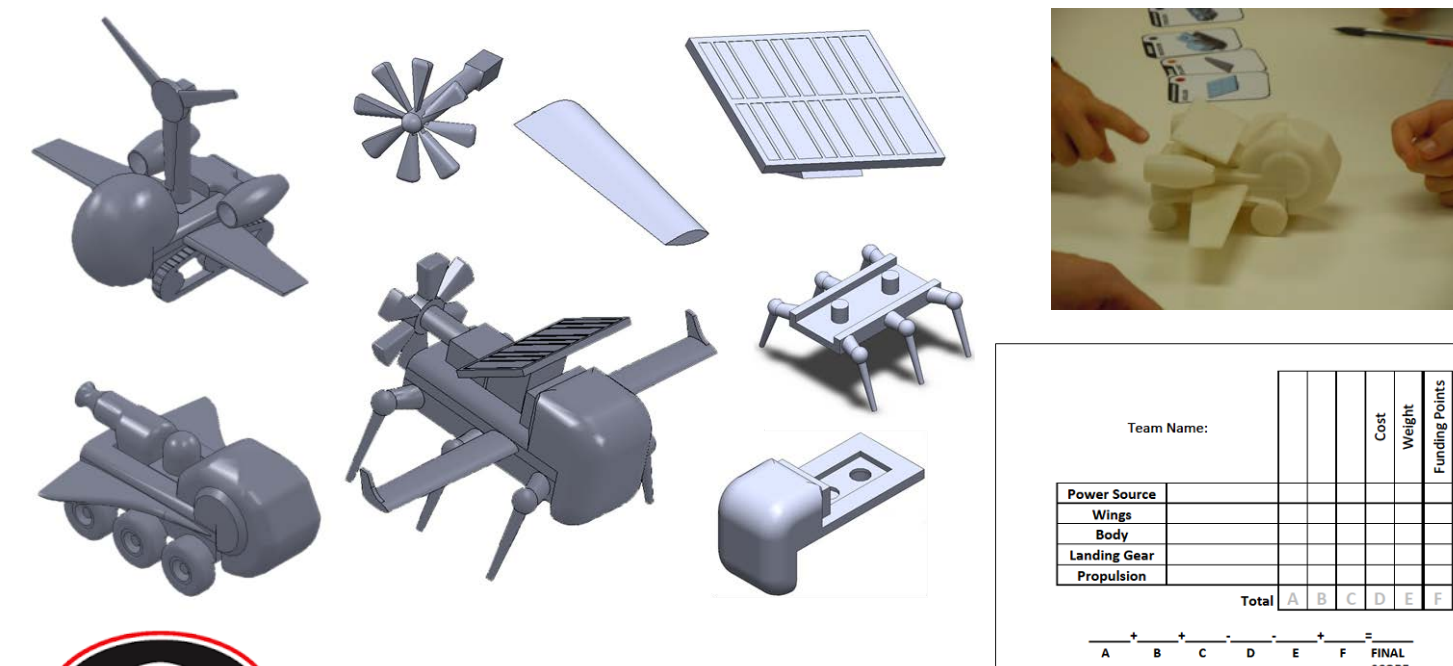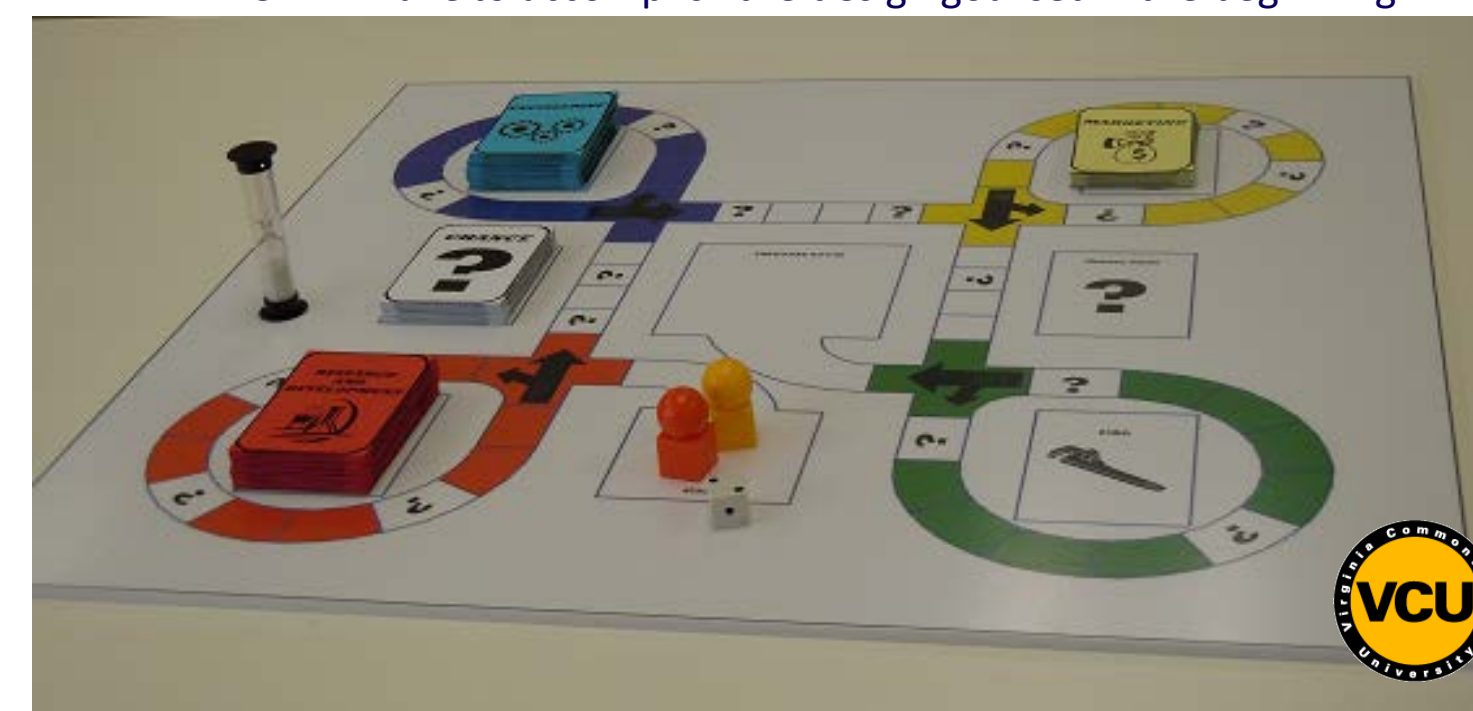Please contact Dr. Pidaparti at (706)-542-4057 or rmparti@uga.edu

Teach Design Process to School Children

Play DSG: Mission to Mars boardgame

The objective of this game is to introduce the design process to school children and promoting engineering values. Teams will go through various steps of the design process and learning to make decisions and build their design. The winner will have to accomplish the design goal set in the beginning.
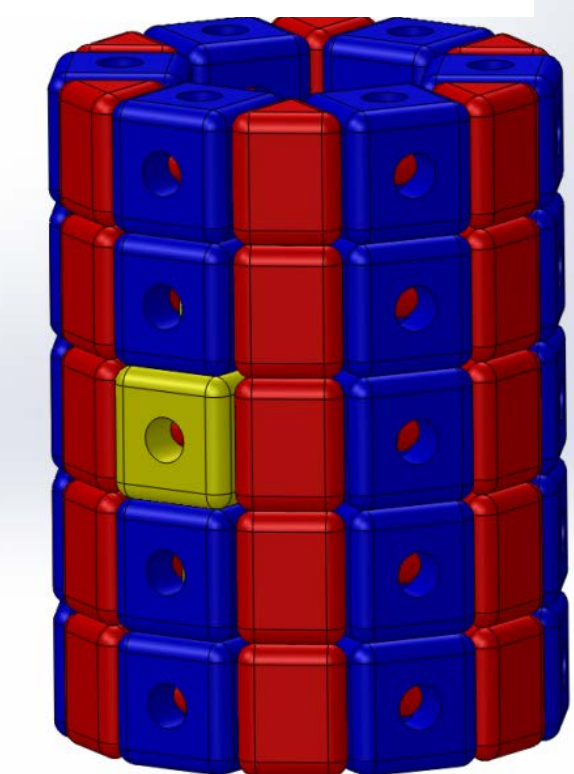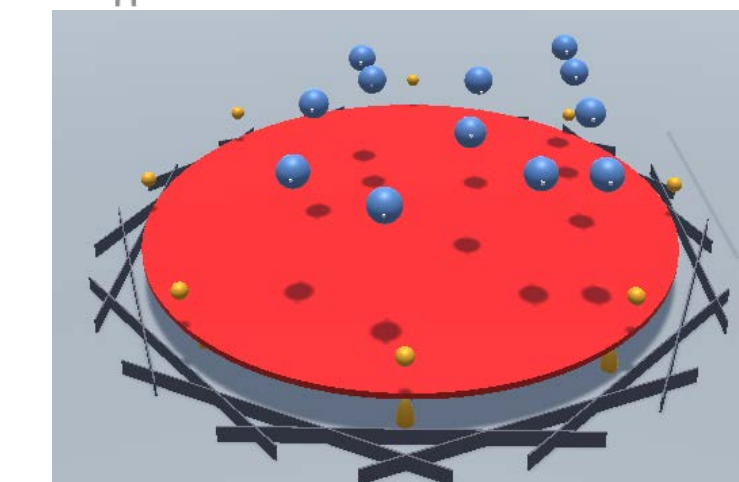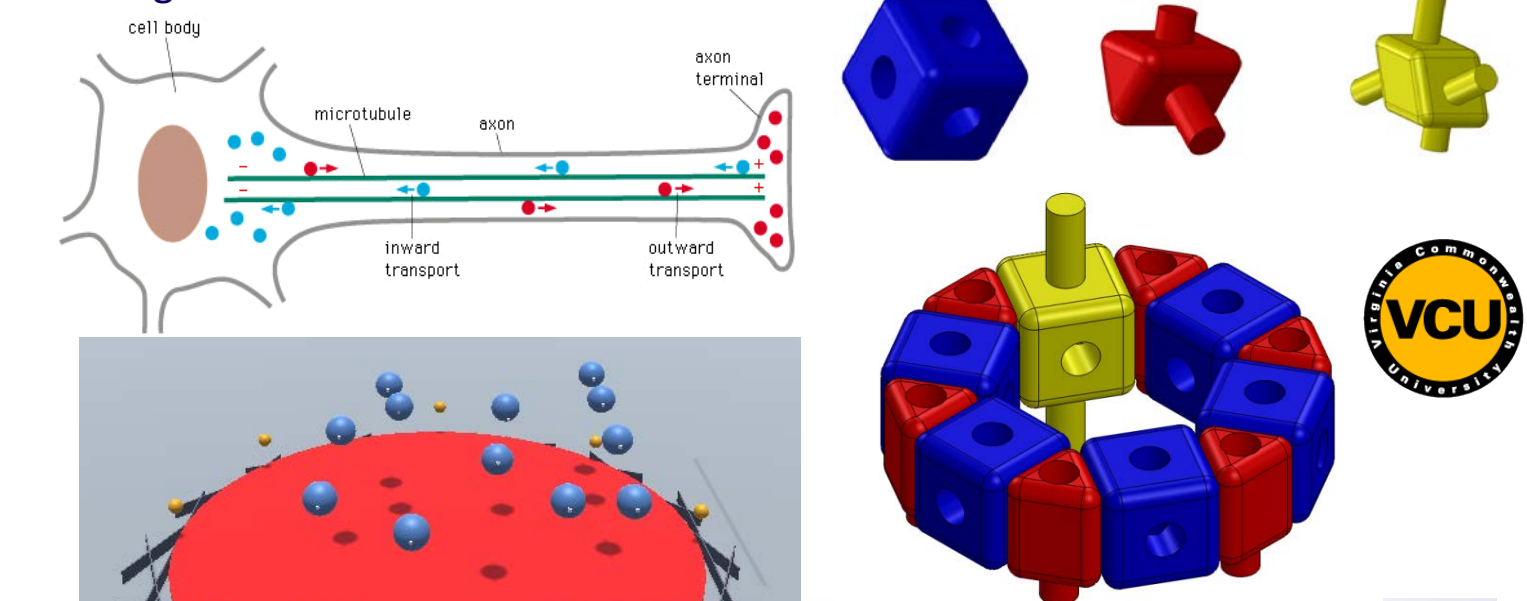

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Inspire STEM to School Children

Play Mpuzzle game

The objective of this game is to build a 3D puzzle with two building blocks that mimic a natural structure found in cells. This puzzle will help to teach problem solving skills to children.

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