



---

## A Partial List of Online and Community Resources

MISF does not endorse or recommend any organization, product, or professional association. Contact Beth Murphy, MISF STEM Program Manager, at [bmurphy@misf.org](mailto:bmurphy@misf.org) with suggested additions.

---

### Colleges & Universities

**Bethel University:** [STEM in K-12 Education Certificate](#)

**Hamline University:** [Center for Global Environmental Education \(CGEE\)](#)

**St. Catherine University:** [National Center for STEM Elementary Education](#)

**University of Minnesota:**

[BrainU: The Neuroscience Teacher Institute](#)

[Monarch Lab](#)

[STEM Center](#) and [STEM Center resources](#)

**University of St. Thomas:**

[Center for Engineering Education \(CEE\)](#)

[Playful Learning Lab](#)

### Museums & Education Providers

**The Bakken Museum:** inspiring a passion for innovation to make the world a better place

**Bell Museum:** Minnesota's natural history museum with a mission to ignite curiosity and wonder, explore our connections to nature and the universe, and create a better future for our evolving world

**Climate Generation: A Will Steger Legacy:** empowering individuals and their communities to engage in solutions to climate change

**Code Savvy:** striving to make kids and teens more code-savvy through creative educational programs and services

**Curious Minds:** providing STEAM education programs for ages 18 months to 12 years

**High Tech Kids:** nonprofit that supports Minnesota *FIRST*<sup>®</sup> LEGO<sup>®</sup> League Junior, *FIRST*<sup>®</sup> LEGO<sup>®</sup> League, and *FIRST*<sup>®</sup> Tech Challenge programs

**Minnesota Zoo:** Created by the State of MN, the Minnesota Zoo has a mission to connect people, animals, and the natural world to save wildlife

**Science from Scientists:** providing exciting, informative and engaging programming by practicing scientists

**Science Museum of Minnesota:** hands-on exhibits, dinosaurs and the Omnitheater as well as field trips, outreach programs, and teacher professional development

**Science Museum of Minnesota Lending Library/Teacher Resource Center:** membership-based teacher resource to borrow instructional, hands-on STEM materials

**World Savvy:** educating and engaging youth to learn, work, and thrive as responsible global citizens

**The Works Museum:** hands-on children's museum that focuses on technology and engineering

### Professional Associations

[Minnesota Council of Teachers of Mathematics](#)

[Minnesota Science Teachers Association](#)

[Minnesota STEM Teacher Center](#)

[Minnesota Technology and Engineering Educators Association](#)

[SciMathMN](#)

### Learning Communities

**MISF STEM Learning Community:** A collaboration tool created by MISF to provide STEM educators with the opportunity to collaborate and learn from each other to advance STEM teaching and learning

## **Additional Resources & Curriculum**

**American Association of Chemistry Teachers**: classroom resources for grades K-12

### **National Chemistry Week**

**Edutopia**: resources for teachers including project-based learning and integrated studies

**Engineering byDesign™ Program**, e.g. EbD, developed by the International Technology and Engineering Educators Association (ITEEA)

**Engineering is Elementary**: developed by the Museum of Science, Boston

**Engineer's Playground**: information, products and services about engineering and STEM for schools and parents

**Full Option Science System (FOSS)®**: K-8 science curriculum from the Lawrence Hall of Science, University of California, Berkeley

**getSTEM of Minnesota**, a web portal designed to connect Minnesota educators with science and technology businesses

**Great Explorations in Math and Science (GEMS)**: from the Lawrence Hall of Science, University of California, Berkeley

**KidWind**: clean energy curriculum and classroom materials

**LASER Classroom™**: K-12 tools and resources to teach about light, lasers and optics

**Maker Education**: whose mission is to create more opportunities for young people to build confidence, foster creativity, and spark interest in STEM and the arts

**National Center for Technological Literacy**: programs and resources to raise awareness and understanding of engineering

**Science and Technology Concepts Program™ (STC)**: inquiry-based science curriculum for K–10 covering life, earth and physical sciences with technology. Developed by the Smithsonian Science Education Center

**Science Companion**: curriculum for teachers, by teachers

**SciGirls**: evidence-based practices in STEM education for girls

**Sparticl**: a science web and mobile device information service for teens

**TeachEngineering**: digital library of standards-based engineering content for K-12

**TryEngineering**: engineering resource for students, parents, teachers & school counselors

**Teachers TryScience**: a collaborative effort between the New York Hall of Science, IBM Corporation and teachengineering.org to provide STEM Lessons/resources for educators, including teacher-contributed lessons

**Vernier**: company that provides sensors, software and curriculum to teach science and collect and interpret data

## **State Agencies**

### **Minnesota Department of Education**

#### **STEM Education**

#### **Geographic Information Systems (GIS) in K-12**

**Minnesota Department of Natural Resources**: providing natural resources education

*Updated October 2020*