Introduction for Primary School Teachers (age 5-8)

At **Small Worlds**, primary students will embark on an immersive journey through an inspiring miniature landscape representing Europe, from the edge of the sea to towering mountains. This interactive experience introduces STEM concepts through influenceable exhibits that demonstrate real-world applications of science, technology, engineering, and math. The visit inspires curiosity, critical thinking, and innovation, fostering a love for exploration and learning.

Lesson Objectives

- Understand the basics of logistics and infrastructure through model transportation systems.
- Explore digital programming concepts in an engaging, practical environment.
- Appreciate engineering and design principles showcased in Europe's miniaturized landmarks.
- Cultivate problem-solving and teamwork skills through hands-on activities and interactive exhibits.

Materials/Resources provided by Small Worlds

- Interactive places to bring sceneries in action.
- Access to digital and physical learning tools.
- Take-home STEM activity work sheet and resources for further classroom exploration.

Activity Overview

1. **Exploration**:
    - Students explore miniature landscapes, observing how engineering and logistics shape urban planning and transportation.

2. **Engaging Reflection & STEM Connection:**
    - Students will complete a specially designed questionnaire featuring seek-and-find questions, encouraging them to connect their observations from the exhibits to real-world STEM principles.

3. **Behind-the-Scenes Creativity:**
    - Students get a unique glimpse into the creative process behind building a miniature world. By exploring an unfinished section of the layout, they can observe the various stages of development—from initial design and structural planning to detailed scenery work. This experience highlights the intersection of engineering, art, and creativity, inspiring students to see how STEM concepts are applied in imaginative and practical ways.

4. **Interactive Program**:
    - Hands-on activities introduce students to automation, and digital problem-solving at interactive challenges.