

Promising Practices: STEM STEM Shark Tank



What is it?

STEM Shark Tank is a fun activity that promotes student collaboration, problem-solving and shared learning. Students are divided into small teams and given an item to research and then “sell” to their classmates. Like the show, each team will have to present and persuade their fellow classmates to invest or buy their item. The team with the most “sales” wins.

Impact?

This is a fun and fantastic activity that will build on student skills in:

- Research
- Critical Thinking
- Questioning and Curiosity
- Collaboration
- Problem Solving
- Public Speaking
- Literacy



Show us how you did it: **#PromisingPractices** **#freeteacherresources**

About



To learn more about this resource:

 [STEM Resource Center](#)



Submitted by:

John Carlo Tulinao,
Amberlea Elementary School,
Pendergast Elementary School District

Sample



Grade Level
K-8th grade

Additional Resources

 Shark Tank Framework/
Activity Flow

How to do it:

- 1** **Group your students into teams of 3-5.**
- 2** **Introduce the item:** DO NOT tell the students what the item is or its intended purpose. This should remain a mystery to them and is important for the remaining steps. (e.g., Himalayan salt lamp, shoe dryer, egg lamp, etc.)
- 3** **Discovery Phase:** Have the teams inspect their object and develop a hypothesis about the item's purpose. Having them ask questions is encouraged. For added fun, you can have them write out what they think it is.
- 4** **Research Phase:** Through guided research using books, the internet, or leveraging a resource person. Each team needs to find out the purpose and real name of the item. Have them compare their research findings to prove their hypothesis.



5 Strategy Phase: After their research, the teams need to develop a model or diagram that shows the STEAM concept in the item. This will include creating charts and props for the presentation.

6 Before each team presents their object, give each student play money to “invest” into their favorite item and presentation. You can make it as simple as providing the students with \$1 in play money.

7 Shark Tank Presentation: Now the fun begins, STEM Shark Tank. Each team will have about 3-5 minutes to persuade their classmates to invest in their item. They will talk about the item and how they proved their hypothesis.

8 At the end of the presentations, the students will “buy or invest” into the product. The team will then count the amount of capital and earnings by doing a simple financial gain computation.

9 After there will be a final reflection and debriefing. The team with the most “sales” will be declared the winner of STEM Shark Tank.



STEAM Shark Tank Framework/ Activity Flow

