

# **FRANK HOBBS ELEMENTARY**

**INQUIRING MINDS WANT TO KNOW**

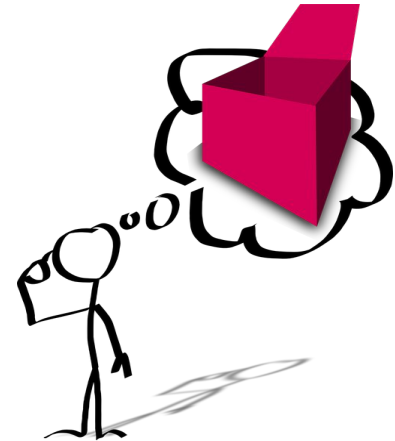


# Our School Focus:

- To differentiate the learning experiences within an inclusive learning environment



- To develop an inquiry based mindset



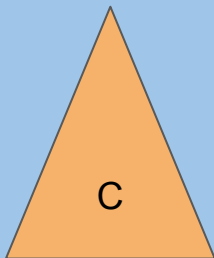
# Our Question for you:

How does the work we are doing in inquiry, align with the District Strategic Plan?

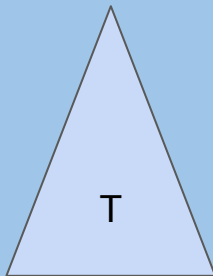


# Connections to New Curriculum

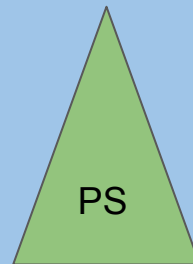
## Core Competencies



**Communication**



**Thinking**



**Personal and Social**

# Connections to New Curriculum

## Applied Design, Skills, and Technologies

### Big Ideas K - 3

Designs  
grow out of  
natural  
curiosity.

Skills can  
be  
developed  
through  
play.

Technologies  
are tools that  
extend  
human  
capabilities.

### Big Ideas 4 -5

Designs  
can be  
improved  
with  
prototyping  
and testing.

Skills are  
developed  
through  
practice,  
effort, and  
action.

The choice  
of  
technology  
and tools  
depends on  
the task.

# Inquiry and Design Thinking at Frank Hobbs



**I love Makerspace in  
the Library Learning  
Commons!**





# Makerspace Station

## The Challenge:

How can you get your  
“robot” to stack the  
cups like the cups in  
the picture?

(unplugged coding)

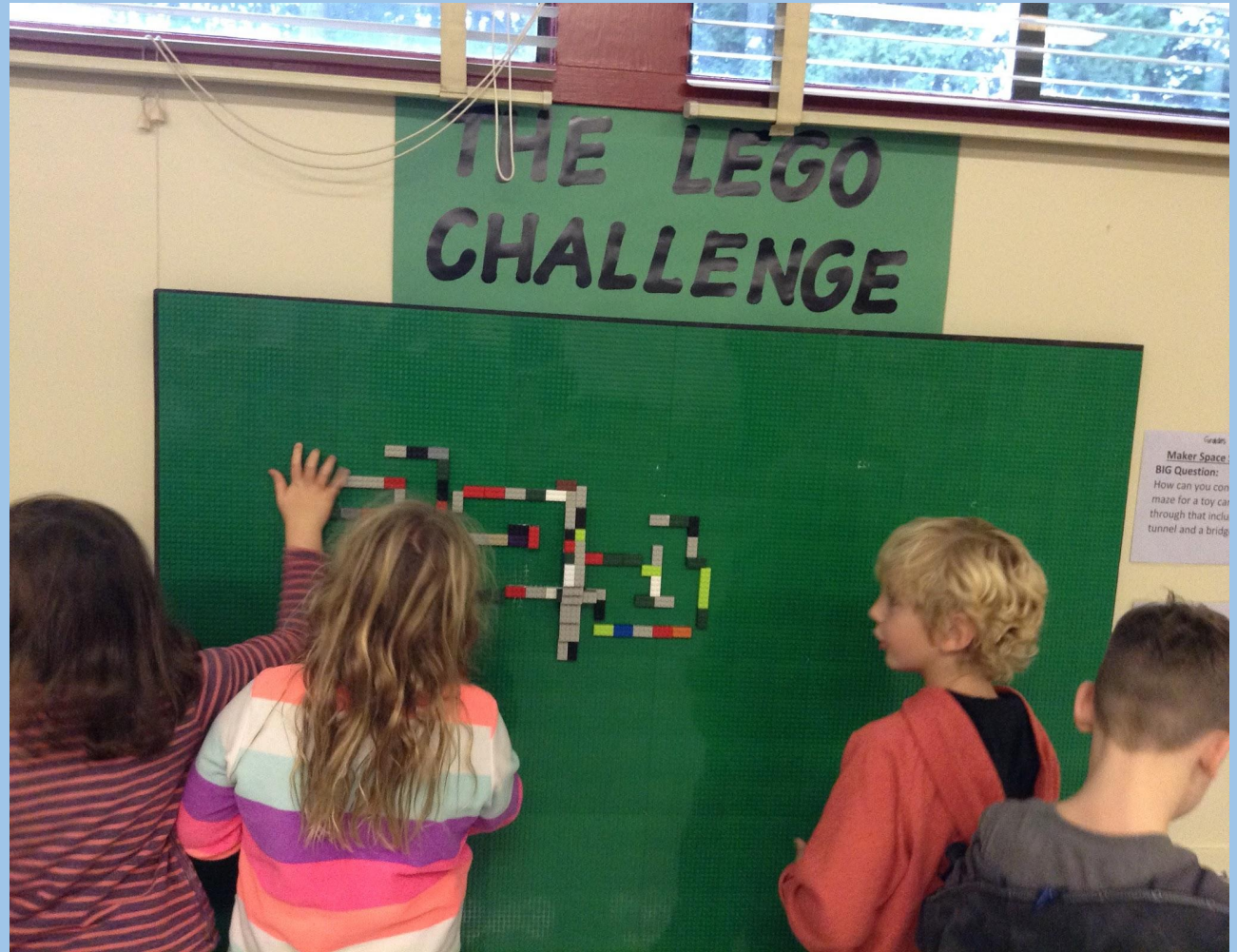




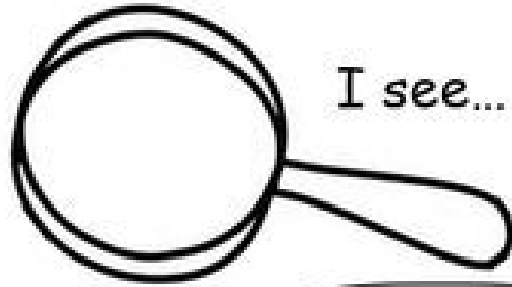
## Makerspace Station (Lego Wall)

### The Challenge:

How can you  
construct a maze for  
a toy car to travel  
through that  
includes a tunnel  
and a bridge?



# Makerspace Inquiry Journals



I see...

I think...



I wonder...



## 3-2-1 Reflections

Three new facts I learned...

1.

2.

3.

Two ah-ha's that popped into my mind

1.

2.

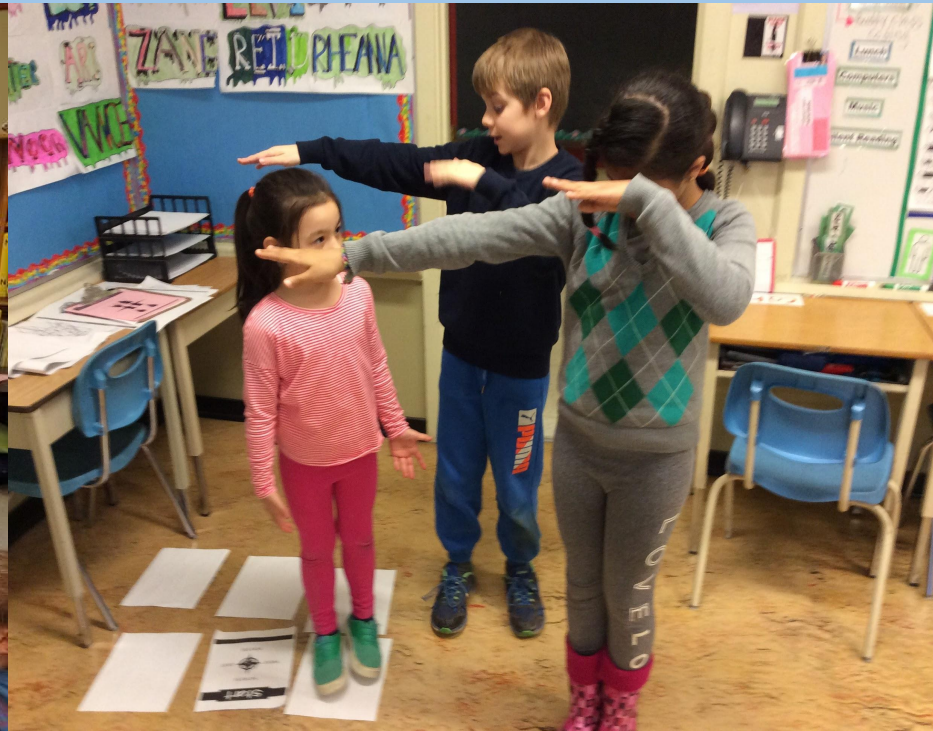
One big question that I still have:

1.



# The Inquiring Classroom

**Grade 1 and 4/5 Buddies are building their curiosity and competencies about coding.**



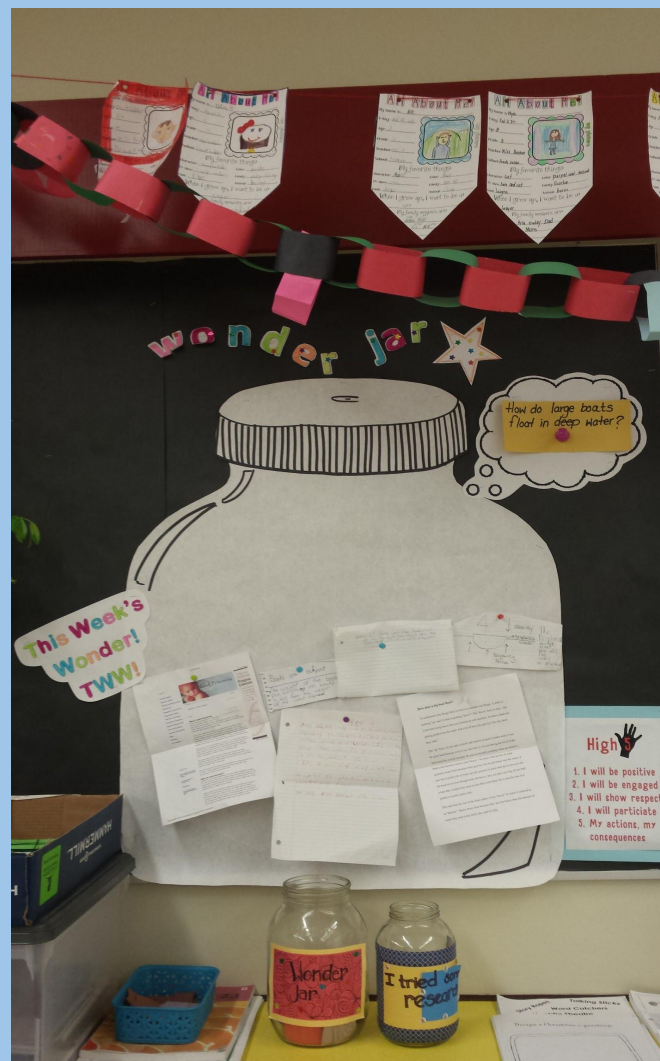
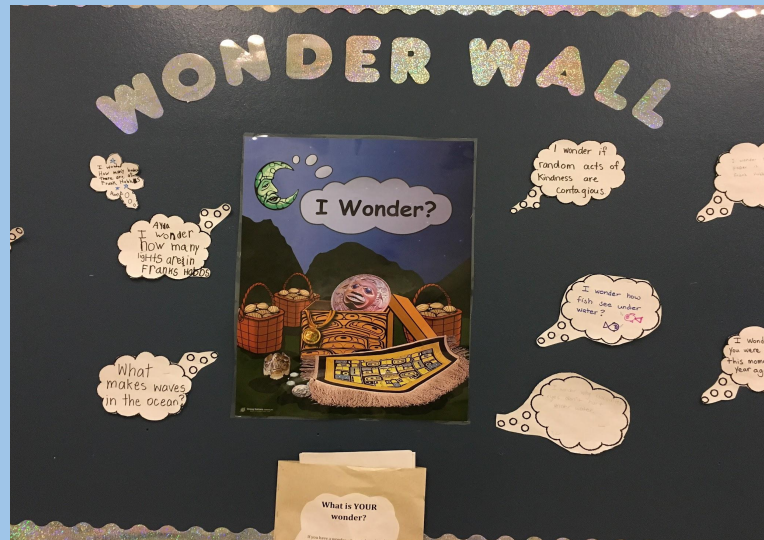
# The Inquiring Classroom

## The Wonder Jar

Division 4, Grade 3/4:

To jump start the inquiry process, the class adds their questions into a “Wonder Jar.”

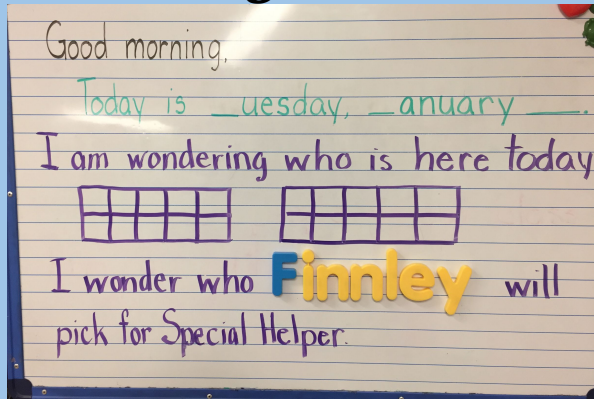
- The Frank Hobbs “Wonder Wall” where the school community can share their wonders.





# The Inquiring Classroom

Encouraging thinking about wonderings and curiosity.



Can you build a telescope that would help sailors find their destination?



Can you make a 6 sided snowflake using craft sticks and pattern blocks?



# The Inquiring Classroom

Building language and inquiry  
in daily Kindergarten *Show and  
Tell* activities.





# The Inquiring Classroom

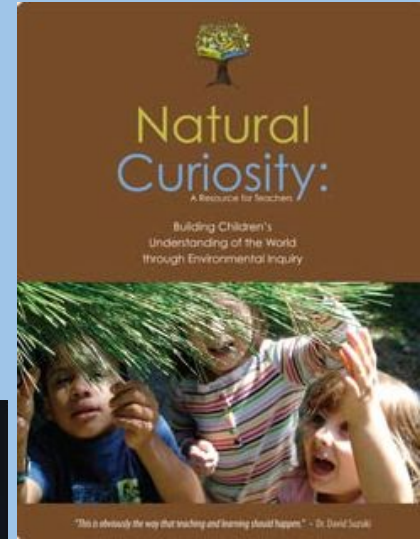
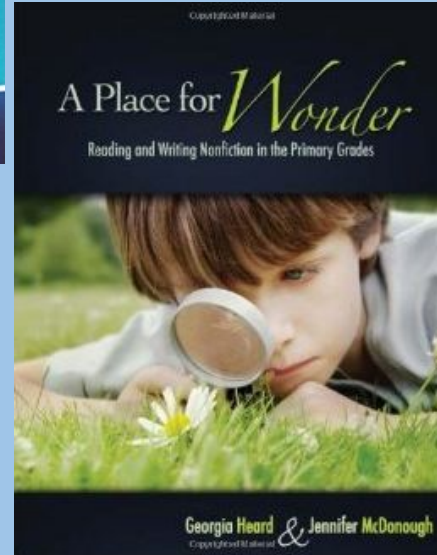
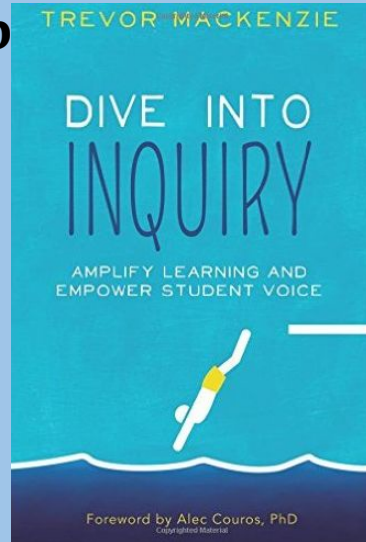
Exploring nature with daily nature walks and shared treasures.

I wonder how many trees we have a Frank Hobbs?



# On-going Professional Development

- Frank Hobbs Book Club
  - 15 teachers involved
  - Collaboration and sharing ideas
  - Building inquiry into daily practices
- Special Guest Speakers discussing inquiry
- The Frank Hobbs “Wonder Wall” where the school community can share their wonders



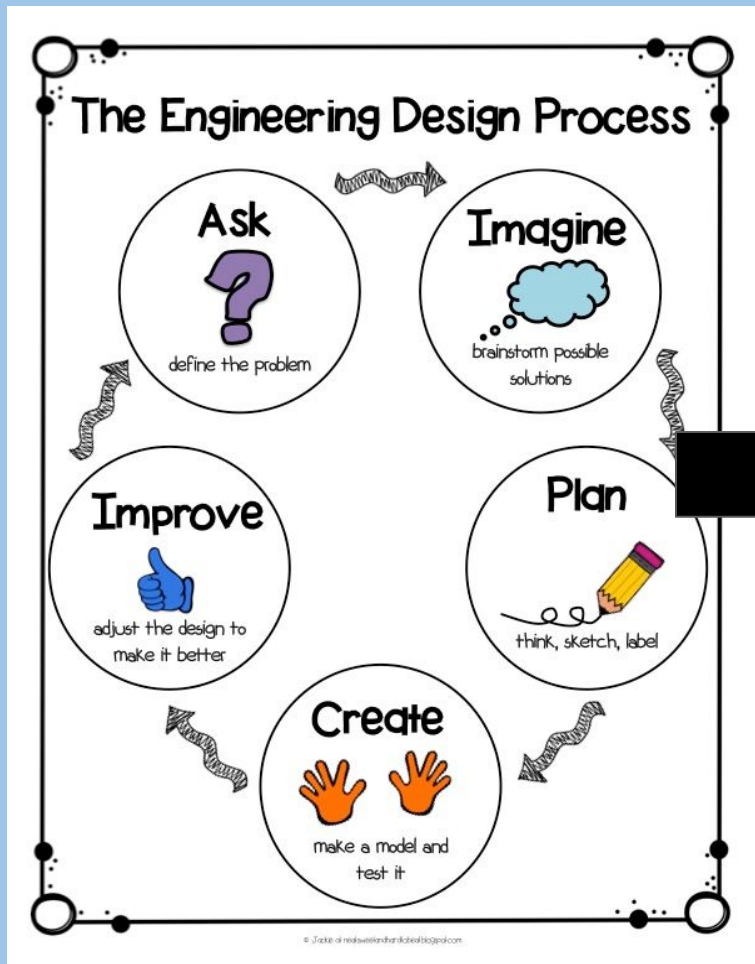


# Indigenous Stem Challenge

Based on the Indigenous Stem Challenge that SD#85 presented at this year's FNESSC conference, this spring, students from Frank Hobbs and Doncaster Schools will take part in their own Indigenous Stem Challenge Day.



# STEM: Applied Design, Skills, and Technologies



## STEM Challenge

Name: \_\_\_\_\_

**Ask**

**Imagine**

**Plan**

**Create**

**Improve**

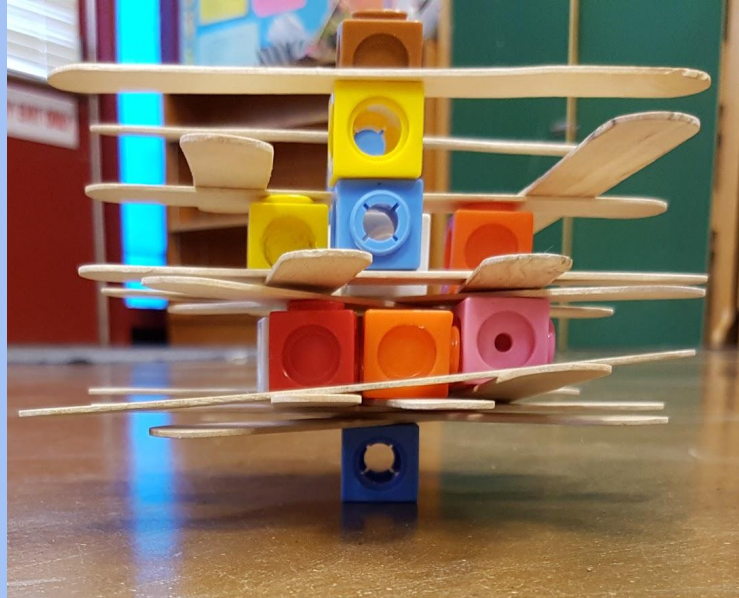
# Applied Design and Skills Challenge:

How can you make a hat that can hold  
a piece of paper in front of your  
face?





# Tower Challenges





# Spring Forward:

- **Frank Hobbs Enhancing Learning Grant Question of Inquiry:**
  - How do Makerspaces help develop language acquisition and support inquiry in an inclusive student centred learning environment?
  - How do Makerspaces support the Spirit of Alliances in developing the Gifts of the Raven (cleverness and imagination) and the Gift of the Wolf (development of interpersonal skills)?
- **Hosting a Parent and Child Coding day in collaboration with the Ladies Learning Code Team**
- **Frank Hobbs Maker Carnival - An afternoon filled with fun explorations! Come and join us on Friday, June 9 for our first Maker Carnival!**
- **Collaborative projects with Science Venture**
- **FAME**
- **Science Fair**



# Why Develop an Inquiry Mindset?

... to create opportunities for students to:

- conceptualize
- imagine
- plan
- design
- reflect
- communicate
- and wonder

... for their future!

