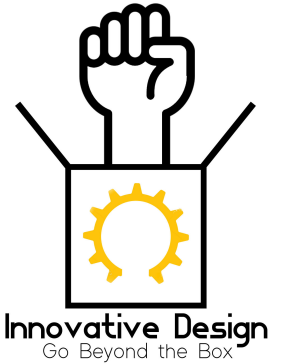


STEAM Kit Decision Matrix

Problem Statement:

According to a 2019 study by ACT, only 20% of graduates in the United States showed readiness for STEAM work even though jobs in the STEAM fields are expected to grow by 1.1 million by 2032.



= Raw Score
 = Weighted Score

	Idea 1:	Idea 2:	Idea 3:	Idea 4:	Idea 5:
Specifications:					
Needs to cover at least one 3rd-5th grade level science and/or math learning standard					
No harmful or dangerous items in the kit					
Must include at least two soft skill questions					
Has instructions for a third grade reading level					
Cost is no more than \$50					
Must get 6/10 children interested in the fields					
Must be able to be cleaned up within at most 10 minutes					
Must take at least 45 but no more than 75 minutes to complete					
They must not be more than 12" by 12" by 6"					
Activities must have roles for at least two children					
Weighted Totals:					