

## RMSC Week 1, Day 5: Disability Justice in STEM

We aimed to educate 9-11 year old students on the definitions of disability, and why accommodations are important and fair. We sought to communicate this information in an age-appropriate manner. In order to communicate complex concepts like disability and inclusion to youth in an age-appropriate way, we curated our own interactive activity and delivered the activity to a group of 9-11 year olds at the Rochester Museum and Science Center.

### Activity Description

1. Start by asking children, “what does disabled mean?”, “do you know someone who is disabled?”
2. Meanwhile, pass out 2 plastic cups to each child, one filled with water and one empty.
3. Give each child a “tool”. Each child should have a different tool. Students cannot switch tools. Examples of “tools” are listed below, but can include anything that is safe to be used with water.
  - a. Plastic “pipette”
  - b. Pencil
  - c. Tin foil
  - d. Toothpick
  - e. Plastic mini dinosaur
  - f. Fork
4. Outline the rules of the activity: The goal of the game is to transfer as much water as you can from the full cup to the empty cup in 30 seconds *using your tool*.
5. Time the children for 30 seconds.
6. Use a graduated cylinder or scale to determine which child transferred the most water.
7. Award a prize to the child who transferred the most water.
8. Have a discussion. Ask the children: “How do you feel?”, “Do you think that activity was fair? Why or why not?”
9. Ask the children how this activity relates to disability!
10. Have a discussion on what accommodations are. What kind of accommodations would make this game more fair (extra time, etc)? Do you know anyone in your school who receives accommodations? Why are these accommodations fair?