PROJECT LEAD THE WAY
PLTW

PLTW Launch

Amazing discoveries start here.

Your K-5 students already have the qualities of **great designers and innovators**. What PLTW Launch does is **tap into their exploratory nature**, engage them in learning that feels like play, and **encourage them to keep discovering** – now and for years to come.
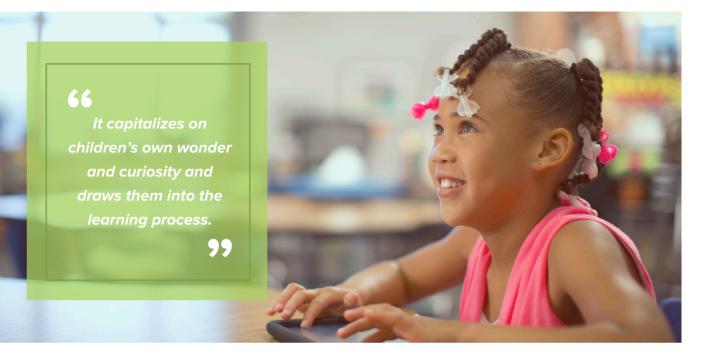
PLTW Launch's 24 modules immerse students in hands-on activities, projects, and problems that build upon each other and relate to the world around them. The program creates an integrated learning experience, blending computer science, engineering, biomedical science, and more. Whether designing a car safety belt or building digital animations based on their own short stories, students engage in critical and creative thinking, **build teamwork skills**, and learn to try and try again when faced with challenges.

Throughout PLTW Launch, accompanying e-book stories featuring Angelina, Mylo, and Suzi capture students' imaginations, encourage **cross-disciplinary learning**, and add relevance to the classroom. The program's flexible 10-hour modules are designed with all the information and materials you need to bring lessons to life for your students and school.

A few of the hands-on challenges PLTW Launch students engage in:

- Designing a robot that delivers supplies at a hospital

- Constructing a rescue method for a trapped zoo animal

- Proposing methods to prevent the spread of illnesses

- Designing and developing a tablet game

- Creating a video or podcast to teach others about concussions

Just imagine what your students can do.

> " *It capitalizes on children's own wonder and curiosity and draws them into the learning process.* "

For PLTW Launch module descriptions, standards alignment, and more information, visit pltw.org/launch.

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