





Teacher Guide

Engaging Students during Women and Girls in STEM stream

This guide gives you practical tools and options to keep students active and reflective while watching Women and Girls in STEM stream. You can choose one or combine several, depending on your group's needs and timing. We have prepared the templates for each activity.

1. Cybersecurity & Startup Bingo (for panel or pitch)

When to use: While listening to the panel or project pitches.

- Each student gets a **Bingo card** filled with cybersecurity and startup terms (e.g., encryption, firewall, startup, MVP).
- As they hear terms mentioned, they cross them off.
- First to complete a row, column, or diagonal shouts "Bingo!" (or you can collect quietly).

→ This keeps listening active, introduces key vocabulary, and sparks curiosity about new terms.

Optional: encourage your students to prepare a video lesson or a presentation where they explain 5 new terms they learned during this activity

2. Reflection Template (for the panel)

When to use: During and after the panel discussion.

- The template is divided into two parts:
 - Listen and Capture students capture notes, quotes, or moments that stand out.
 - My reflections students reflect on connections, takeaways, and next steps.
- → This supports deeper reflection and helps connect the event to classroom learning.

NB: You can use the lesson plan we prepared for you.







23. Pitch Rating Cards (for student judging)

When to use: During the finalists' project pitches.

- Students use the **Pitch Rating Card** to evaluate presentations.
- Criteria: Creativity, Clarity of Message, Reasoning, Quality of Design, Communication Skills.
- They can rate from 1–5 and add feedback notes.
- After the session, invite a short class discussion: Which pitch stood out most and why?

Encourage activities to wrap up the event: videos, career wall, or any other.