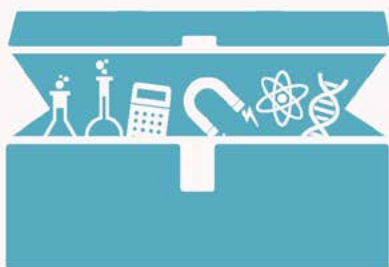


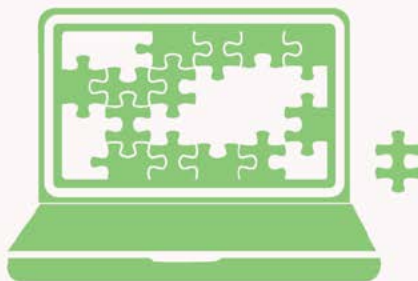
One classic story. Told in three parts.

In Frankenstein200, students are invited to participate in hands-on activities and thought experiments hosted by the mysterious Dr. Victoria Frankenstein.



Frankenstein's Footlocker

A tabletop kit for classrooms, science centers and other learning hubs with inexpensive, accessible materials to support creative making activities.



Frankenstein200 Game

A digital narrative using interactive storytelling tools (videos, website pages, puzzles, and games) in tandem with real-life objects and places to reimagine Mary Shelley's *Frankenstein* for a new generation for students and their families.



Frankenstein's Workbench

A set of DIY maker activities, online challenges, and competitions to continue the learning at home.

This bold experiment in STEM learning takes advantage of new media trends and hands-on maker culture to support greater engagement with science topics including electricity, simple machines, robotics, artificial intelligence and synthetic biology. Through the digital experience and making activities, students will:

- Gain interest in science, technology, engineering and mathematics (STEM)
- Develop 21st century skills with digital tools related to creativity, critical thinking, collaboration, and problem solving
- Increase learners' understanding, ability, and feelings of efficacy around issues in science-in-society

Pair these resources with *Frankenbook*, a free, multi-media version of the classic novel from ASU and The MIT Media Lab

frankenbook.org

Join our team of (slightly) mad scientists! Download a sample lesson plan and learn how to bring Frankenstein200 to your classroom!

frankenstein.asu.edu/teachers



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