

ClawCADE STEM Worksheet - Elementary (Grades 2–5)

- Count how many times the claw picks up a prize. Write it down!
- Estimate: If you try 5 times, how many prizes do you think you ' ll win?
- The claw uses gears and motors. Draw and label what you think makes it move.
- BONUS: Color your favorite arcade game and write 1 way it uses science.