

# Quick STEAM Reads #1



Mid-Valley  
STEM-CTE HUB



[www.midvalleystem.org](http://www.midvalleystem.org)  
[midvalleystemctehub@linnbenton.edu](mailto:midvalleystemctehub@linnbenton.edu)  
Linn-Benton Community College  
Albany Campus - CC-212



# STEAM Storytime Collection #1

The Creative Problem-Solving & Growth Mindset Book Collection encourages students to embrace creativity, collaboration, and perseverance. Through stories of makers, mathematicians, and imaginative characters, students will explore how mistakes, teamwork, and persistence lead to success.

These books promote critical thinking, flexible problem-solving, and social-emotional development by highlighting the power of resilience, curiosity, and supporting one another.

Themes like environmental stewardship, mathematical confidence, and playful creativity inspire students to tackle challenges and celebrate diverse ways of thinking. This collection is a perfect addition to makerspaces, STEM classrooms, and social-emotional learning environments that value both the process and the outcome.

**Grade Level**

PreK - 3<sup>rd</sup>

**Reading Level**

Beginner



## Contents of Kit

- **The Most Magnificent Thing by Ashley Spires** - A charming picture book about an unnamed girl and her very best friend, who happens to be a dog. The girl has a wonderful idea. "She is going to make the most MAGNIFICENT thing! She knows just how it will look. She knows just how it will work. All she has to do is make it, and she makes things all the time. Easy-peasy!" But making her magnificent thing is anything but easy, and the girl tries and fails, repeatedly. After her dog convinces her to take a walk, she comes back to her project with renewed enthusiasm and manages to get it just right.
- **Boxitects by Kim Smith** - A STEAM-centered picture book about Meg, a brilliant and creative boxitect who creates extraordinary things out of ordinary cardboard boxes. Meg loves impressing her teacher and classmates with what she makes out of boxes. But there's a new kid at Maker School: Simone. Simone is good at everything, and worst of all, she's a boxitect too. When the annual Maker Match is held, Meg and Simone are paired as a team but can't seem to stop arguing. When their extraordinary project turns into a huge disaster, they must find a way to join creative forces, lift each other up, and work together.
- **Gracie by Daphne McMenemy** - When her teacher brings a robot into the classroom and teaches Gracie to code, she unlocks a world of creativity, innovation, and discovery she'd never imagined. Follow Gracie as she learns to code, learns to problem solve, and learns to take risks in her learning!
- **The Barefoot Book of Earth Tales by** - Travel the world through timeless tales that celebrate our connection to nature! This beautifully illustrated anthology features 7 traditional stories from different cultures, each paired with a hands-on activity to inspire sustainable living. From the Sun Mother's gifts to a brave Comanche girl's journey, these stories show that caring for the Earth is a tradition as old as time.
- **The Day the Crayons Quit by Drew Daywalt & Oliver Jeffers** - Poor Duncan just wants to color. But when he opens his box of crayons, he finds only letters, all saying the same thing: His crayons have had enough! They quit! Blue crayon needs a break from coloring all those bodies of water. Black crayon wants to be used for more than just outlining. And Orange and Yellow are no longer speaking—each believes he is the true color of the sun. What can Duncan possibly do to appease all of the crayons and get them back to doing what they do best?
- **Lets Explore Math by Alice Aspinall & Alexandria Masse** - Amy is a spunky fifth grader who continues to doubt her mathematical abilities. Her friends, Johnathan, Miles, and Luciana, support and encourage her to work through the struggles and reach her math potential. Remembering advice from their teacher to use brain breaks, teamwork, and a growth mindset, they solve real-life math problems that arise while they play, one step at a time.



# Learning Extensions

## STEAM Connections: Engineering - Math - Science

### Learning Objectives:

- Students will develop resilience and growth mindset strategies when faced with challenging tasks.
- Students will engage in creative problem-solving and hands-on exploration to build, design, and create.
- Students will practice collaboration and conflict resolution through stories of teamwork and compromise.
- Students will apply mathematical reasoning to real-life scenarios, reinforcing the importance of perseverance in learning.

### Career Connections:

- **Engineer/Designer** – Explored through The Most Magnificent Thing and Boxitects as students build, design, and rework ideas.
- **Mathematician/Data Analyst** – Introduced through Let's Explore Math, which emphasizes applied math in everyday situations.
- **Artist/Illustrator/Creative Professional** – Highlighted in The Day the Crayons Quit, where artistic expression and creative use of materials are celebrated.
- **Environmental Scientist/Educator** – Through The Barefoot Book of Earth Tales, where sustainability and global storytelling promote care for the environment.

### Essential Employability Skills:

- Resilience and Adaptability
- Collaboration and Teamwork
- Critical Thinking
- Creativity and Innovation
- Communication



# Resources and Accessibility

## Safety Guidelines

- **Avoid Food and Drinks Near Books** - Encourage clean, dry reading areas to prevent spills, stains, or water damage.
- **Handle Books Gently** - Model how to turn pages carefully, avoid bending spines, and store books upright or flat.
- **Use Clean Hands** - Have students wash or sanitize hands before handling shared books to keep materials in good condition.
- **Designate a Safe Storage Spot** - Store books in a sturdy, dry, and clearly labeled bin or tote to protect them from wear and tear between uses.

## Accessibility

- **Use Book Stands or Holders** - Provide angled book holders or clipboards to support independent reading for students with mobility or motor challenges.
- **Pair Audio with Print** - Use audiobooks or teacher-read recordings when available to support students with reading disabilities or visual impairments.
- **Incorporate Read-Alouds and Peer Reading** - Offer opportunities for shared or buddy reading to help students who benefit from auditory learning or support with decoding.
- **Offer Visual Aids and Discussion Prompts** - Supplement books with images, models, or key vocabulary cards to reinforce understanding and engagement.

## Library Catalog



## Library Resources



## Feedback

QR to feedback survey

