

Quick STEAM Reads #3



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STEAM Storytime Collection #3

This engaging collection offers young readers in grades K–5 a playful introduction to science, technology, engineering, art, and math through storytelling, hands-on problem solving, and creative exploration. The kit features a variety of reading levels, making it perfect for diverse classrooms, and includes books that encourage critical thinking, curiosity, and social-emotional learning.

From coding sandcastles and conducting quirky experiments to exploring eclipses, nature, and imaginative adventures, these quick reads inspire students to ask questions, build skills, and see learning as a fun, everyday experience.

The stories also emphasize important social-emotional skills like perseverance, empathy, teamwork, and self-reflection. Students will not only explore STEAM concepts but also learn how to collaborate, handle challenges, and build positive connections with others.

Grade Level

K - 5

Reading Level

Beginner



Contents of Kit

- **Eclipse by Andy Rash** - After hearing about the total solar eclipse happening in two months, a boy makes a plan with his father to go see it. They drive to the perfect campsite, not wanting to miss the couple of minutes when the sun will be completely hidden by the moon. When the moment happens, being together makes it even more special.
- **The Tiny Baker by Hayley Barrett & Alison Jay** - Enter a whimsical world, created in vivid detail with stunning illustrations by Alison Jay and clever, lyrical rhymes. Insect customers clamor to dine at the Tiny Baker's cafe, but when the ladybug chefs fly off and upend the pristine bakery's kitchen, the Tiny Baker learns an important lesson about friendship.
- **Here We Are by Oliver Jeffers** - Our world can be a bewildering place, especially if you've only just got here. Your head will be filled with questions, so let's explore what makes our planet and how we live on it. From land and sky, to people and time, these notes can be your guide and start you on your journey. And you'll figure lots of things out for yourself. Just remember to leave notes for everyone else... Some things about our planet are pretty complicated, but things can be simple, too: you've just got to be kind.
- **The Real Princess by Brenda Williams** - Practice your math skills while enjoying this quirky take on "The Princess and the Pea." The King and Queen and their three sons are on the search for a real princess, but it is only the Queen who knows the secret. After the story, there is an opportunity for readers to test their counting skills with fun number games. Book with QR code includes the story read by actress Juliet Stevenson.
- **How to Code a Sandcastle by Josh Funk & Sara Palacios** - All summer, Pearl has been trying to build the perfect sandcastle, but out-of-control Frisbees and mischievous puppies keep getting in the way! Pearl and her robot friend Pascal have one last chance, and this time, they're going to use code to get the job done. Using fundamental computer coding concepts like sequences and loops, Pearl and Pascal are able to break down their sandcastle problem into small, manageable steps. If they can create working code, this could turn out to be the best beach day ever!
- **11 Experiments That Failed by Jenny Offill & Nancy Carpenter** - Is it possible to eat snowballs doused in ketchup—and nothing else—all winter? Can a washing machine wash dishes? By reading the step-by-step instructions, kids can discover the answers to such all-important questions along with the book's curious narrator. Here are 12 "hypotheses," as well as lists of "what you need," "what to do," and "what happened" that are sure to make young readers laugh out loud as they learn how to conduct science experiments



Learning Extensions

STEAM Connections: Engineering - Math - Science

Learning Objectives:

- Students will explore basic scientific, technological, engineering, artistic, and mathematical (STEAM) concepts through engaging stories and activities.
- Students will develop problem-solving skills by breaking down challenges into manageable steps, such as coding a sandcastle or conducting simple experiments.
- Students will practice social-emotional learning by identifying examples of teamwork, perseverance, empathy, and self-reflection in the stories.
- Students will apply critical thinking to connect story events to real-world concepts and to ask meaningful questions about their environment.

Career Connections:

- **Computer Programmer** – Introduced through coding concepts in How to Code a Sandcastle.
- **Scientist/Researcher** – Encouraged by experimentation and inquiry in 11 Experiments That Failed.
- **Astronomer** – Connected through the study of space and celestial events in the Eclipse.
- **Engineer/Problem Solver** – Highlighted in the step-by-step, solution-oriented approaches in several stories.

Essential Employability Skills:

- Problem Solving
- Collaboration and Teamwork
- Communication
- Adaptability



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

