STEAM Storytime Collection #3

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The Stories, Maps, and Makers Book Collection combines folktales, problem-solving, early coding concepts, and playful explorations of the world around us.

Students will travel across cultures, learn how to navigate their communities, and discover that mistakes, teamwork, and curiosity are all essential parts of learning.

Through classic and lesser-known folktales, coding adventures, and creative building, students develop foundational skills in logic, sequencing, and collaborative thinking. This collection also highlights the importance of growth mindset—showing how "beautiful oops" moments can lead to surprising discoveries. Perfect for fostering global awareness, computational thinking, and social-emotional growth, this kit invites students to explore, build, and dream.

Grade Level	PreK - 3rd
Reading Level	Beginner - Intermediate

Contents of Kit

- **The Story Tree by Hugh Lupton & Sophie Fatus -** The Story Tree is ripe with folktales from around the world, including classics such as "The Three Billy Goats Gruff," as well as less familiar stories like "Little Lord Feather-Frock" and "The Blue Coat."

- **Me on the Map by Joan Sweeney & Qin Leng -** This playful introduction to maps shows children how easy it is to find where they live and how they fit into the larger world. Filled with fun and adorable new illustrations by Qin Leng, this repackage of Me on the Map will show readers how easy it is to find the places they know and love with help from a map.

- **The Gigantic Turnip by Aleksei Tolstoy, Niamh Sharkey & Imelda Staunton -** How many people (and animals!) will it take to pull up the massive turnip from the garden? A humorous retelling of the well-loved Russian tale, this cumulative counting tale celebrates cooperation, teamwork, and the joys of gardening.

- **Tales of Wisdom & Wonder by Hugh Lupton & Niamh Sharkey -** How can a blind man see more than his companion, the hunter? And how do fish find themselves swimming in the grass of a forest? Nothing is quite as it seems in this unusual collection of tales from around the world.

- **Jack and the Beanstalk by Richard Walker & Niamh Sharkey -** A boy climbs to the top of a beanstalk, where he uses his quick wits to destroy an ogre and make his and his mother's fortune.

- **I Can Code: If/Then by Vicky Fans & Jade Orlando -** Using simple text, colorful illustrations, and interactive flaps to help little ones discover the building blocks of coding all around them! As they follow along with an adorable story about cause and effect, they'll explore fundamental concepts like conditions, rules, and logic—and have fun doing it.

- **I Can Code: And/Or by Vicky Fans & Jade Orlando -** Introduce your little computer scientist to the essential coding basics and turn their everyday world into an extraordinary learning adventure! Written by an expert, I Can AND/OR uses simple text, colorful illustrations, and interactive flaps to help little ones discover the building blocks of coding all around them! As kids follow along with an adorable story about sharing, they'll explore fundamental concepts like logical operators and true/false statements—and have fun doing it.

- **Beautiful OOPS by Barney Saltzberg -** This interactive book demonstrates how every mistake is an opportunity to make something beautiful. Unique in every respect, this book is full of pop-ups, lift-the-flaps, tears, holes, overlays, bends, smudges, and more, each demonstrating how blunders can become wonders. Celebrate all life's Beautiful Oops! and teach kids that it's perfectly fine, and sometimes fortuitous, to make a mistake.

Learning Extensions

STEAM Connections: Engineering - Math - Science

Learning Objectives:

- Students will explore traditional folktales from around the world and recognize cultural values and wisdom within each story.
- Students will develop early coding and logic skills using cause-and-effect, sequencing, and decision-making.
- Students will practice teamwork, collaboration, and perseverance through cumulative and problem-solving stories.
- Students will gain spatial awareness and geographic skills by learning how maps help us understand where we are in the world.

Career Connections:

- **Computer Programmer/Software Developer –** Introduced through I Can Code: If/Then and I Can Code: And/Or where early coding logic is explored.
- **Storyteller/Author/Educator –** Emphasized in The Story Tree, Tales of Wisdom & Wonder, and Jack and the Beanstalk, which highlight the importance of storytelling and cultural sharing.
- **Cartographer/Geographer –** Introduced in Me on the Map, where mapping and understanding physical spaces are key concepts.

Essential Employability Skills:

- Problem Solving
- Critical Thinking
- Creativity and Adaptability
- Collaboration and Teamwork
- Spatial Awareness

Mid-Valley
STEM-CTE HUB

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