Story Design: Innovative STEAM Projects

Story Design Book Titles	Author	STEAM Activity	Grade Band
Ada Twist, Scientist	Andrea Beaty	Design a Safe Way Down	K to 3
After the Fall: How Humpty Dumpty Got Back Up Again	Dan Santat	Design Egg Protection	K to 3
Among the Hidden	Margaret Peterson Haddix	Design a Communication Structure	4 to 8
Charlie and the Chocolate Factory	Roald Dahl	Design a Detection Method	4 to 6
Chicka Chicka Boom Boom	Bill Martin Jr. and John Archambault	Design a Support Structure	K to 3
Falling Over Sideways	Jordan Sonneblick	Design an Accessibility Modification	6 to 8
Flat Stanley	Jeff Brown	Design a Route	K to 3
From the Mixed-Up Files of Mrs. Basil E. Frankweiler	E.L. Konigsburg	Design a Navigation Program	4 to 8
Hatchet	Gary Paulsen	Design a Food Storage System	4 to 8
Holes	Louis Sachar	Design a Treasure Sensor	4 to 8
Hoot	CarlHiaasen	Design a Surveillance System	4 to 8
James & the Giant Peach	Roald Dahl	Design a Steering Device	6 to 6
Mrs. Frisby & the Rats of NIHM	Robert C. O'Brien	Design an Escape Route	4 to 8
Rosie Revere, Engineer	Andrea Beaty	Design a Rotor	K to 3

Stuart Little	E.B. White	Design a Simple Machine	4 to 6
Tale of Despereaux	Kate DiCamillo	Design a Lighting System	3 to 6
The Empty Pot	Demi	Design a Seed Starter	K to 3
The Lemonade War	Jaqueline Davies	Design a Business Plan	4 to 6
The Most Magnificent Thing	Ashley Spires	Design a Sidecar	K to 3
The Phantom Tollbooth	Norton Juster	Design a Computer Program	4 to 8
The Wild Robot	Peter Brown	Design Camouflage	3 to 6

Story Design is an exciting new student-driven, project-based interdisciplinary program that combines STEM with English Language Arts. We have 21 project-based learning lesson plans for Grades K-8. In **Story Design** lessons, students …

- read and understand grade-level literature.
- identify conflicts in the literary text.
- identify a problem in the text that could have a practical, physical, or technological solution.
- design and propose a solution incorporating STEM topics.
- construct, test, and improve a prototype of their solution.
- communicate their solution to the classroom.