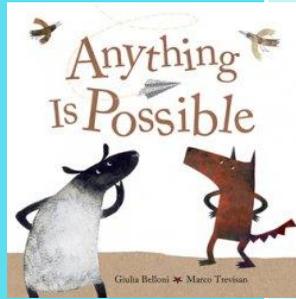


Kindergarten: Literature to Explore and Integrate STEM

Anything Is Possible

Giulia Belloni

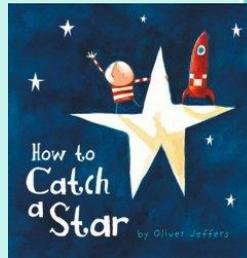
Despite doubts and setbacks, two unlikely partners—a sheep and a wolf—manage to build a flying machine.



How to Catch a Star

Oliver Jeffers

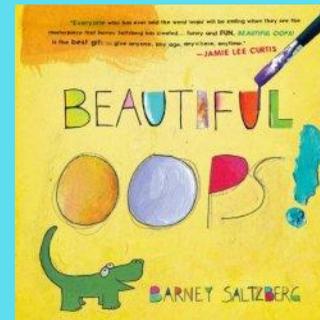
A boy doggedly tries to catch a star from the sky, but to no avail, until he comes up with a satisfying solution.



Beautiful Oops!

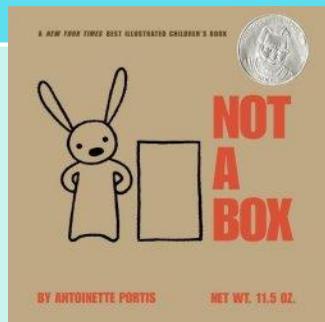
Barney Saltzberg

This artistic pop-up book explores the creative possibilities that can emerge from mistakes.



Learning Goal:

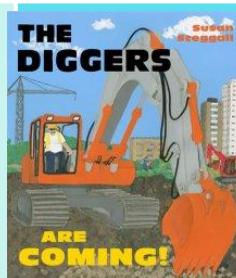
To construct his/her understanding of the world
To exercise thinking in a variety of contexts. To observe, explore and manipulate. To ask questions and make associations with ideas. To make and test predictions.



Not a Box

Antoinette Portis

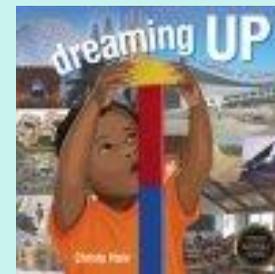
A rabbit-like creature plays with a versatile toy, which serves as robot, fire engine and elephant howdah—but is never just a plain old box.



The Diggers Are Coming!

Susan Steggall

Follow the people and vehicles involved in building a house—from planners and bulldozers to the people who eventually move in.



Dreaming Up: A Celebration of Building

Christy Hale

This inspired picture book on architecture compares the playful constructions of children to real-world structures.

Sample Questions to Guide Discussion:

Brainstorm examples of inventions at home and at school. What are your favourite inventions? Do you have any ideas for inventions?

What does it mean to make a mistake? How do mistakes make you feel? What should we *think, say* and *do* when we make a mistake?

Sometimes the characters need to keep trying to be successful. Share a time when you kept trying.

What examples of building and engineering have you seen in your community? Make connections with the texts.

Sample Activities to Complement Discussion:

Play the transformation game. Pass around a simple object, like a cardboard tube. How many different things can you imagine it is? Act out what you imagine it has been transformed into.

Build ramps using a variety of classroom objects and found materials. Make predictions about what type of ramp will be faster or slower. Experiment with different materials and different vehicles. Discuss your results.

Keep a class anchor chart of “I wonder . . .” questions that arise during work and play. Reflect on these questions and explore possible explanations.

Suggested Keywords: engineering, inventors, inventions, creativity, perseverance, innovations, narrative non-fiction, technology, construction, building, architecture

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