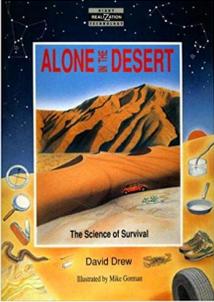
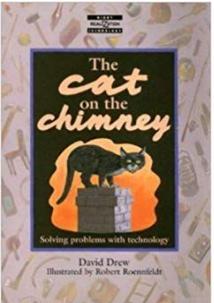
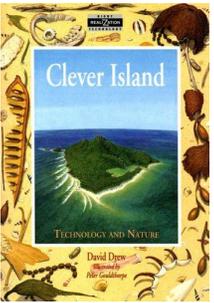
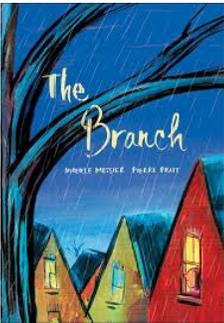
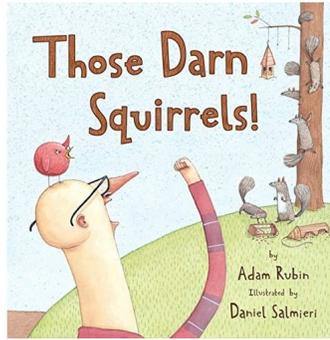


Elementary ADST: Design Thinking

| Book (Alphabetical by Author) | Summary |
|--|--|
| <p>“Alone in the Desert: The Science of Survival” Drew, David</p>  | <p>In this role playing book, students can plan their own rescue and survival strategies, using design thinking and their knowledge of science and technology.</p> <p>(Two copies)</p> |
| <p>“The Cat on the Chimney: Solving Problems with Technology” Drew, David</p>  | <p>This book presents various problems, such as rescuing a cat from the top of a chimney, and invites readers to come up with solutions using design thinking and their knowledge of science and technology.</p> <p>(Three copies)</p> |
| <p>“Clever Island: Technology and Nature” Drew, David</p>  | <p>In this role playing book, students can plan their own survival strategies, using design thinking and their knowledge of nature and technology.</p> <p>(Two copies)</p> |
| <p>“The Branch” Messier, Mireille</p>  | <p>Author Mireille Messier explores a young child's experience with loss and renewal. Though the little girl is heartbroken that her special perch in the tree is gone, the kindness and vision of her neighbor, combined with her own creativity and determination, help her recognize that it can have a new life in a different form.</p> <p>This book would work for character education lessons on perseverance, teamwork and initiative. It also provides an example of caring for the environment by reusing salvaged materials, making it a pick for Maker Spaces and STEAM lessons.</p> <p>(One copy)</p> |

“Those Darn Squirrels”

Rubin, Adam



Old Man Fookwire is a grump who only likes to paint pictures of birds that visit his backyard. The problem is, they fly south every winter, leaving him sad and lonely. So he decides to get them to stay by putting up beautiful birdfeeders filled with seeds and berries. Unfortunately, the squirrels like the treats, too, and make a daring raid on the feeders. The conflict escalates-until the birds depart (as usual), and the squirrels come up with a plan that charms the old grump.

(One copy)

“The Most Magnificent Thing”

Spires, Ashley

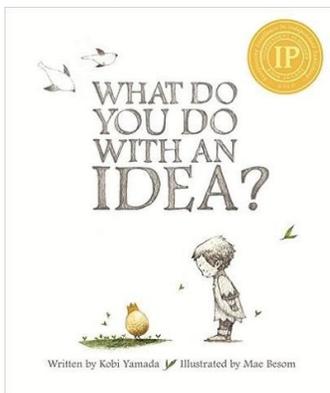


A little girl and her canine assistant set out to make The Most Magnificent Thing. But after much hard work, the end result is not what the girl had in mind. Frustrated, she quits. Her assistant suggests a long walk, and as they walk, it slowly becomes clear what the girl needs to do to succeed.

(One copy)

“What Do You Do With an Idea?”

Yamada, Kobi



This is the story of one brilliant idea and the child who helps to bring it into the world. As the child's confidence grows, so does the idea itself. And then, one day, something amazing happens. This is a story for anyone, at any age, who's ever had an idea that seemed a little too big, too odd, too difficult. It's a story to inspire you to welcome that idea, to give it some space to grow, and to see what happens next. Because your idea isn't going anywhere. In fact, it's just getting started.

(One copy)