

STORYTELLING ENGINEER

Literature can be used as a branch into the EDP process. Choose any picture book or Wonders story as a launching point into the process.

The first part of the ASK portion can be brainstormed together after the class describes the character's problem. In the second part of the ASK step, which is "What has been done before to solve the problem?", students can explain what was done in the story to solve the problem before stepping into the next IMAGINE part where they generate other creative ways to build a structure to solve problems.

There are many story ideas online or in Teacher Pay Teachers that can be adapted for this activity.

Storytelling Engineers

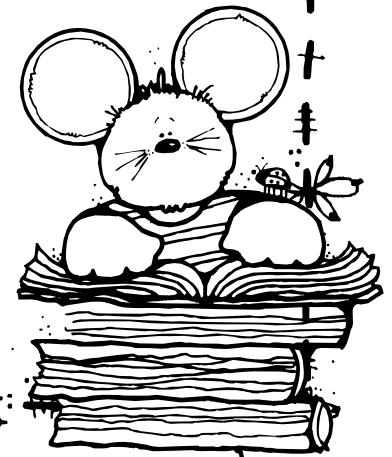


Name _____

Title _____

ASK

What is the problem that needs help?

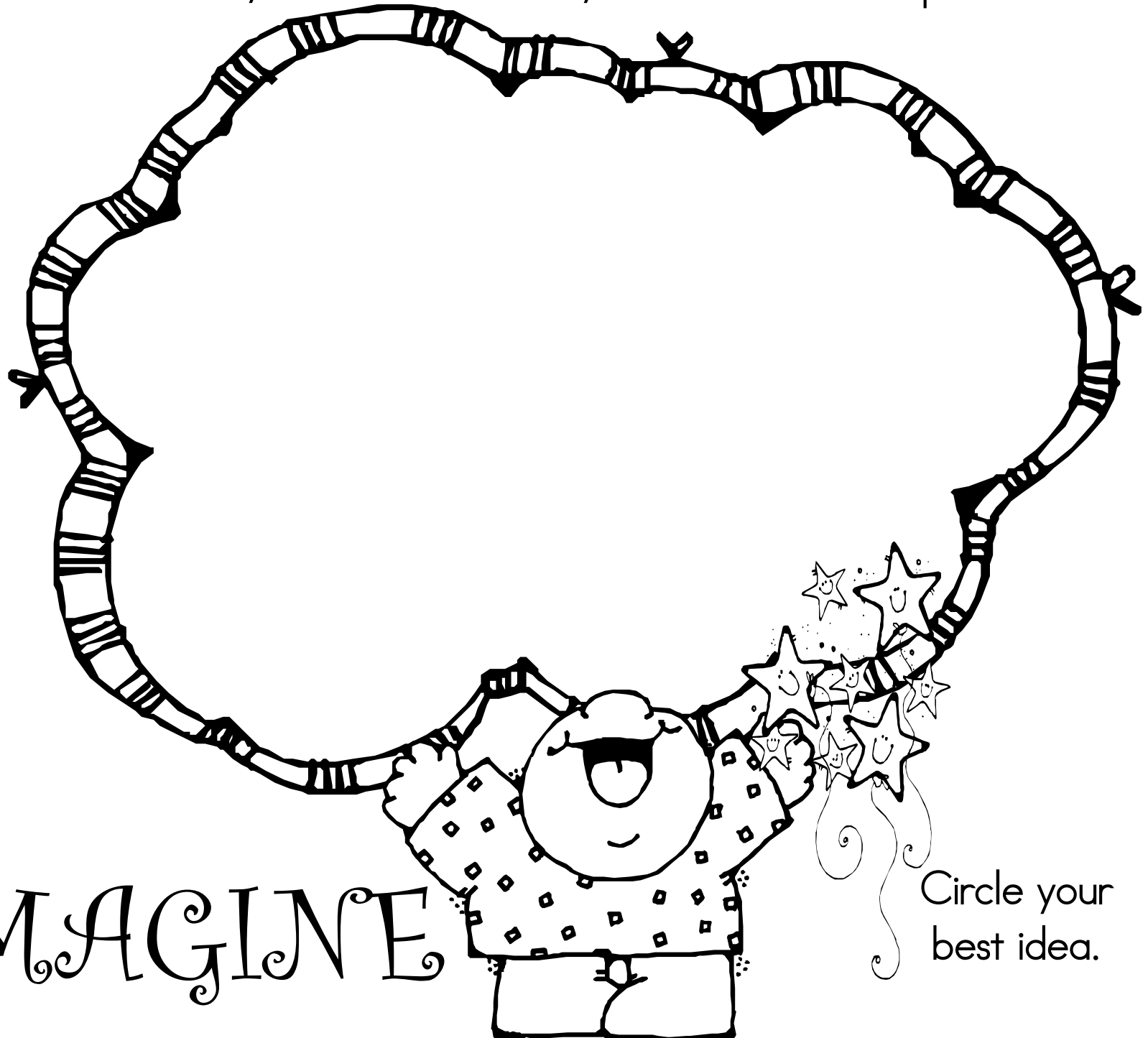


ASK

What have others done to solve similar problems?



Draw your ideas of what you can build to help.



IMAGINE

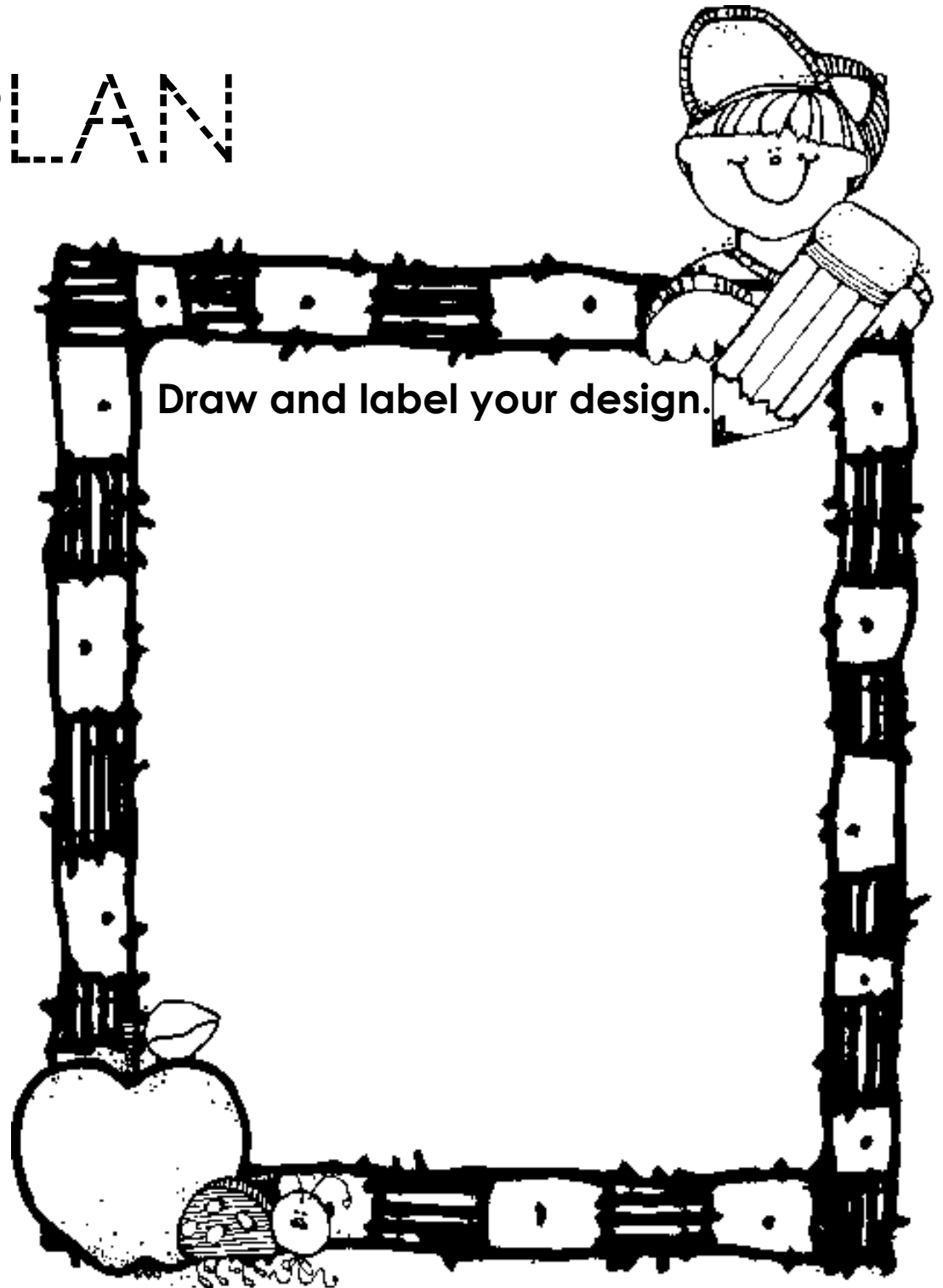
Circle your
best idea.

PLAN



SUPPLIES

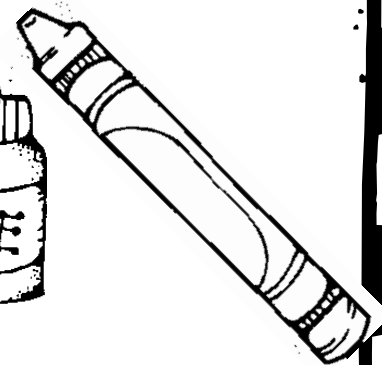
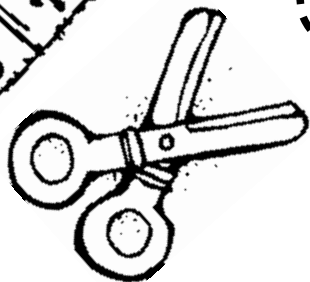
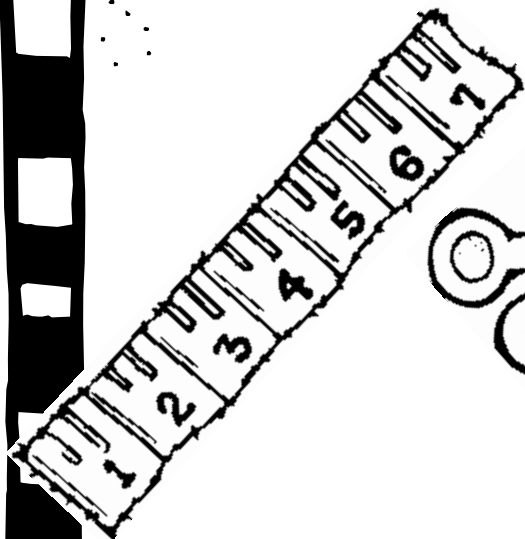
What will I use to build?
draw or write





CREATE

This is ME in action!














IMPROVE



**Here's my photo of my improvement.
Remember, we are never done!
We can always improve our design.
Learning with STEM is fun!**

REFLECT

Did I stay on task?			
Did I put away my materials and clean up my space?			
Did I work well with my partner?			
Did I keep trying without giving up?	