

What great
children's
literature do you
use to connect
STEAM and
Making?



- <https://padlet.com/jmaslyk1/tmhfcf8rpy8z>

INNOVATION LITERACY

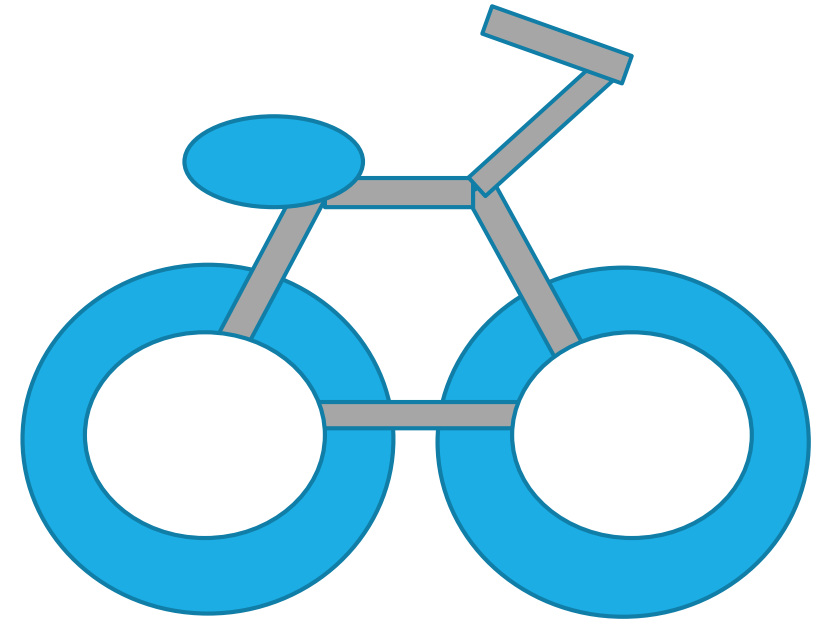
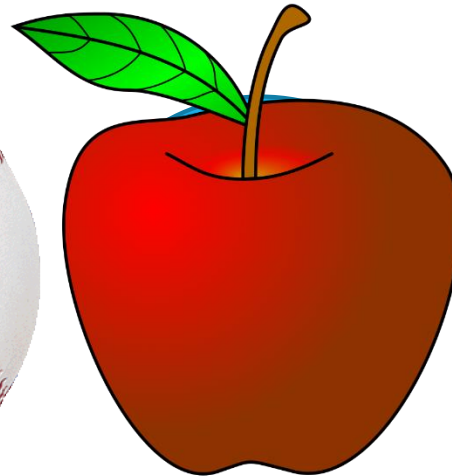
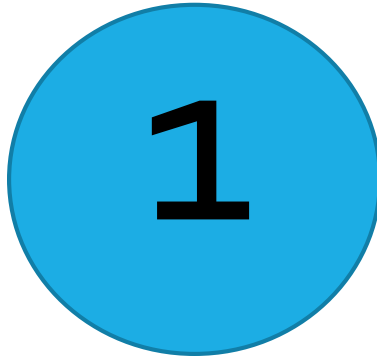
2018 Improving Schools Conference

Dr. Jacie Maslyk

Assistant Superintendent

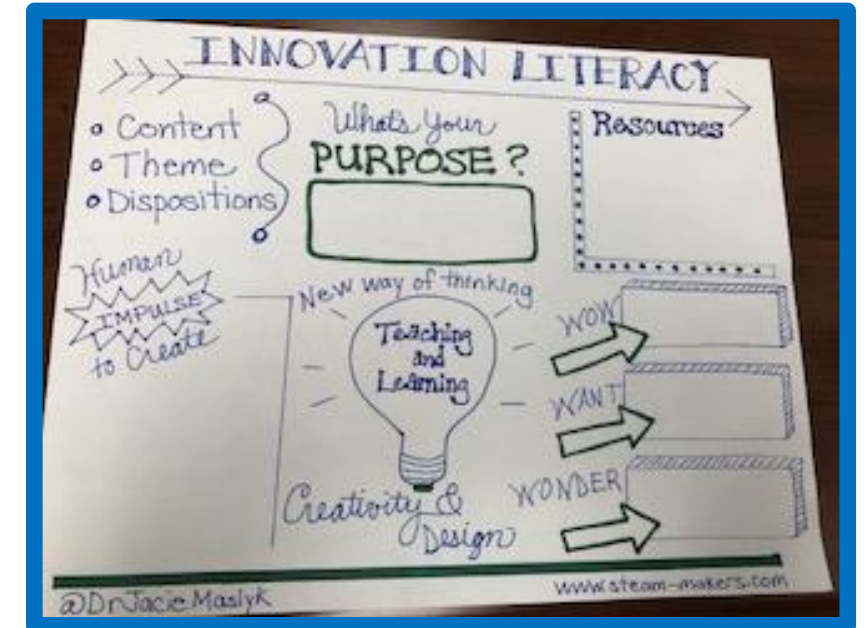
Hopewell Area School District, Pennsylvania

Just how creative are you?



Goals

- Build an understanding of the importance of STEAM Education and the Maker Movement
- Discover 3 pathways to incorporate STEAM Maker learning into English Language Arts
- Engage in hands-on learning connected to children's literature



Resources

- All materials for this session are available on my website:

- www.steam-makers.com

- Check out my STEAM Makers Pinterest page:

<https://www.pinterest.com/jaciemaslyk/steam-makers/>

- Please tweet about the session using #STEAMMakers

[@DrJacieMaslyk](https://twitter.com/DrJacieMaslyk)

- Infused innovative literacy practices over the last 2 years
- Increased PSSA ELA scores at grades 3, 5, and 8
 - Grade 8 scores increased by over 15%
- Named a High Progress Title I School at Hopewell Elementary
 - Opened a makerspace
 - Exploring flexible seating options



Formative Assessment

- I know about STEAM and use it in my classroom/school.
- Hands-on making is a part of my instructional practice.
- Innovation and creativity are embraced in my school/classroom.

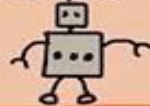


What We Remember

We remember 90% of what we SAY and DO



+



e.g. Doing a dramatic presentation, making a video, creating an animation, building a robot

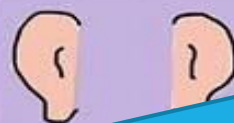
90%



BLAH
BLAH
BLAH



e.g. Participating in a discussion



+

))))

what we SEE

e.g. Looking at images in a book, a magazine, a website.

We remember 20% of what we HEAR.

e.g. Listening to a lecture, a podcast, a radio interview.

We remember 10% of what we READ.

e.g. Reading a book, an article, a blogpost.

10%

20%

30%

50%

70%

90%

Based on the work of Edgar Dale

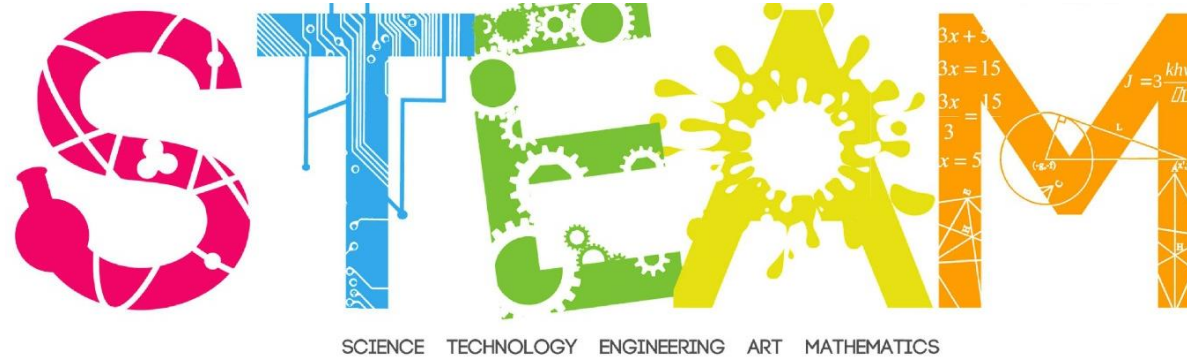
@sylvia duckworth

Let's try something!

(Innovation Literacy)

A way of thinking that creates
new experiences around literacy
teaching and learning through
creativity and design.

- @DrJacieMaslyk



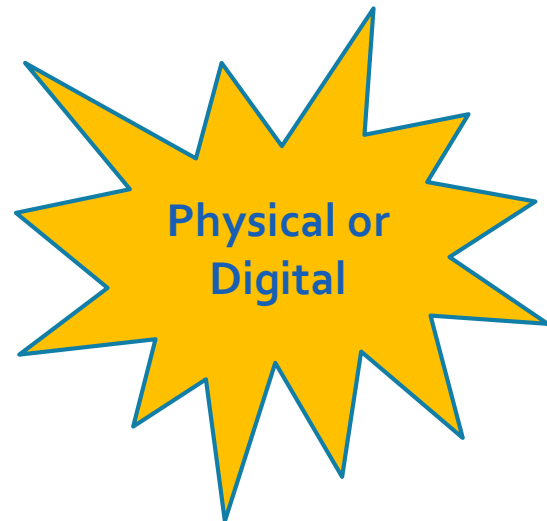
- Requires thoughtful integration into the curriculum
- Revolves around the idea that:

Science & Technology interpreted through
Engineering & the Arts, all based
in **Mathematical** elements.

(Yakman, 2009)

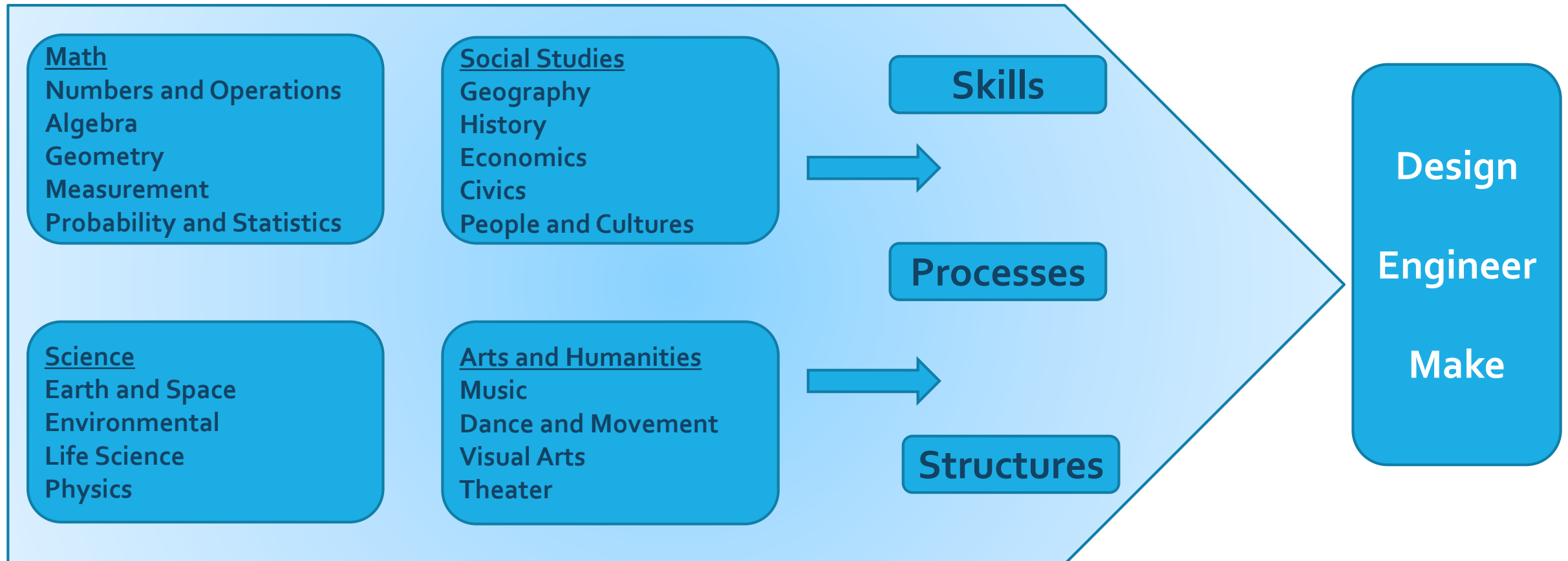
Making

- An opportunity to learn through hands-on/minds-on work that fosters curiosity, creativity and innovation through messing, building, designing, hacking, and remaking.



STEAM Maker Framework

How might we develop an overarching question or problem (real world or based in text) the students can work together to solve?



Maker Movement

- “The shift to “making” represents the perfect storm of new technological materials, expanded opportunities, learning through firsthand experience, and the basic human impulse to create.”

(Gary Stager, 2014)

Learning Benefits

- **Work collaborative in groups**
- **Follow a plan**
- **Give and receive feedback**
- **Develop learning dispositions**



What's your PURPOSE ?

- Integrate STEAM and Making to:
 - Challenge students to think differently and deeply
 - Build problem solving skills
 - Establish meaningful connections that build and expand student understanding

STEAM

Scratch Jr., BeeBots, Puzzlets,
Squishy Circuits

Rokenbok, Osmo, Finch
Robots, Ozobots, Lego We-Do

Scratch, Snap Circuits, Bloxels,
Little Bits

Makey-Makey, Stop motion
animation

Sphero, K'Nex, Extraordinaires

Vex IQ, Hummingbird, Drones

Making

Each grade level
should begin to
develop skills in:

- woodworking
- circuitry
- sewing
- digital animation
- deconstruction
- re-purposing and
recyclable art
- building and design
challenges



Reading is an active,
imaginative act; it takes work.

Khaled Hosseini

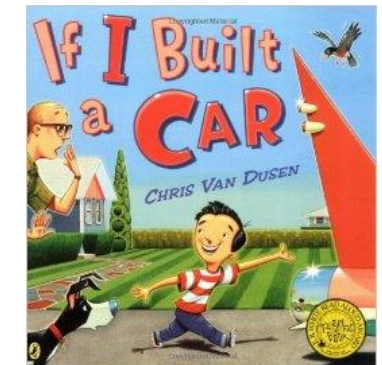
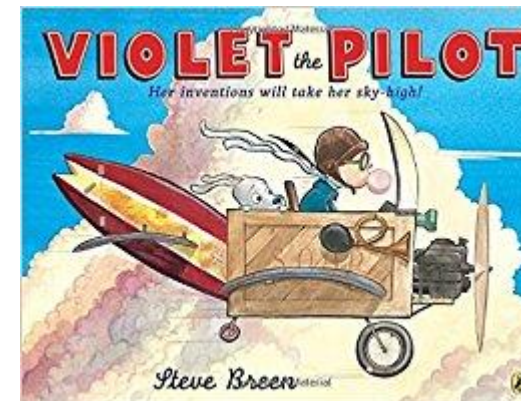
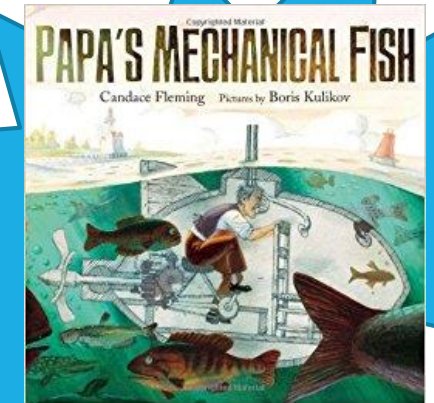
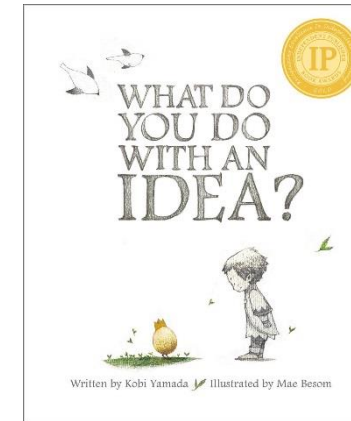
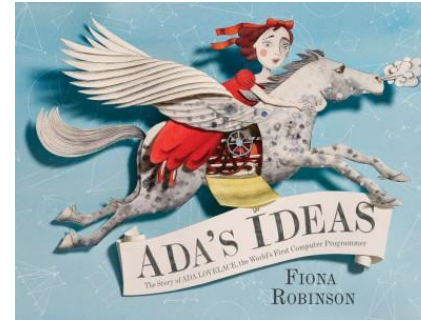
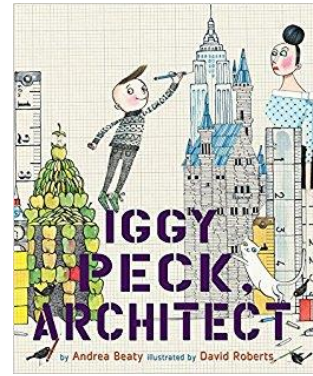
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3 Literacy Connections

- Content
- Theme
- Dispositions

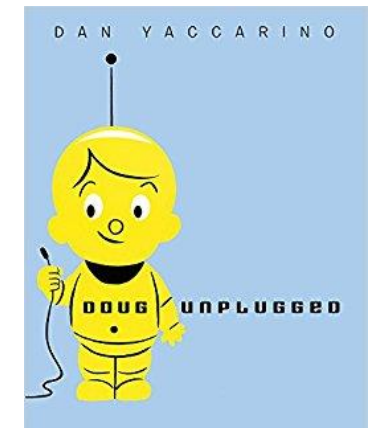
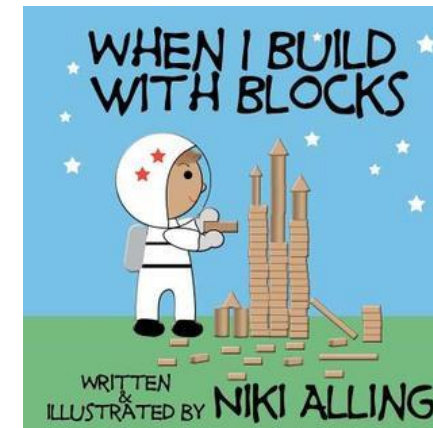
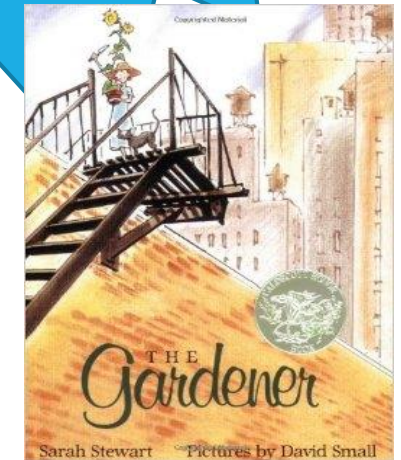
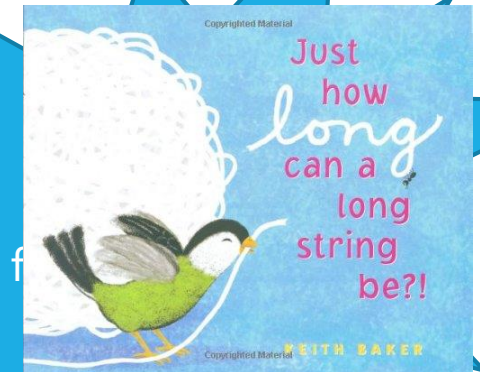
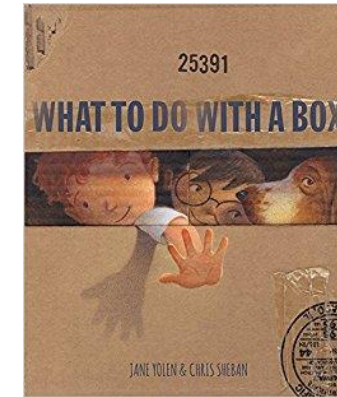
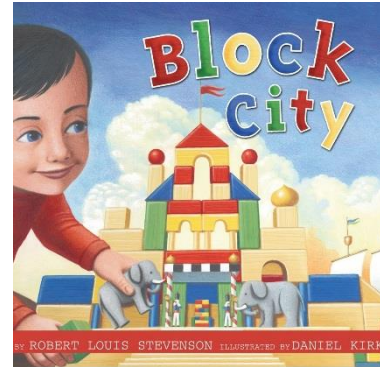
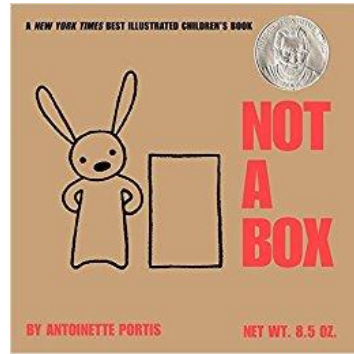
Content

- Iggy Peck Architect by Andrea Beaty
- Ada's Ideas by Fiona Robinson
- What Do You Do With an Idea? By Kobi Yamada
- Papa's Mechanical Fish by Candace Fleming
- Ideas Are All Around by Philip Stead
- If I Built a Car by Chris Van Dusen
- Violet the Pilot by Steve Breen

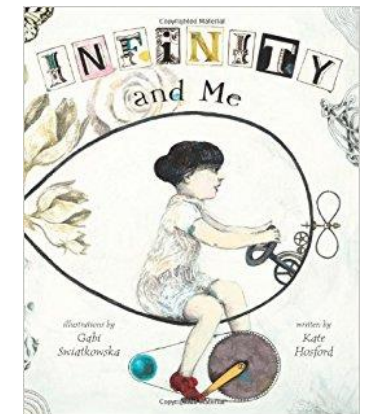
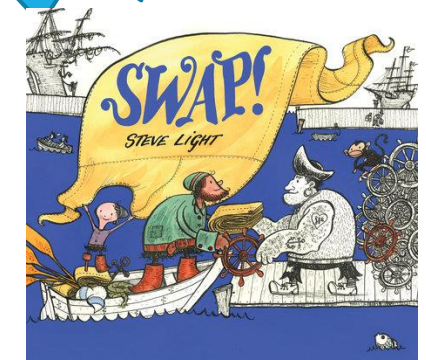
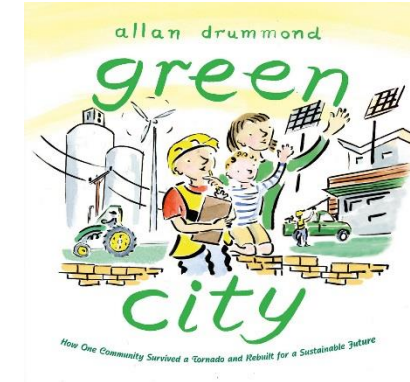
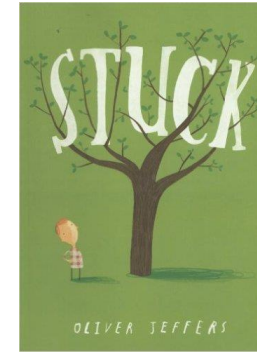


Theme

- Not a Box by Antionette Portis
- Block City by Robert Louis Stevenson
- What To Do With a Box? By Jane Yolen and Chris Sheban
- Just How Long Can a Long String Be? By Keith Baker
- The Gardener by Sarah Stewart
- Doug Unplugged by Dan Yaccarino
- When I Build With Blocks by Niki Alling



Dispositions



- The Most Magnificent Thing by Ashley Spires
- Stuck by Oliver Jeffers
<https://www.youtube.com/watch?v=hipx6HJs4XQ>
- Green City by Allan Drummond
- Marvelous Thing That Came From a Spring by Gilbert Ford
- Swap! By Steve Light
- Infinity and Me by Kate Hosford

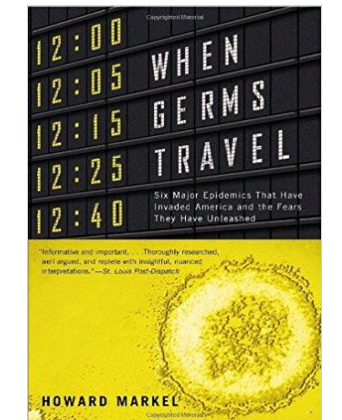
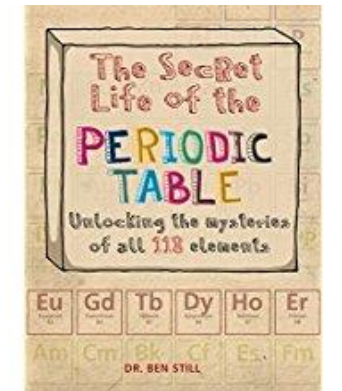
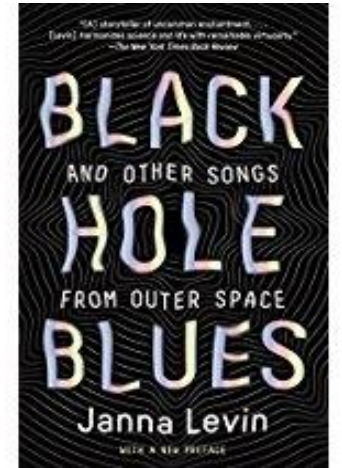
Secondary Literature Selections

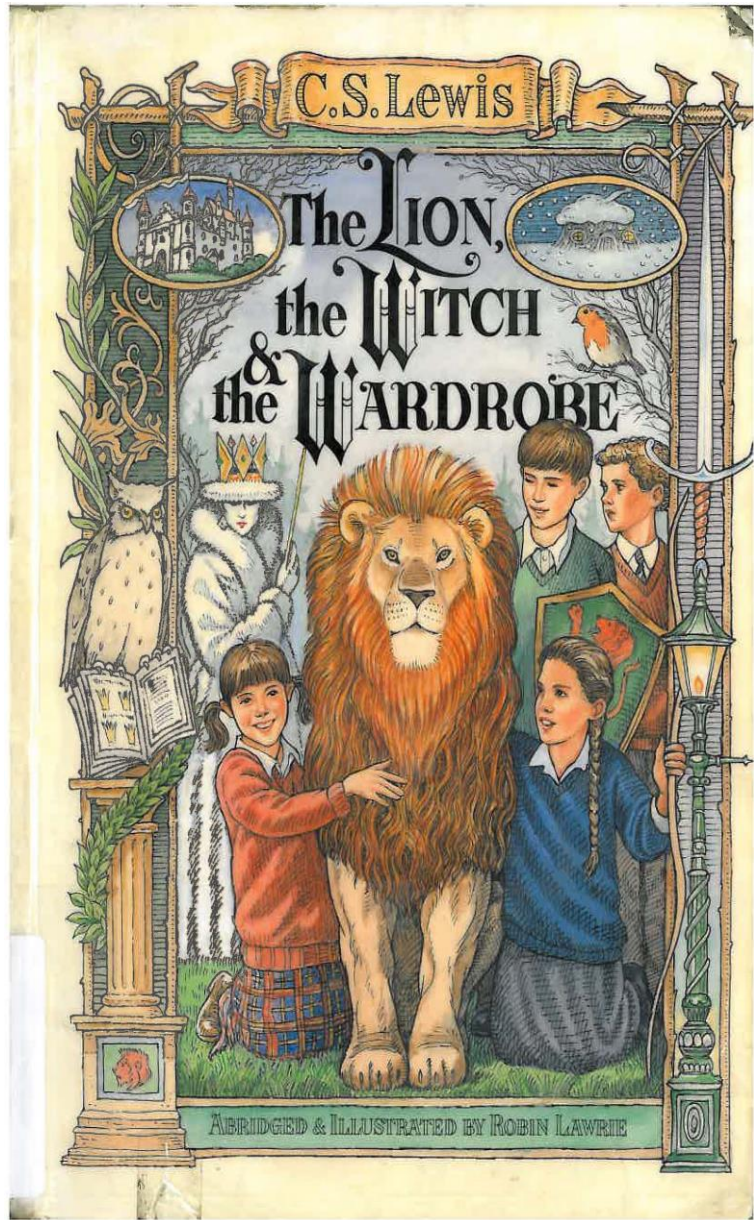
- The Giver
- Ender's Game
- Long Walk to Water
- Lord of the Flies
- Adventures of Tom Sawyer
- To Kill a Mockingbird
- The Martian
- Ready Player One



Secondary Content Literature

- The Secret Life of Equations
- Weapons of Math Destruction
- When Germs Travel
- Black Hole Blues and Other Songs From Outer Space
- The Secret Life of the Periodic Table





Let's Make !

- Use the character cards to think about a popular character from children's literature.
- Discuss what problems this character might need to solve.
- Use the materials provided to design one of the items.

Character Design Challenge

1. TRANSPORTATION

Design a mode of transportation that would work for this character, considering time and space.

2. HOME

Design a home, hideout, or space to relax for the character. What materials would be available and work best for what we know about the character?

3. TOOLS

Design a gadget that would help the character to solve a problem.

4. RECREATION

Design an item or a place that the character could play, exercise, and have fun.

5. ACCESSORIES

Design an accessory, piece of clothing, or other item that would enhance the look or comfort of your character.

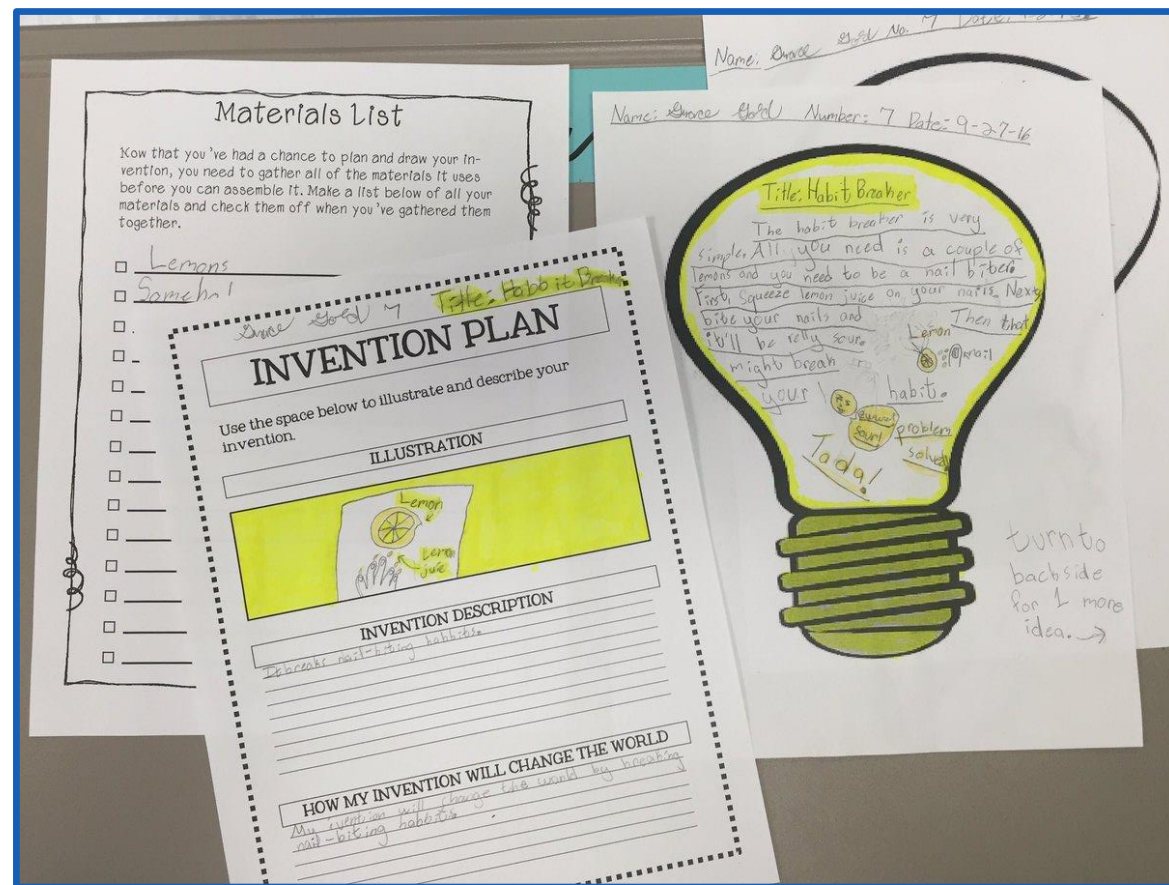
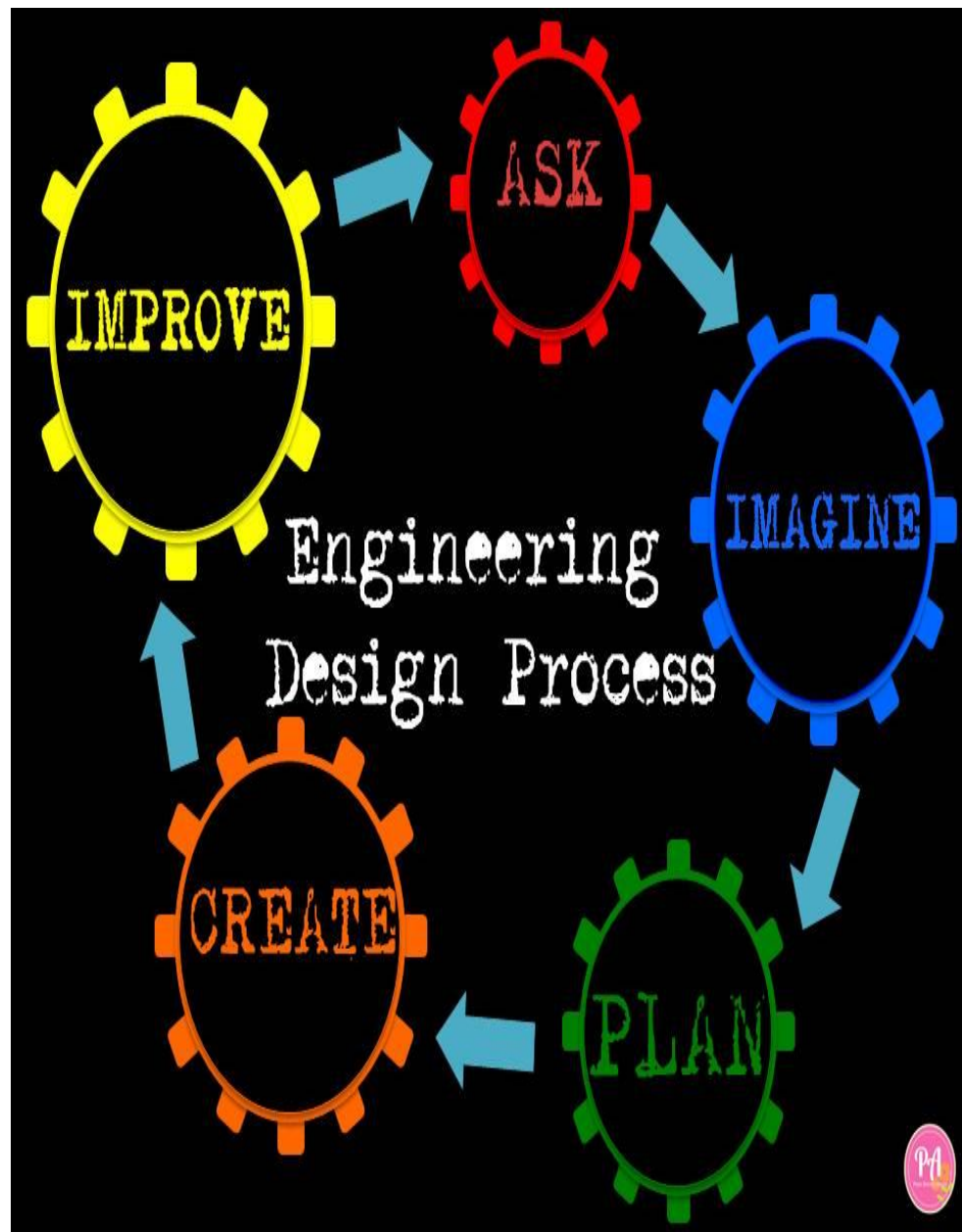
6. YOUR CHOICE!

Design any of the items above.

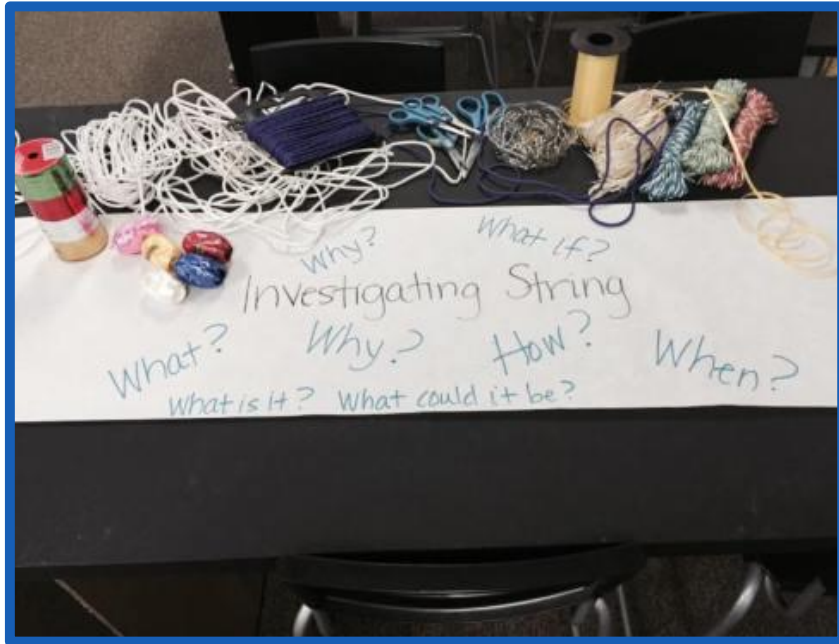
Simple Ways to Add Making to ELA

- Create a new ending to a story using video animation
- Build a model of the setting for the story
- Bring the character to life through design/draw/build
- Construct a 3D scene of a story
- Design a solution for a problem a character is having

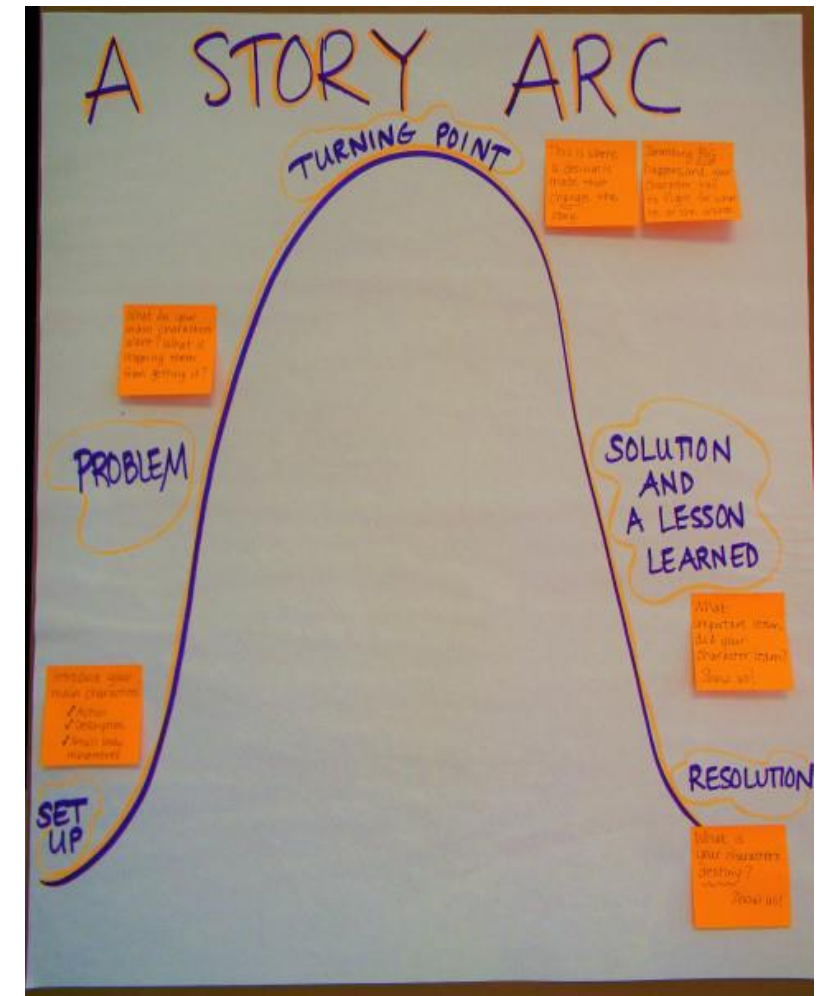
BOOK	AUTHOR	MAKE IT!	A LITTLE INSPIRATION	QR CODE
<i>The Miraculous Journey of Edward Tulane</i>	Kate DiCamillo	Re-create a scene from the story for Reader's Theater including creating costumes, scenery, props, backdrop.	There are lots of resources surrounding this <i>Global Read Aloud</i> Book from 2014: http://www.edwardtulane.com https://www.pinterest.com/emilyhstarkey/miraculous-journey-of-edward-tulane	 Edward Tulane  Edward Tulane Pinterest
<i>Shh! We Have a Plan</i>	Haughton	Learn about the design process.	PBS Design Squad http://pbskids.org/designsquad	 PBS Design Squad
<i>The Great Kapok Tree</i>	Lynne Cherry	Build a model of the layers of the rainforest.	Here's a great Prezi with a link to a fascinating YouTube video: https://prezi.com/phh12comcrpt/the-great-kapok-tree/#	 The Great Kapok Tree Prezi
<i>Not a Box</i>	Antoinette Portis	Use recycled materials to create a "not a" story; for example, not a button, not a battery, not a thread.	Try these bookmarking websites to design and publish books: http://www.storyjumper.com https://www.mystorybook.com https://storybird.com	 Storyjumper  My Storybook  Storybird
<i>The Boy Who Harnessed the Wind</i>	William Kamkwamba	Build a windmill.	http://tryengineering.org/lesson-plans/working-wind-energy http://learn.kidwind.org/learn/science_fair_projects	 Try Engineering

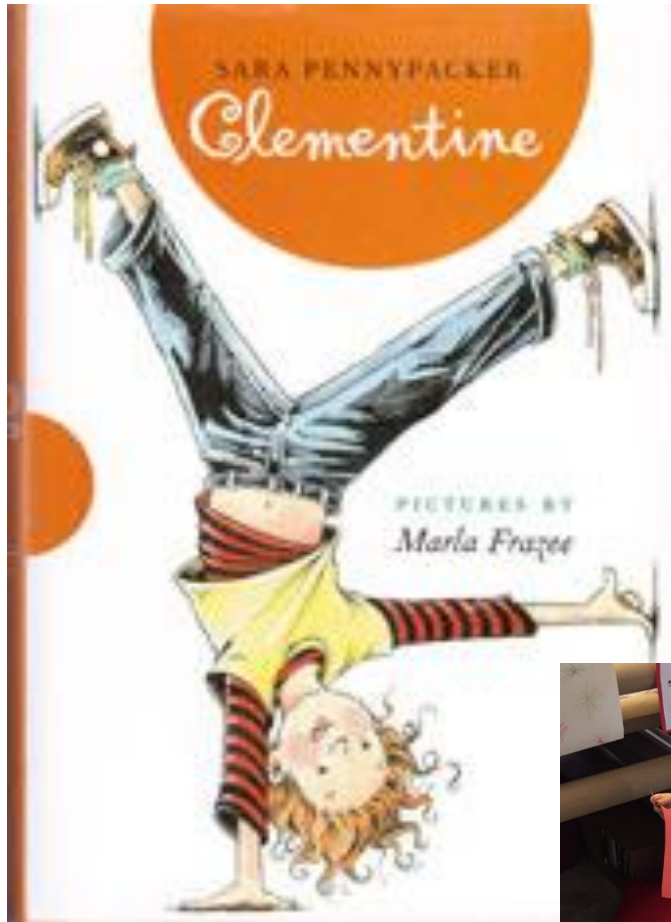


Tinker Trays

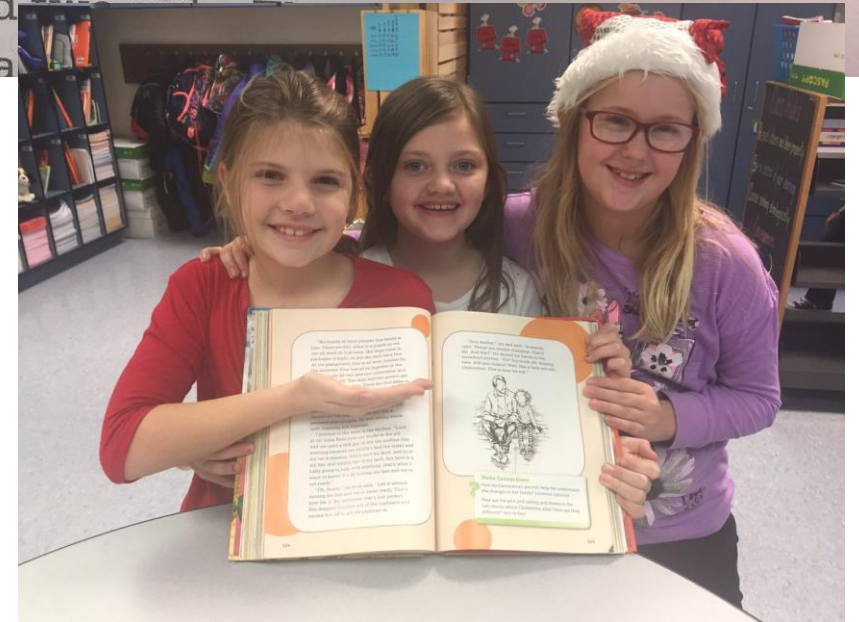
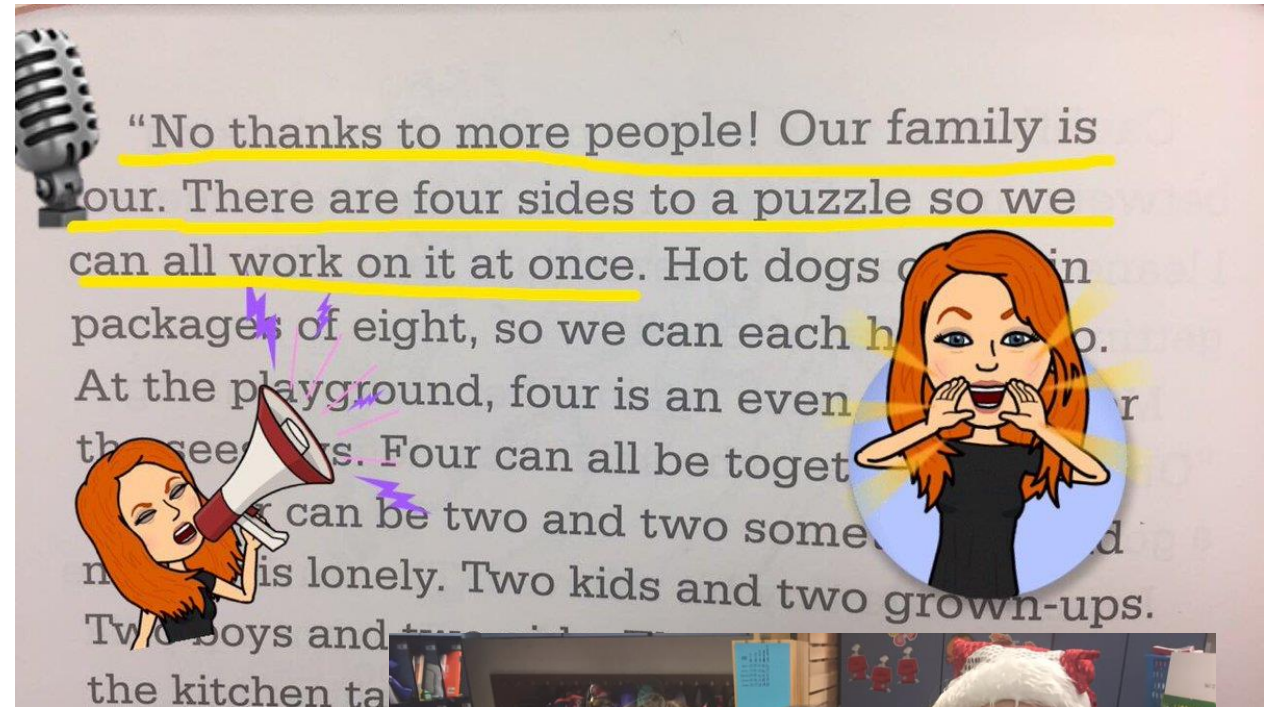


- What if we played with the string of our story arc the way we play with real string?
- What if we tied it together?
- Wove it?
- Created purposeful knots?
- Began with the resolution?
- Made a circle of our story





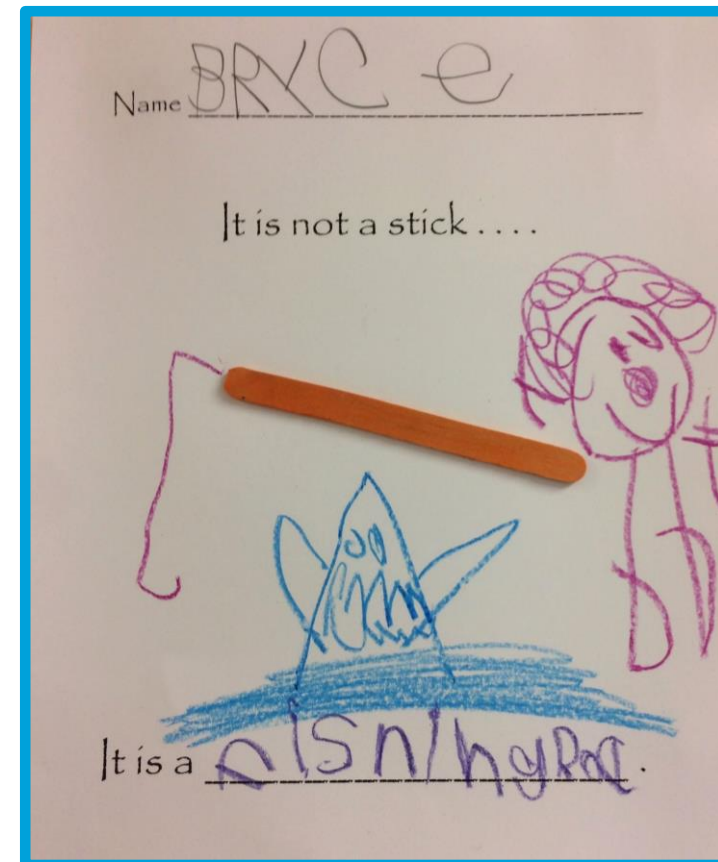
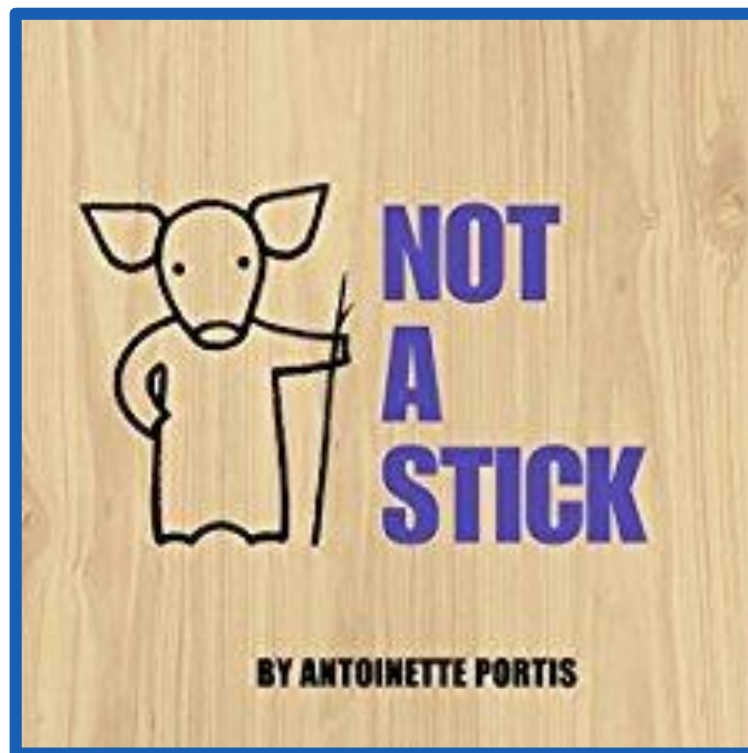
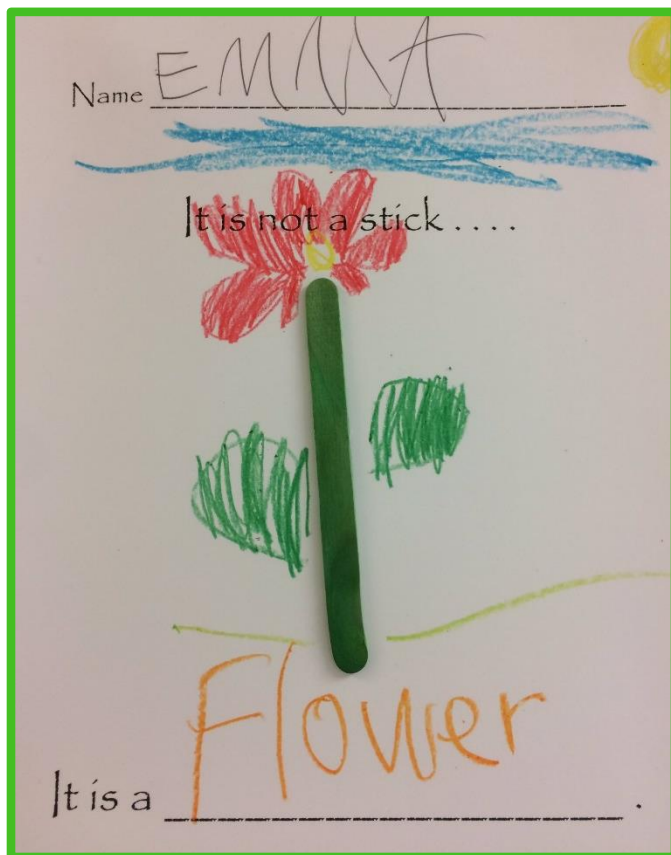
#BookSnaps

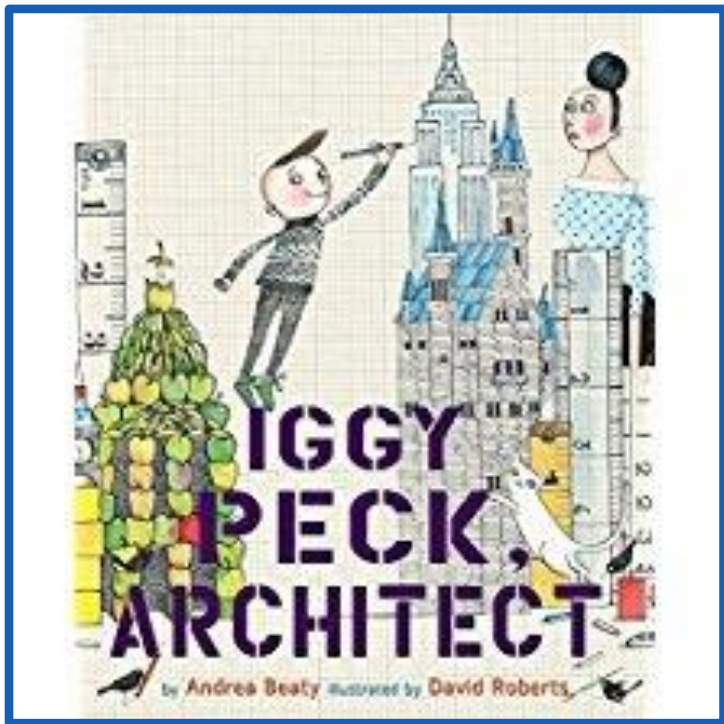


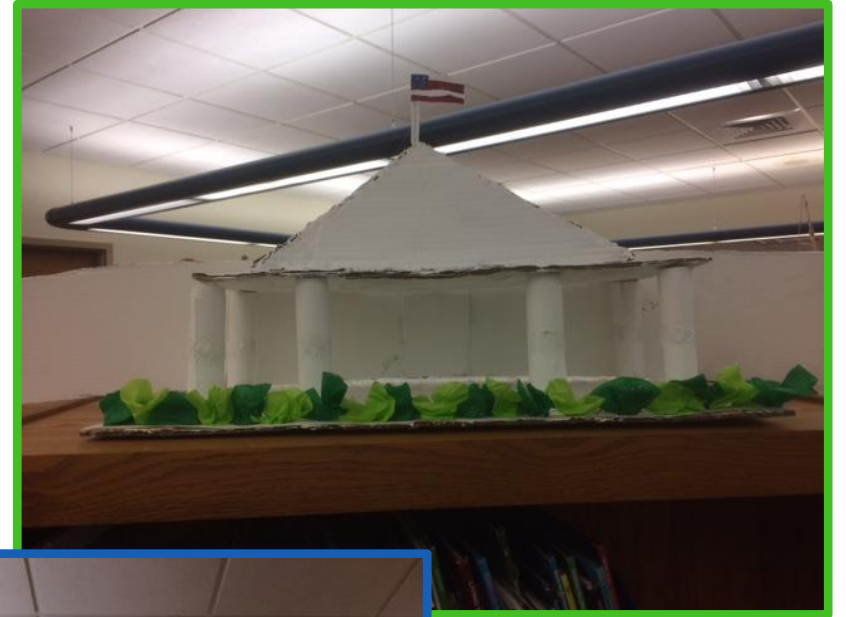
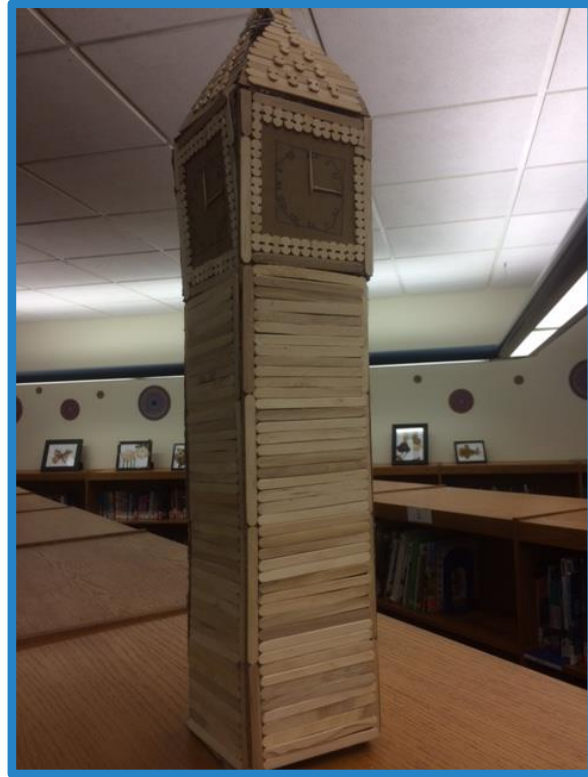
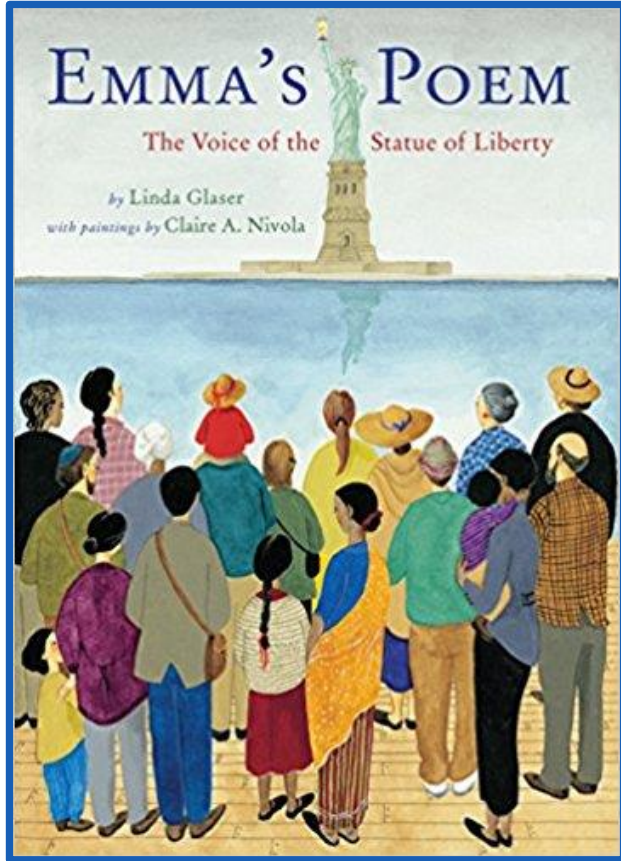
Robotics

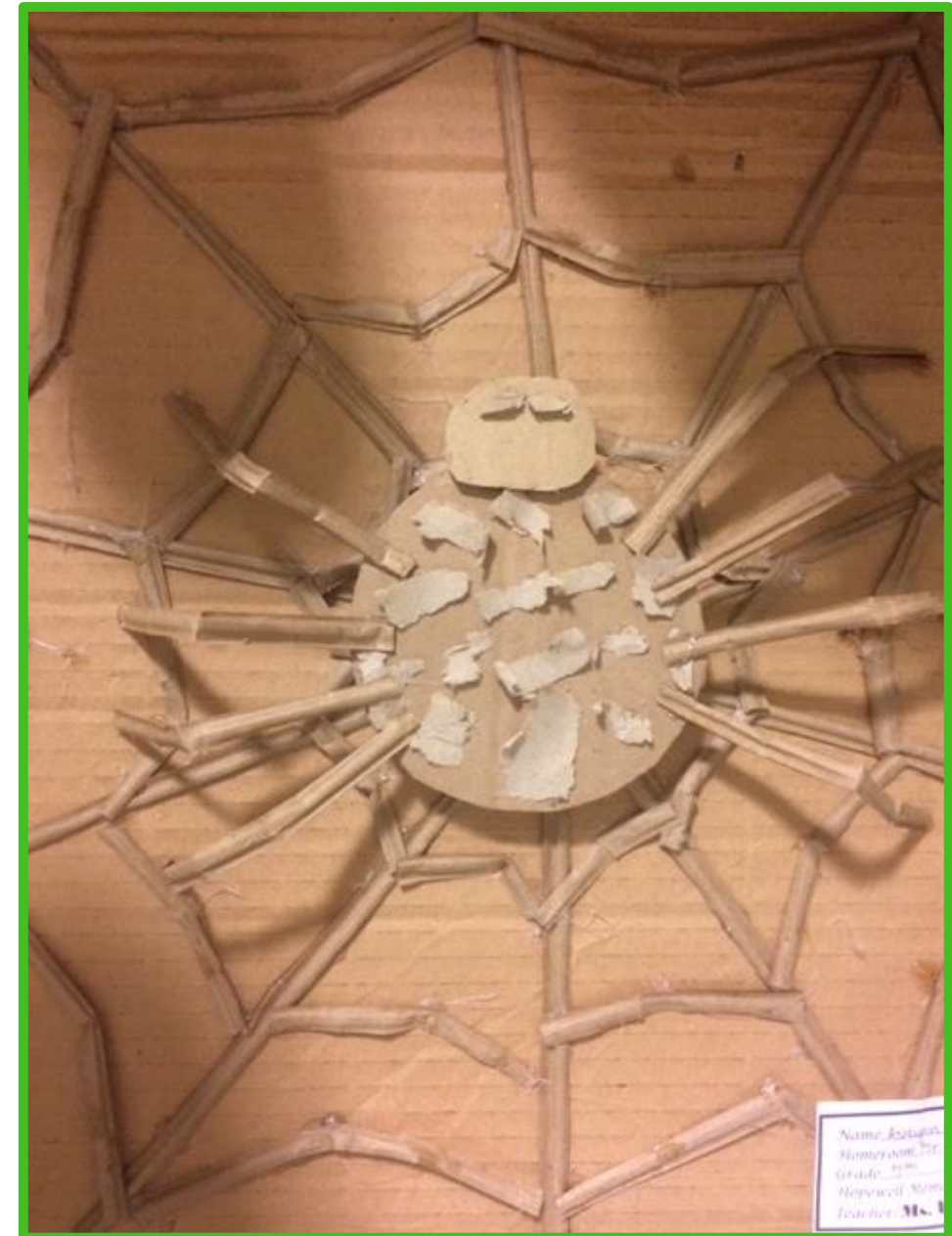
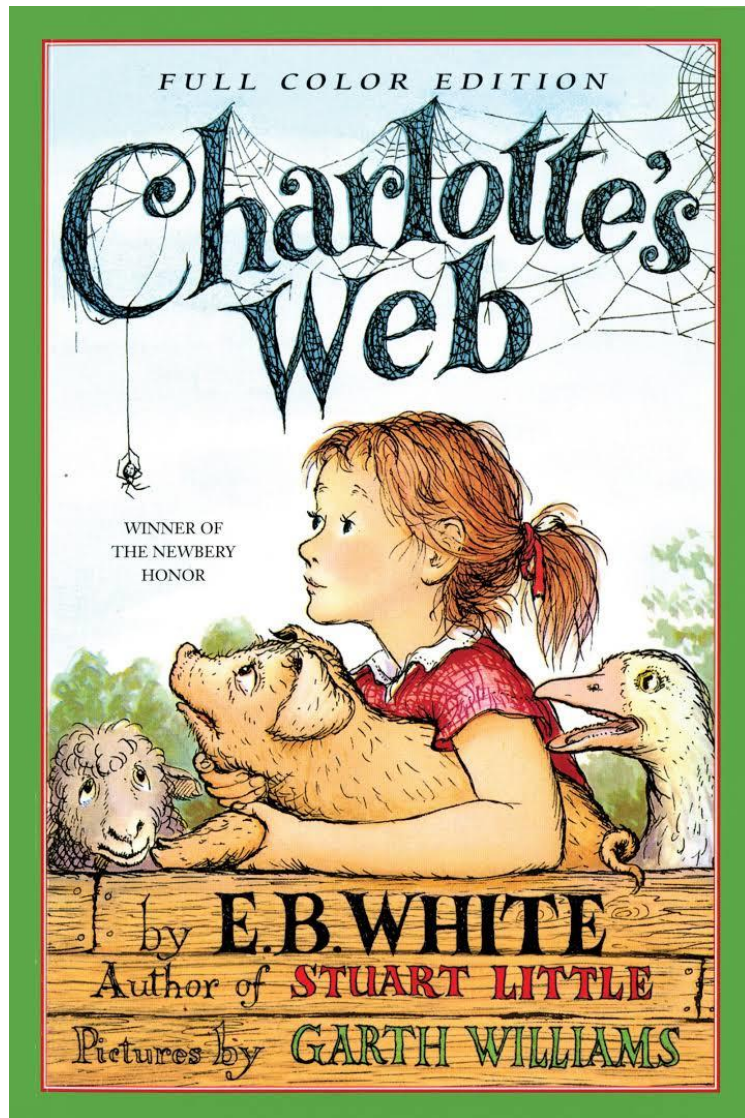


<https://twitter.com/twitter/statuses/922929528640561152>



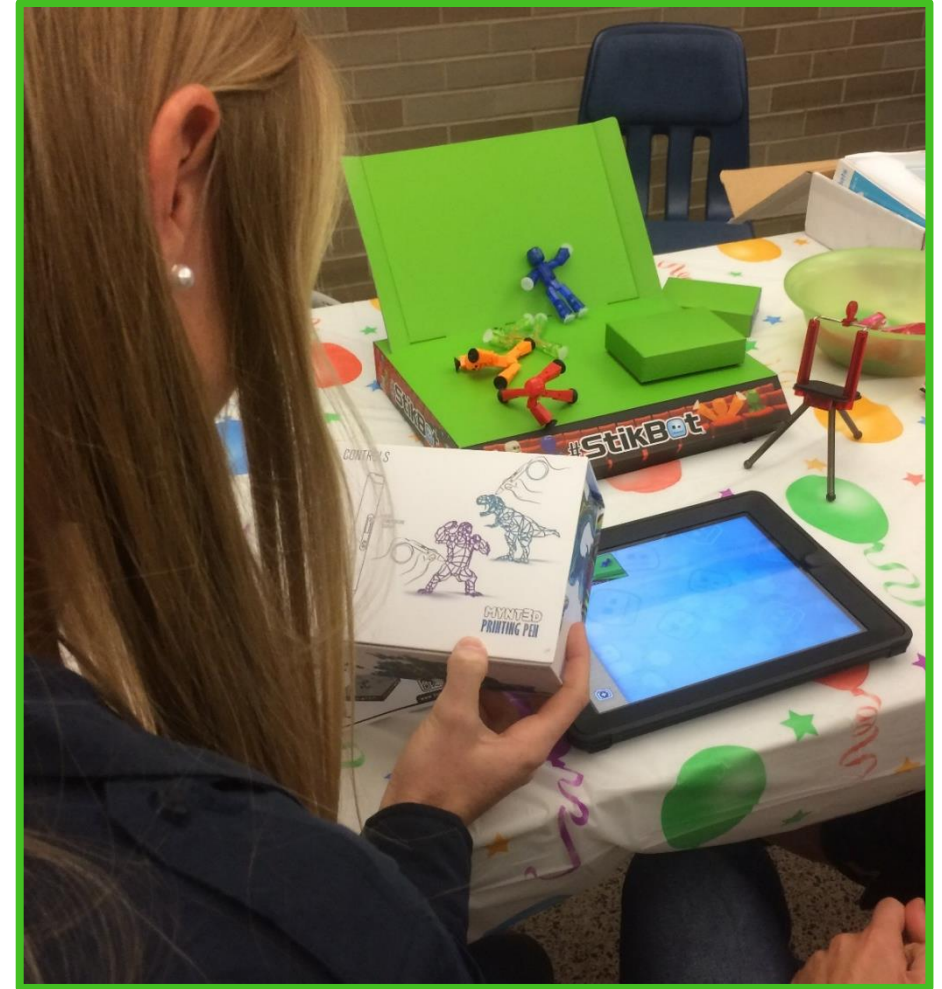






Video Production and Animation

- Stikbot
- Green screens



Writing



Reflect

- WOW, Wonder, Want
- Share your feedback in a tweet.



Contact me at maslykj@hopewellarea.org

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www.steam-makers.com

Who will
win a
copy?

