

BLUE GIRL ADVENTURES



	BOOK	STEM+C CONCEPT	PROBLEM / PHENOMENON
1	THE BOY AND THE WILD BLUE GIRL 	COMPUTER SCIENCE Develop programs with sequences to address a problem	PROBLEM (CS) Program Blue Girl blowing through town
2	THE BOY AND THE WILD BLUE GIRL 	SCIENCE Natural Resources COMPUTER SCIENCE Develop programs with sequences to address a problem	PHENOMENON (S) Windmill PROBLEM (CS) Follow the power lines
3	WE PLANTED A TREE 	SCIENCE Natural Resources COMPUTER SCIENCE Develop programs with sequences to address a problem	PHENOMENON (S) How do trees benefit the world? PROBLEM (CS) Distribute food and water
4	WE PLANTED A TREE 	MATHEMATICS Counting, Addition and Subtraction within 20 COMPUTER SCIENCE Develop programs with sequences to address a problem	PROBLEM (M) Squirrel-Bot collects acorns for the winter PROBLEM (CS) Collect and bury acorns
5	THE WATER PRINCESS 	ENGINEERING DESIGN Developing design solutions SCIENCE Natural Resources	PROBLEM (ED) Make a water filter