Dragonland Adventures PreK-2



	воок	STEM+C CONCEPT	PROBLEM/PHENOMENON
1	LOVABYE DRAGON (CS) LOVABYE DRAGON LILIAND FOR THE PROPERTY OF THE PROPERTY	Develop programs with sequences to address a problem	PROBLEM Follow a path of tears to find a girl
2	EVERMORE DRAGON (CS)	COMPUTER SCIENCE	PROBLEM
	DRAGON TO THE PARTY OF THE PART	Develop programs with sequences to address a problem	Rescue the lost girl
3	SAIL AWAY DRAGON (M)	MATHEMATICS	PROBLEM
	SAIL AWAY DRAGON Barbara Joose Barbara Randy Cecil	Measurement	Determine the shortest path to the sea
4	SAIL AWAY DRAGON (ED)	ENGINEERING DESIGN	PROBLEM
	SAIL AWAY DRAGON Barbara Jone Barbara Jone	Developing and optimizing design solutions	Design an umbrella
5	SAIL AWAY DRAGON (CS)	COMPUTER SCIENCE	PROBLEM
	SAIL AWAY DRAGON Darbara Joose Barbara Joose Barbara Randy Ceel	Develop programs with sequences to address a problem	Create a dance