

# Dragonland Adventures PreK-2



	BOOK	STEM+C CONCEPT	PROBLEM/PHENOMENON
1	<b>LOVABYE DRAGON (CS)</b> 	<b>COMPUTER SCIENCE</b>  Develop programs with sequences to address a problem	<b>PROBLEM</b>  Follow a path of tears to find a girl
2	<b>EVERMORE DRAGON (CS)</b> 	<b>COMPUTER SCIENCE</b>  Develop programs with sequences to address a problem	<b>PROBLEM</b>  Rescue the lost girl
3	<b>SAIL AWAY DRAGON (M)</b> 	<b>MATHEMATICS</b>  Measurement	<b>PROBLEM</b>  Determine the shortest path to the sea
4	<b>SAIL AWAY DRAGON (ED)</b> 	<b>ENGINEERING DESIGN</b>  Developing and optimizing design solutions	<b>PROBLEM</b>  Design an umbrella
5	<b>SAIL AWAY DRAGON (CS)</b> 	<b>COMPUTER SCIENCE</b>  Develop programs with sequences to address a problem	<b>PROBLEM</b>  Create a dance