

Earth Day Adventures PreK-2



	BOOK	STEM+C CONCEPT	PROBLEM/PHENOMENON
1	BECAUSE OF AN ACORN (CS/S) 	SCIENCE Growth and Development COMPUTER SCIENCE Develop programs with sequences to address a problem	PHENOMENON (S) An oak tree grows. PROBLEM (CS) Visit fruit trees.
2	WE ARE THE GARDENERS (CS/S) 	SCIENCE Growth and Development COMPUTER SCIENCE Develop programs with sequences to address a problem	PHENOMENON (S) Plants grow. PROBLEM (CS) Water the Garden.
3	BEE DANCE – MODEL THE DANCE (CS/S) 	SCIENCE Information Processing COMPUTER SCIENCE Develop programs with sequences to address a problem	PHENOMENON (S) Bee Dance PROBLEM (CS) Visit a flower and dance.
4	BEE DANCE – DESIGN A HAND POLLINATOR (ED) 	ENGINEERING DESIGN Developing and optimizing design solutions SCIENCE Interdependent Relationships in Ecosystems	PROBLEM (ED) Design a hand pollinator. PHENOMENON (S) Bees spread pollen from flower to flower.
5	DESIGN A POLLINATOR GARDEN (ED/CS) 	ENGINEERING DESIGN Developing and optimizing design solutions COMPUTER SCIENCE Develop programs with sequences to address a problem	PROBLEM (ED) Design a pollinator garden. PROBLEM (S/CS) Tell the story of designing a pollinator garden.