MOUSE ADVENTURES

STORYTIME STEM+C™

	BOOK	STEM+C CONCEPT	PROBLEM / PHENOMENON
1	**IF YOU GIVE A MOUSE A COOKIE**	**MATHEMATICS** Counting and addition — **COMPUTER SCIENCE** Hardware/Software	**PROBLEM (M)** How many people and pets are in my family?
2	**IF YOU TAKE A MOUSE TO SCHOOL**	**COMPUTER SCIENCE** Develop programs with sequences to address a problem	**PROBLEM (CS)** Program Mouse to go to school
3	**IF YOU TAKE A MOUSE TO SCHOOL**	**Engineering Design** Developing design solutions — **COMPUTER SCIENCE** Develop programs with sequences to address a problem	**PROBLEM (ED)** Help Mouse clean up the purple goo
4	**IF YOU GIVE A MOUSE A BROWNIE**	**MATHEMATICS** Place value — **COMPUTER SCIENCE** Decoding programs	**PROBLEM (M)** How many tickets?
5	**IF YOU GIVE A MOUSE A BROWNIE**	**MATHEMATICS** Adding and subtracting — **COMPUTER SCIENCE** Develop programs with sequences to address a problem	**PROBLEM (CS/M)** How can Mouse get from here to there the fastest?