MOUSE ADVENTURES



	воок	STEM+C CONCEPT	PROBLEM/PHENOMENON
1	IF YOU GIVE A MOUSE A COOKIE IF YOU SAVE A MOUSE A COOKIE A COOKIE Pelicia Bond	MATHEMATICS Counting and addition	PROBLEM (M) How many people and pets are in my family?
		COMPUTER SCIENCE Hardware/Software	
2	IF YOU TAKE A MOUSE TO SCHOOL If YOU TAKE A MOUSE A MOUSE TO SCHOOL I LAUR Numerul Pickia Bond Laurannum Pickia Bond	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 IF YOU TAKE A MOUSE TO SCHOOL **Luan Numerol** **Luan Numer	Engineering Design Developing design solutions COMPUTER SCIENCE Develop programs with sequences to address	PROBLEM (ED) Help Mouse clean up the purple goo
4	IF YOU GIVE A MOUSE A BROWNIE IF YOU GIVE A MOUSE A MOUSE A BROWNIE Laura Numeroff Pedica Boond Pedica Boond	a problem MATHEMATICS Place value	PROBLEM (M) How many tickets?
		COMPUTER SCIENCE Decoding programs	
5	IF YOU GIVE A MOUSE A BROWNIE IF YOU GIVE A MOUSE A BROWNIE Laura Numeroff Pelica Bond Pelica Bond	MATHEMATICS Adding and subtracting	PROBLEM (CS/M) How can Mouse get from here to there the fastest?
		Develop programs with sequences to address a problem	