STEAM BOOKS
Jenahlee Chamberlain

FICTION-EVERYBODY


**Summary:** Melia is scientific and loves to create things in her backyard laboratory, but something is missing. Her inventions just aren't quite right. Enter Jo, her new friend with an artistic spirit. When you add the arts to sciences, something magical happens! This whimsically illustrated picture book is the perfect introduction to the benefits of STEAM-focused curriculum.

**Audience:** K-2 Melia and Jo will be to STEAM what Rosie Revere is to STEM


**Summary:** This girl is determined to express herself! If she can't draw her dreams, she'll sculpt or build, carve or collage. If she can't do that, she'll turn her world into a canvas. And if everything around her is taken away, she'll sing, dance, and dream.

**Audience:** K-2 For that A in STEAM


**Summary:** Izzy Gizmo’s inventions are marvelous, magnificent . . . and often malfunction. But when she finds a crow with a broken wing, she has to help! Izzy tries again and again to build a new pair of wings, but nothing is working. Can Izzy overcome her failures? Or is her friend destined to live as a crow who can’t fly?

**Audience:** K-2 Themes of perseverance in the face of failure and friendship


**Summary:** Cece’s parents say she was born curious. She asks: Why? How? What if? When her teacher, Ms. Curie, assigns a science project, Cece knows just what to ask--do dogs eat vegetables? She teams up with her best friend, Isaac, and her dog, Einstein, to discover the answer. They investigate, research, collect data, and analyze, using Einstein as their case study. Their final conclusion is surprising, and a lot of fun!

**Audience:** K-2 & Fans of The Rosie Revere and Ada Twist


**Summary:** Charlotte’s world is fully charged! With her dog at her side, she’s always tinkering, coding, clicking, and downloading. She’s got a knack for anything technological--especially gadgets that her parents don’t know how to fix! Then, she receives a new toy that is quite a puzzle: a doll! What’s she supposed to do with that? Once she discovers the doll’s hidden battery pack, things start to get interesting.

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**Audience:** K-2

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FICTION-INDEPENDENT READER


**Summary:** When Rosie is unable to invent a contraption to help one of Aunt Rose’s Raucous Riveters friends, she calls on classmates Iggy Peck and Ada Twist to help.

**Audience:** Grades 1-3

**Series:** The Questioneers


**Summary:** Third grader and inventor extraordinaire Ada Lace uses her love of science and technology to solve problems and mysteries in her new neighborhood.

**Audience:** Grades 2-4 STEM meets mystery

**Series:** Ada Lace Adventure


**Summary:** With magical animals, science, mystery, and adventure -- the Zoey and Sassafras series has something for everyone! Easy-to-read language and illustrations on nearly every page make this series perfect for a wide range of ages. Each story features a new magical animal with a problem that must be solved using science.

**Audience:** Grades 2-4

**Series:** Zoey and Sassafras


**Summary:** When Michael Wilson keeps hearing an unusual sound at night, he calls on his friends Liv and Leo to help him figure out what’s causing it. The three young neighbors, known as the Mysterious Makers of Shaker Street, build a tool to amplify the sound, and they soon discover that an empty neighboring house is actually occupied. Will the Mysterious Makers put an end to the troubling noise once and for all? Readers can become makers themselves by following included instructions to recreate the tools the Shaker Street kids use to solve the mystery.

**Audience:** Grades 2-4

**Series:** Mysterious Makers of Shaker Street


**Summary:** Emily, Maddie, Bella, and Sam are four friends with one major thing in common: they love to craft and create! Whether it’s making art with balloons or racecars with recycled materials, they’re always coming up with fresh new ideas.

**Audience:** Grades 1-3

**Series:** *Craftily Ever After*


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**FICTION**


**Summary:** Max Einstein, a homeless 12-year-old genius, is recruited into a mysterious organization whose mission is solving some of the world’s most complicated challenges through science and critical thinking. Along with a diverse cast of young geniuses, Max finds ways to eradicate poverty, war, climate change, and pandemic disease. But an evil organization called The Corporation has other plans for her. Third grader and inventor extraordinaire Ada Lace uses her love of science and technology to solve problems and mysteries in her new neighborhood.

**Audience:** Grades 4-6

**Series:** *Max Einstein*


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**NONFICTION**


**Summary:** Provides craft ideas made from recycled cereal boxes including a robot, a guitar, and a castle.

**Audience:** K-6

**Series:** *I Am Not A…*

- *I am not an Old Sock*, ISBN: 9781438012438

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**Summary:** Presents step-by-step instructions for creating a variety of buildings and structures using LEGO®s and K’NEX® building kits. Includes information about makerspaces, needed supplies, and a glossary.

**Audience:** K-6

**Series:** *Cool Makerspace Gadgets & Gizmos*

- *Connect It!: Circuits You Can Squish, Bend, And Twist*, ISBN: 9781532112515
- *Move It!: Projects You Can Drive, Fly, And Roll*, ISBN: 9781532112546

**Summary:** Provides parents and educators with a workbook containing color photographs and step-by-step directions for fifty hands-on STEAM projects for kids. Includes journaling pages and fifty additional extension activities.

**Audience:** Grades: 2-6

**Additional Titles:** STEAM Kids in the Kitchen. ISBN: 9781986069649


**Summary:** 20 fun, easy-to-follow step-by-step projects as they learn about STEAM topics (science, technology, engineering, arts, and math). Topics include symmetry and how light bounces to create reflections with mirror mandalas, diffusion and capillary action with tie dye towels, structural framing and bracing with marshmallow structures, and electrical currents with salty circuits. Presents step-by-step instructions for creating a variety of buildings and structures using LEGOes and K’NEX building kits. Includes information about makerspaces, needed supplies, and a glossary.

**Audience:** Grades: PreK-2


**Summary:** STEAM Lab for Kids is an art-forward doorway to science, math, technology, and engineering through 52 family-friendly experiments and activities.

**Audience:** Grades: 3-6


**Summary:** Provides twelve projects in four themes that use cardboard, duct tape, and other everyday items. Includes step-by-step instructions, helpful tips and hints, and color photographs.

**Audience:** Grades: 3-6

**Additional Titles:** Explore the World with Cardboard and Duct Tape. ISBN: 9781515793137
Travel Through Time with Cardboard and Duct Tape. ISBN: 9781515793144