

Full STEAM Ahead! Collection

10 New Titles! 30 books in series

Full STEAM Ahead! Engineering Everywhere

Specifications:

Ages 4-7

24 pages, 8 x 8", full color

\$8.95 PAP

Full STEAM Ahead! is an innovative literacy series for early readers that provides an introduction to STEAM subjects. Twenty titles are divided into each of the five STEAM subjects.

Two new titles have been added to **Engineering Everywhere**, a set of books that uses real-world examples to show young readers how engineers solve problems using math, science, and creative thinking. Readers are also introduced to strategies used by engineers, such as collaboration, learning from mistakes, sharing ideas, and giving feedback. Children are prompted to consider how they use these practices themselves to solve problems. An activity in each title helps children connect engineering concepts to other STEAM topics.



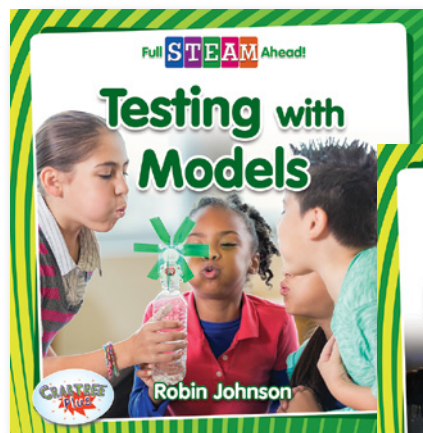
A link printed inside each book gives readers access to **Crabtree Plus**, a website with supplemental digital content and activities that reinforce and extend key series' concepts.

Testing with Models

by Robin Johnson

Engineers build models to help them test how well their solutions will work. Read about how testing small-sized models helps them spot mistakes, make improvements, and create the best solution possible!

ISBN 978-0-7787-6458-8 PAP



What Is the Best Solution?

by Robin Johnson

Did you know that a problem can have many different solutions? Read about how an engineer finds the best solution to solve a problem or meet a need.

ISBN 978-0-7787-6459-5 PAP



From What is the Best Solution?

Many Solutions

Every problem has many solutions. Engineers **brainstorm** all of the solutions they can think of.



This engineer wants to design a pair of boots that will not slip on ice. She thinks of many different ways to improve the boot design.

An engineer's job is to find the best solution. The best solution solves all parts of the problem. It meets the needs of the people who will use it.



Engineers test solutions to see how well they solve the problem. Testing lets them find the best solution.