

As you plan to use books with children, first take some “LAB notes”.

L= Learning. What scientific concept will be introduced or deepened with this book?

A= Advanced Vocabulary. What are some words that might be new or fun that we could use in our interactions and learning activities?

B= Beyond the Book. What can I do to extend or reinforce or connect to other learning beyond the book?

BOOK LIST

- *Dave’s Rock* by Frann Preston-Gannon

Two cavemen compete to see who has the best and biggest rock. But in an advancement for humankind, they realize that working together yields more interesting results! This book really emphasizes the importance of scientists collaborating – which is how science is done today.
- *A Stick Until...* by Constance Anderson

A stick is just a stick until...an elephant turns it into a flyswatter, an alligator uses it to catch prey, or a child uses a stick as a toy. This book shows readers how a simple stick can become a tool or a toy in this enjoyable look at the many uses animals and people can find for sticks. *A Stick Until...* shows the wonders of nature and the joys of imagination. And to move Beyond the book - imagine a great small group activity with...sticks and imagination! Then you could create a classroom book – *A stick until...*
- *What do Wheels do All Day?* (Bilingual board book) By April Jones Prince and Giles Laroche

Celebrating some old school technology – wheels! This is a great book (in English and Spanish). There are rhymes and fun vocabulary along the way. And of course – beyond the book could include exploring the ways you use wheels in your program – to get somewhere, to roll toys, or to move objects from one place to another!
- *How to CODE a Sandcastle* by Josh Funk and Sara Palacios

In this book Pearl learns to code a sandcastle and throughout this book there are different programming terms used – code, loop, sequence, and more.