

Welcome to

Barnes & Noble's Story Design: Innovative STEAM Projects!

Story Design is an exciting student-driven, high-engagement interdisciplinary program that combines STEM (*Science, Technology, Engineering, and Math*) with English Language Arts. In **Story Design**, Grades K–8 students ...

- read and understand grade-level literature.
- identify conflicts in a literary text.
- identify a problem in the text that could have a practical, physical, or technological solution.
- communicate their solution to the classroom.

The **Story Design** approach is an example of problem-based learning, or **PBL**, a student-focused approach in which students learn by solving an open-ended problem using procedures they devise. **PBL** reflects how real people encounter, identify, evaluate, investigate, refine, and solve problems.

Research has shown that interdisciplinary problem-based learning experiences like **Story Design**:

- increase student engagement and participation.
- encourage higher-order thinking skills.
- improve knowledge retention.
- translate to better performance on assessments.



In addition, students work in teams and practice 21st-century skills such as collaboration, critical thinking, and creativity. And advantages to students often become advantages for teachers. With **Story Design**:

- greater student engagement and enthusiasm can make classroom management easier.
- the interdisciplinary approach offers a springboard for deeper investigation into subject-specific topics.
- practical projects help ground more abstract skills and ideas such as reading comprehension or nature-of-science skills.

A **Quick Start Guide** for teachers offers instructions on how to implement the **Story Design** approach in your classroom, including teaching tips, materials lists, information on technology tools like educational robots, and guidance on how to create your own lessons.

Go to bn.com to learn more about **Story Design**.

