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.*