

## OVERVIEW

<b>Topic</b>	Design Thinking
<b>Age range</b>	4-8
<b>Subject</b>	Arts & Sciences
<b>Duration</b>	8 weeks

## DESCRIPTION

The Global Storybook Engineers 2 course teaches students about the engineering design cycle, how to make connections between stories and design challenges, and explore how design thinking can be used to solve problems through hands-on investigations and experiments, design builds, and communicating with global partners.

TASK TOPICS	LEARNING OBJECTIVES Students will:
<b>Task 1: Getting to Know Our Partners</b>	<ul style="list-style-type: none"> <li>be able to share their culture with their global partners by creating a video to describe favorite activities, sports, holidays, and celebrations.</li> <li>interact with their global partners about their videos.</li> </ul>
<b>Task 2: Build a Bridge</b>	<ul style="list-style-type: none"> <li>learn about the engineering design cycle.</li> <li>read <i>The Rainbow Bridge</i> by Audrey Wood and connect the story to a design challenge.</li> <li>design, build, test and improve a bridge.</li> </ul>
<b>Task 3: Build a Castle</b>	<ul style="list-style-type: none"> <li>read the Lithuanian legend <i>Jūratė and Kastytis</i> and connect the story to a design challenge.</li> <li>apply their learning about the engineering design cycle.</li> <li>design, build, test and improve a castle.</li> </ul>
<b>Task 4: Build a Zipline</b>	<ul style="list-style-type: none"> <li>read <i>The Race of Toad and Deer</i> by Pat Mora and Domi and connect the story to a design challenge.</li> <li>apply their learning about the engineering design cycle.</li> <li>design, build, test and improve a zipline.</li> </ul>
<b>Task 5: Reflection</b>	<ul style="list-style-type: none"> <li>reflect on the engineering design cycle.</li> <li>reflect on how to make connections between stories and design challenges.</li> <li>reflect on how design thinking can be used to solve problems.</li> </ul>

## United Nations Sustainable Development Goals (UN SDGs)

- Goal 5** Achieve gender equality and empower all women and girls
- Goal 9** Build resilient infrastructure, promote inclusive and sustainable industrialization and foster innovation
- Goal 12** Ensure sustainable consumption and production patterns

## ISTE Student Standards

- 1.1** Empowered Learner
- 1.2** Digital Citizen
- 1.3** Knowledge Constructor
- 1.4** Innovative Designer
- 1.5** Computational Thinker
- 1.6** Creative Communicator
- 1.7** Global Collaborator