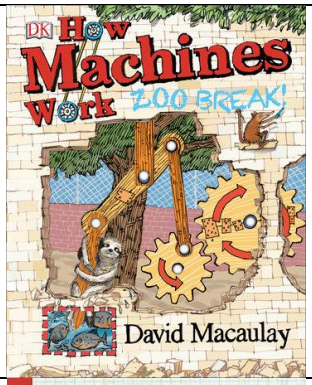
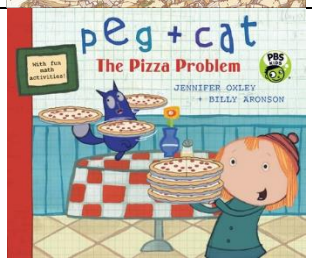
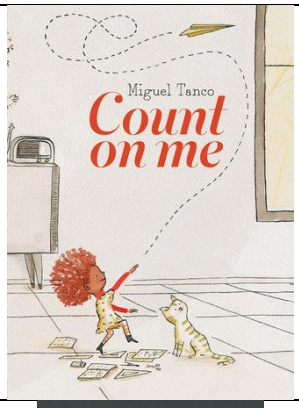
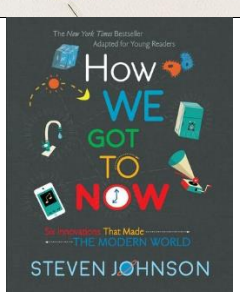
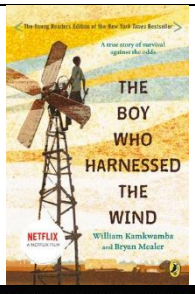
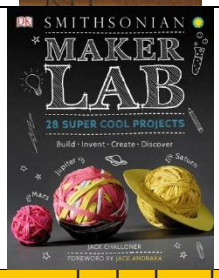
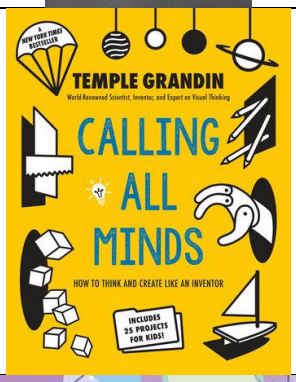
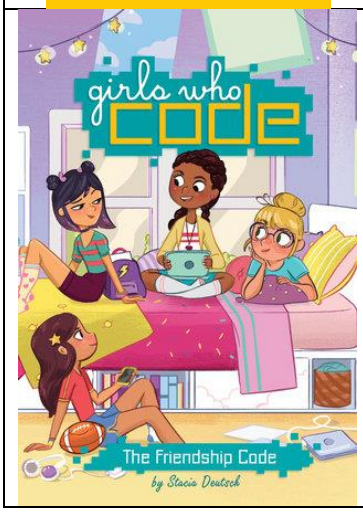
The Blue Coat CE Infant and Junior Schools' Federation

Love God, Love others Let your light shine.

TEACHING DESIGN TECHNOLOGY THROUGH TEXTS

Books to Inspire

	***How Machines Work: Zoo Break!*** by David Macaulay Pop-ups, lift-the-flaps, and levers encourage kids to get involved in this STEM adventure story about two animals, Sloth and Sengi, who try to escape the zoo using simple machines. While reading the story, you'll also discover information on each machine — machines such as a teeter-totter, a pulley, scissors, and a bike.
	***Peg + Cat: The Pizza Problem*** by Billy Aronson and Jennifer Oxley Peg and Cat are best friends who have just opened a pizza shop. But when the Teens come in to order, Peg and Cat have problems … to solve. First, they have to figure out what a half is. Then, they need to divide two and a half pizzas by four. All in a day's work at Peg's Pizza Palace.
	***Count on Me*** by Miguel Tanco There are so many beautiful ways to see the world. For the bright young girl at the center of this book, that way of seeing is through math. As she pauses to appreciate things like the curve of a slide or the many shapes her cat can make, readers sense the inherent (and underappreciated) vibrancy of the math all around us.
	**How We Got to Now** by Steven Johnson Steven Johnson's bestselling book about the incredible history of innovation is now available for middle grade readers! We all tend to walk through life without appreciating the genius that made those lives possible — clean drinking water and electricity, for starters — but Johnson revels in those miraculous discoveries and explains how they set even more ideas into motion.
	Super Cool Tech by DK Just like the title says, this book, with a sleek laptop-looking cover and eye-catching design and layout, showcases the coolest inventions in technology. Not only do you learn about today's tech such as a bionic suit, a floating hotel, or a 3D printed car, but you'll also discover future tech possibilities such as teleportation and artificial intelligence.

	***The Boy Who Harnessed the Wind (Young Reader's Edition)*** by William Kamkwamba and Bryan Mealer, illustrated by Anna Hymas An inspiring true story of necessity and invention! Due to a drought, William's African village has no water, no crops, and no income source. He researches solutions in the library and decides to build a windmill which successfully pumps water to the fields and generates electricity for his family.
	***Maker Lab: 28 Super Cool Projects: Build * Invent * Create * Discover*** by Jack Challoner Beautiful design and photographs showcase 28 kid-friendly, easy-to-follow experiments and activities. Only household materials are required, there are three levels of difficulty, and kids will learn the real world science behind each project.
	***Calling All Minds*** by Temple Grandin Temple Grandin, a world-famous scientist, inventor, and autism spokesperson, invites young innovators to indulge their curiosities about the seemingly innocuous. She uncovers the science behind everyday inventions, relays the history of great innovators, and encourages readers to reimagine how they approach and conceive of the world.
	***Girls Who Code* Series** by Stacia Deutsch In this modern, tech-centric series reminiscent of *The Babysitters Club*, Sophia and her fellow coders create apps, compete in hackathons, and — more than anything — learn about friendship, teamwork, and supporting one another through thick and thin. Published in partnership with the Girls Who Code nonprofit, it's sure to entertain and inspire.