

Create Your Own Creature

Create your own **How to Catch** creature!

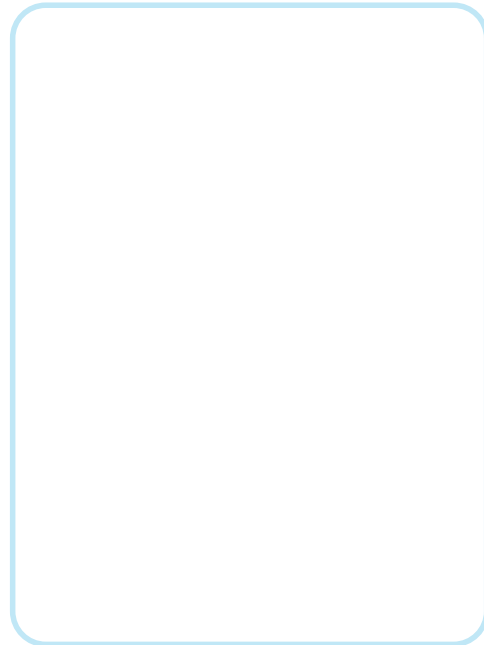
What is their name?

What kind of creature are they? Are they made up of different creatures?

Do they have any special powers or talents?

What do they like and dislike?

Draw a picture of them!



Write a Story

Write a story about your **How to Catch** creature!

Beginning

Where did your How to Catch creature escape from? Where are they going?

Middle

How do the kids try to trap the creature?

End

Do the kids catch the creature or does the creature escape? How?



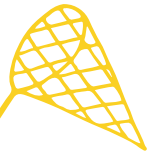
Design Thinking



Catch them all! Learn more about How to Catch at www.howtocatchclub.com



There are so many traps you can build!
Can you design a trap...



That goes underwater?

That is made out of food?

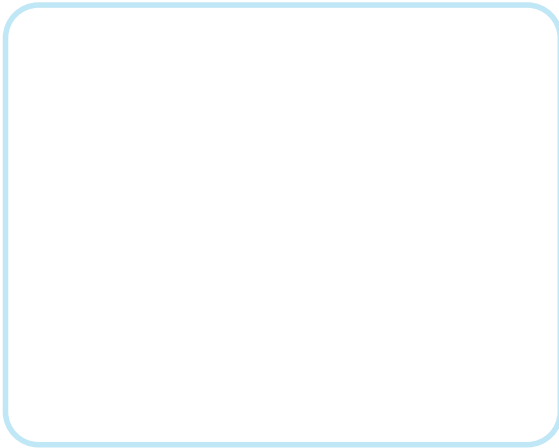
That can fly?

That is very tiny?

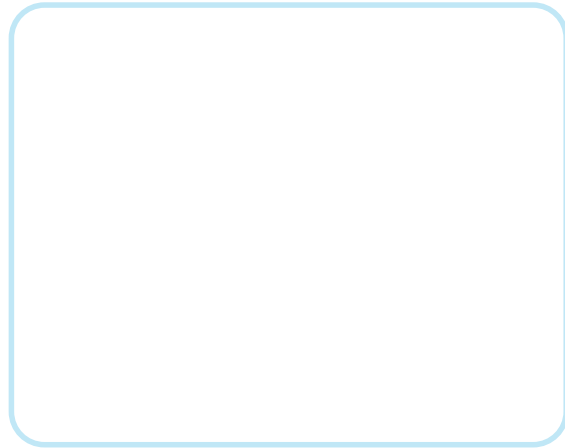


There are so many traps you can build!
Can you design a trap...

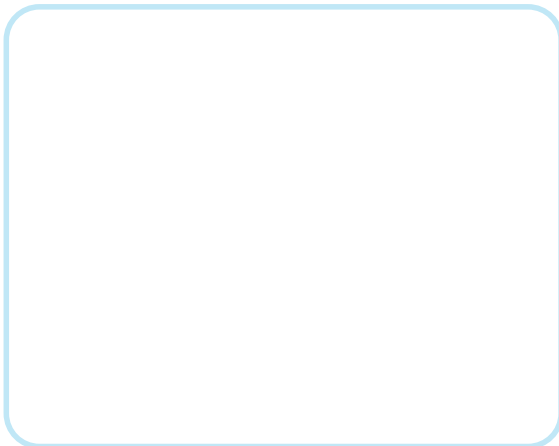
**For a creature
that loves ice cream?**



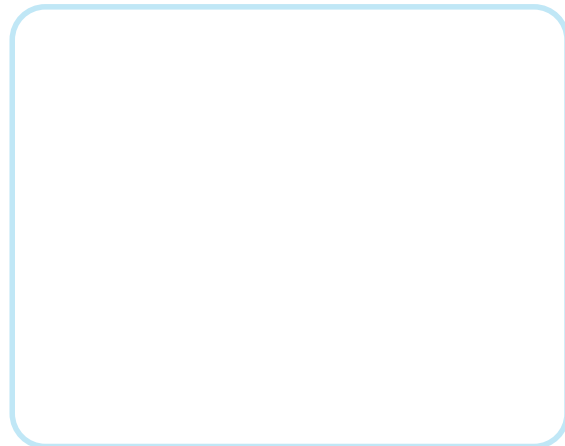
**For a creature
that likes to dance?**



**For a creature who's
afraid of the dark?**



**For a creature
that loves bright colors?**



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Build Your Trap (Part 1)

It's time to design a trap for your creature!
Follow these steps to get started.

ASK:

What is the problem I'm trying to solve?

How can I design a _____ for a _____ ?

IMAGINE:

Brainstorm and research ideas to solve the problem. The sky is the limit!

This is a problem because _____

Here are some ways we could fix it!



Build Your Trap (Part 2)

PLAN:

Decide which idea you like best and create a plan to move forward.

Materials I Need:

Steps I Need to Take:

CREATE:

Build your design and test it out!

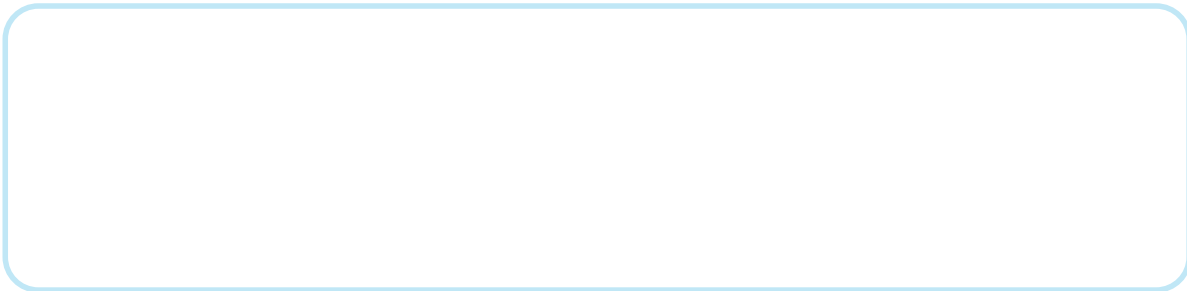
IMPROVE:

What's working well?
What could work even better?

What worked well? _____

What could work even better? _____

Draw your new idea here:



The How to Catch books introduce students to a series of fantastical characters, the children who want to catch them, and the traps the children design. The How to Catch STEAM Week activities extend the reading experience. Drawing inspiration from the books they have read from the series, students invent their own creature, trap, and accompanying adventure. The activities show students how to use the “Design Thinking” process when developing their traps, culminating in a How to Catch STEAM Fair, where students present their creations to classmates and visitors.

Taken as a whole, the activities for How to Catch STEAM Week encompass the following English Language Arts, Mathematics, and Science standards.

Common Core Anchor Standards for ELA

RL.1, RL.2, RL.3, RL.7, RL.9
SL.1, SL.5
W.3, W.7, W.8

Common Core Anchor Standards for Mathematics

MP.1, MP.2

Science and Engineering Practice Standards derived from the National Research Council 2012. A Framework for K-12 Science Education

1. Asking questions (for science) and defining problems (for engineering)
2. Developing and using models
3. Planning and carrying out investigations
4. Analyzing and interpreting data
5. Using mathematics and computational thinking
6. Constructing explanations (for science) and designing solutions (for engineering)
7. Engaging in argument from evidence
8. Obtaining, evaluating, and communicating information