

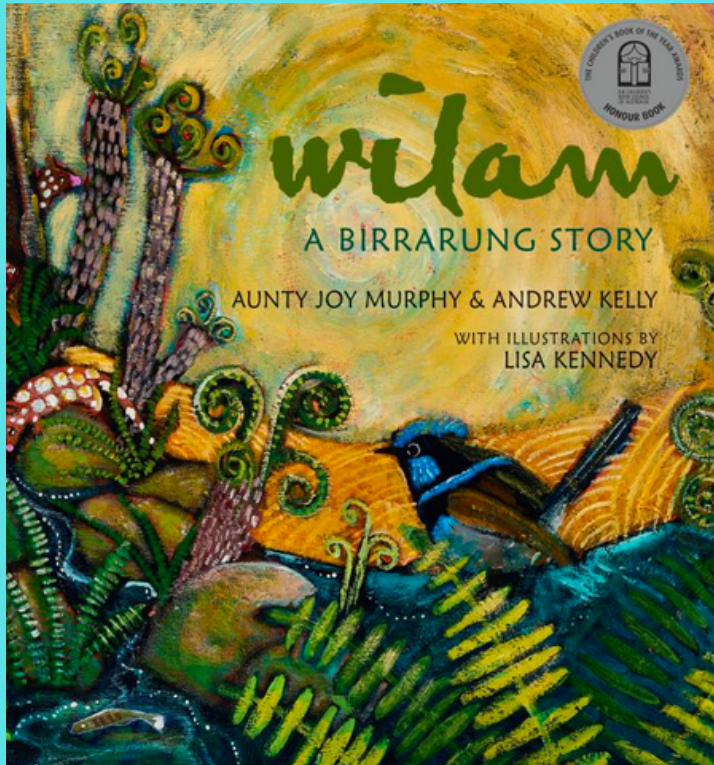
# STEAM

## THROUGH PICTURE STORY BOOKS

Using picture story books to provoke and inspire thinking around STEAM (science, tech, engineering, arts, maths) concepts.

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### STEAM activity ideas to use with this book:

- **Head outside! Create [observational drawings](#)** to closely observe and document what students notice. Use Woiwurrung language to label the picture, using the glossary in the book.



- **Notice the habitats** of each animal in the book. Where do they sleep? What do they eat? What parts of the flora and fauna are important for them?
- **Human impact:** allocate a page to each group. They brainstorm the positive and negative impact humans can have/do have on this environment depicted on the page.
- **Create a [concept map](#)** for one of the pages with more information on it (page suggestions: *Deep in the yerin...*, *As more rain falls...*, *As ngua sets...*). List the main subjects on the page and explain the relationships between them.

### WILAM: A BIRRARUNG STORY

by Aunty Joy Murphy & Andrew Kelly  
illustrated by Lisa Kennedy

Telling the story of one day in the life of the Birrarung (the Yarra river), this is a beautifully illustrated picture story book that depicts scenes of Australian wildlife using a combination of English and Woiwurrung language, noting humans and nature living in harmony.

