

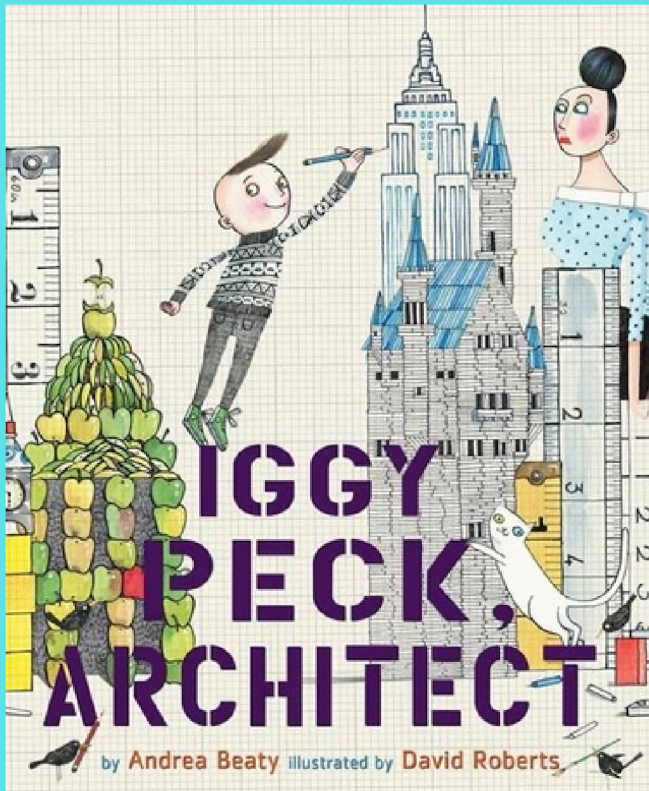
# STEAM

## 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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### IGGY PECK, ARCHITECT

by Andrea Beaty

illustrated by David Roberts

Iggy Peck, Architect tells the story of a kid who just loves to build! He designs and makes many buildings and bridges using all sorts of creative and unusual materials until his teacher makes him stop... almost to her demise!



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

- **Building challenge!**

Design the tallest building, the strongest building or the most beautiful building.

- **Build a bridge that can hold Miss Lila Greer.**

Use 2 or 3 materials (e.g. string, newspaper, straws) to

create bridges that span the gap between two tables. Use a soft toy for Miss Lila Greer.

- **Recreate a famous bridge.** Look at some [famous bridges](#) and [notice their structures](#) - suspension, arch, cantilever...

Make the bridge using classroom materials.

- **Use Google Maps Street View** to

- find and recreate bridges in your city.

- **Recreate a famous building.** What features does it have? What materials is it made out of? What is it used for? Consider these in your design.

- **Go for a walk in your local area and find something an architect might have created.** Draw it in architectural detail.

What details might they have included? E.g.



materials, views. You could look at some [architectural drawings from the SLV archives](#), or watch this [lesson on how to draw architectural drawings](#)

