



**Story Time with the Marshall Steam Museum - OUTREACH**  
**Program Theme: *Engineer It! (Formally Sm. Rdg Engineer It)***  
**(Ages 2-6; Length: 45 minutes to 1-Hour)**

Contact Director of Education with questions at [education@auburnheights.org](mailto:education@auburnheights.org) or (302) 239-2385.

**Program Description:** What would it be like to design a car of the future or maybe an entire city? We'll compare cars of the past to cars today and read two books to get into the designing mood: *If I Built a Car* and *Block City*. Then participants will put their brains to work as they design a car or city of their own.

**Books:**

*If I Built a Car* by Chris Van Dusen

*Block City* by Robert Louis Stevenson

**Delaware Early Learning Foundations:** (Initiative & Curiosity) AL33, AL34, (Engagement & Persistence) AL35, AL36, AL37, (Reasoning and Problem Solving) AL38, AL39, (Receptive Communication) LL31, LL32, LL33, LL35, LL36, (Expressive Communication) LL37, LL38, LL41, LL43, LL46, LL47, (Emergent Reading) LL55, LL56, LL60, (Emergent Writing) LL63, LL71, LL72, (Mathematics) MA40, MA42, MA47, (Scientific Knowledge: Non-Livings Things) SC45, (Past, Present, and Future History) MM37, MM38, MM39, (Working Together – Government and Communities) MM49, (Visual Arts) CE39, CE40, CE41, CE42, CE43, CE44

**Common Core ELA: *Kindergarten*** RLK.1-3, RLK.10, SLK.1-4, SLK.6, LK.1 ***Grade 1*** RL1.1-3, SL1.1-4, ***Grade 2*** RL2.1, SL2.1-4

**NGSS:** K-2 Engineering Design

**Engineer it! Learning Objectives**

During this program students will:

- Go over the steps that engineers take to solve problems: think, design, create, test
- Describe modern cars to historic cars in the museum's collection
- Review different shapes and how we can identify shapes in everyday objects
- Create a piece of art using shapes

