



# STEAM Adventure Island

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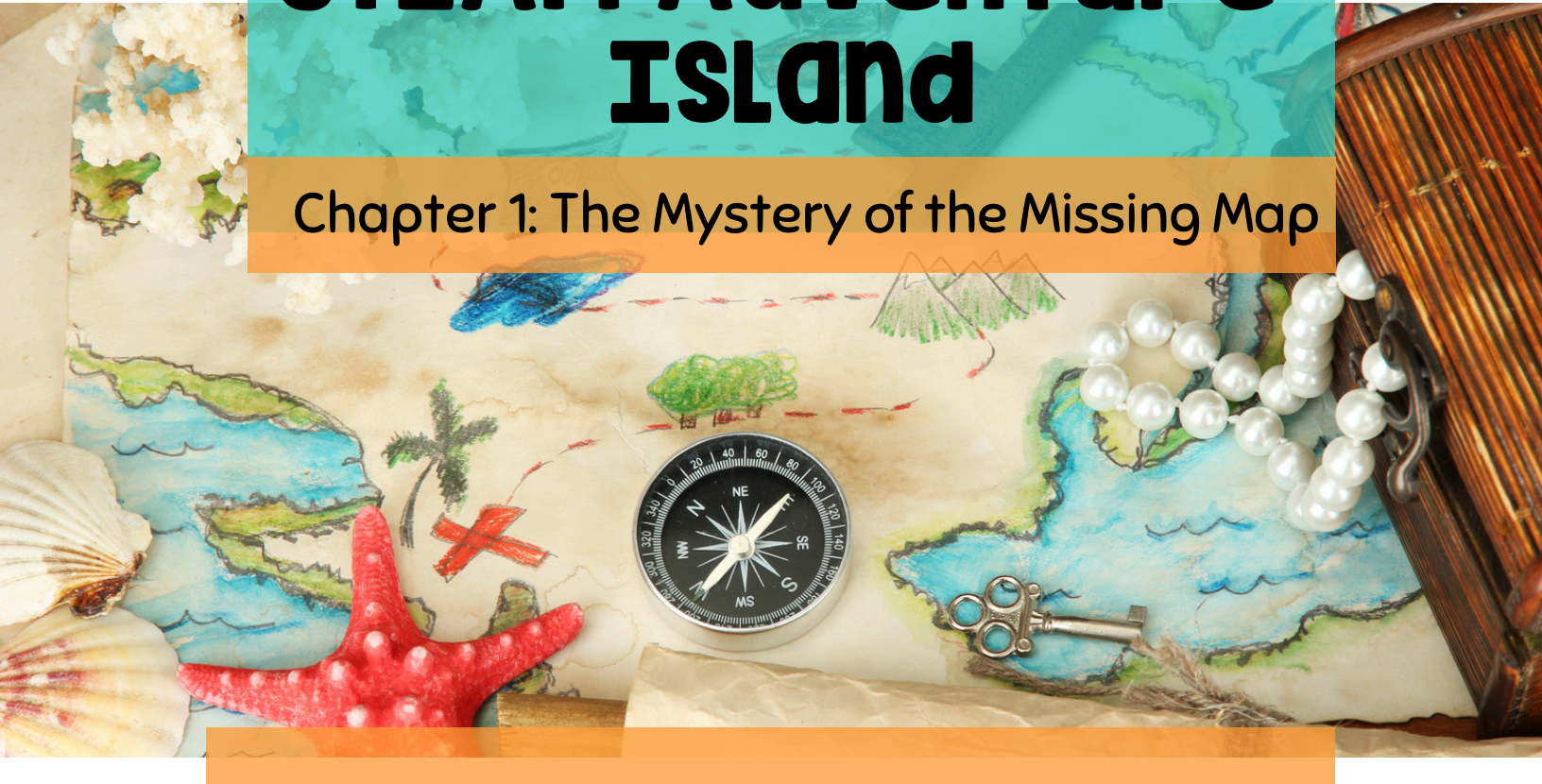
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# STEAM Adventure Island

## Chapter 1: The Mystery of the Missing Map



### OBJECTIVE:

Learn about different animals by imagining and documenting the wildlife that could live on your adventure map.

### MATERIALS:

- Paper or a small notebook,
- Crayons or pencils,
- Your adventure map (created previously)

### READ THE STORY:



[Click to read the story.](#)

## CHAPTER 1: THE MYSTERY OF THE MISSING MAP

### A Sunny Adventure Begins

One beautiful sunny morning, the five friends—Mia, Liam, Sara, Zoe, and Jay—were sailing towards the mysterious STEAM Island. The previous day, they had discovered an ancient map in a dusty chest near the old lighthouse, igniting their excitement for the adventures that awaited them.

As their colorful little boat softly bumped onto the sandy beach, they all jumped out, their feet squishing into the warm, soft sand. The island seemed to welcome them with open arms, the sound of waves gently lapping at the shore and birds singing in the trees.

But suddenly, Liam noticed something was missing from his backpack—the map! It was no ordinary map; it showed all the island's secrets! "Oh no, where's the map?" Liam exclaimed, his eyes wide with worry. The friends gathered around him, concern etched on their faces.





## CHAPTER 1: THE MYSTERY OF THE MISSING MAP

### The First Clue

Just then, Mia spotted something in the sand. "Look, tiny tracks!" she exclaimed, pointing near where the boat had landed. The tracks were strange—bigger than a bird's but smaller than a deer's. "Maybe a crab or a tiny island creature?" Mia guessed.

Liam, always ready with his camera, had an idea. "Let's follow these tracks. Maybe we'll find my map. We can take pictures and make our own animal book along the way!"

The friends agreed, their spirits lifting as they set off to follow the mysterious tracks, ready to begin their first adventure on STEAM Island.

### Exploring the Island's Ecosystem

As they followed the mysterious tracks, the island seemed to come alive around them. "This island is like a giant outdoor classroom!" Mia said excitedly, showing her friends the different plants and insects they passed.



## CHAPTER 1: THE MYSTERY OF THE MISSING MAP

Mia pointed out the lush ferns thriving in damp, shady spots and colorful flowers buzzing with bees and fluttering butterflies. "These plants and flowers are so important; they help feed the insects and give life to the forest," she explained.

The sounds of birds filled the air, and Liam captured a photo of a bright parrot. "Birds like that parrot help spread seeds," he shared. They also saw a squirrel, which Mia explained was important for helping new trees grow from forgotten nuts.

Sara admired the big trees and dense undergrowth. "The forest layers, from the ground up to the treetops, are all connected. They rely on each other just like we do," she observed.

Jay pointed out animal tracks and small burrows along their path. "Look at these footprints and holes. They show where different animals live and travel through the forest," he said, encouraging the group to think about the hidden life around them.

Zoe, while sketching the scene, reminded everyone, "We must take care of places like this. They're beautiful and important for the whole planet." This sparked a conversation about how everyone can help protect nature.

Even though they didn't find the map by day's end, the adventure was far from over. "We've started our own guide to the island's animals," Liam said as the sun began to set. "Tomorrow, let's use it to continue our search!"



## Activity Guide: Animal Guidebook

### TEACHING STRATEGY:

1. Think about the types of animals that might live in the different areas on your adventure map. Draw pictures of these animals in your notebook.
2. Write a short description or tell another person about each animal. Include details about their habitats, behaviors, and what they eat.
3. Decide where each animal might live on your adventure map. Draw these animals in the appropriate locations on the map.
4. Draw the habitats for each animal on your map. For example, you might add a forest for deer, a pond for frogs, or a meadow for butterflies.
5. Talk about why each animal might live in those areas. Consider how the different animals interact with each other and their environment



## STEAM Extensions:

### SCIENCE

- **Animal Research:** Choose one animal from the guidebook and research its real-life counterpart. Find out where it lives, what it eats, and any interesting behaviors. Share these findings with the group.
- **Ecosystem Exploration:** Discuss how different animals in your guidebook form an ecosystem. Create a food chain that includes the animals you have drawn.

### TECH

- **Digital Animal Guide:** Use a tablet or computer to create a digital version of the animal guidebook. Include pictures, facts, and even sounds related to each animal.
- **Animal Sounds:** Find and listen to the sounds that the animals in your guidebook might make. Discuss how these sounds help the animals communicate and survive.

### ENGINEER

- **Habitat Construction:** Build small models of each animal's habitat using cardboard, clay, and natural items (leaves, twigs, etc.). Discuss how the structures help protect the animals and provide for their needs.
- **Animal Shelters:** Design and construct simple shelters or homes for your animals using building blocks or recycled materials. Talk about how these structures protect animals from weather and predators.

### ART

- **3D Animal Models:** Using clay, playdough, or paper mache, create three-dimensional models of the animals in your guidebook. Paint and decorate the models to match the animals' appearance.
- **Animal Masks:** Make animal masks representing the animals in your guidebook. Use them to act out different scenarios involving the animals' behaviors and habitats.

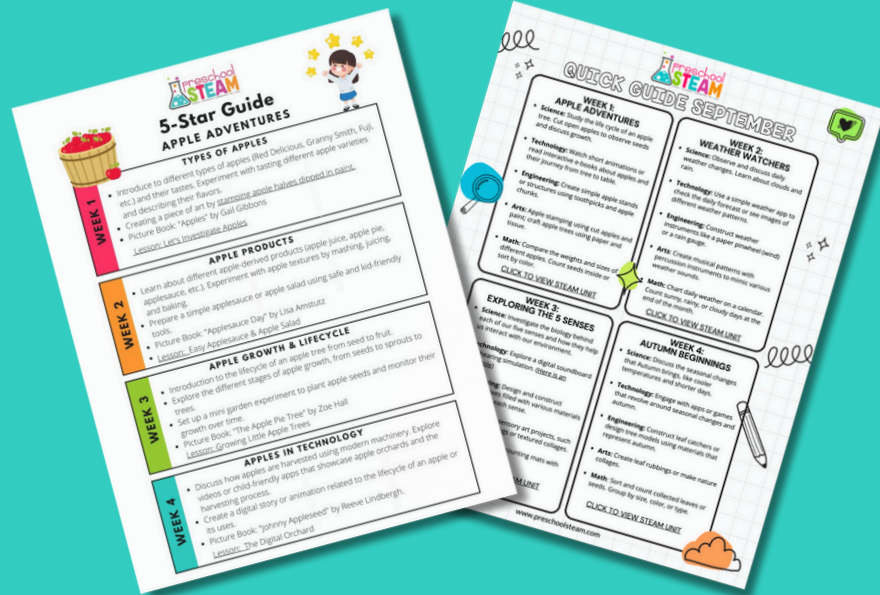
### MATH

- **Animal Counting:** Count the number of animals in your guidebook and categorize them (e.g., by habitat, size, diet). Create a simple bar graph to show the different categories.
- **Measurement and Comparison:** Measure the length, height, or wingspan of the animals in your guidebook. Compare these measurements to familiar objects to help understand the size of each animal.

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