



STEAM Adventure Island

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STEAM Adventure Island

The Start of the Adventure



OBJECTIVE:

Encourage creativity and planning by making a personal adventure map.

READ THE STORY:



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MATERIALS:

- Large paper
- Markers
- Crayons
- Stickers (optional)
- Ruler (optional)

INTRODUCTION: THE START OF THE ADVENTURE

Meet the Adventurers

In a charming seaside village, five curious friends loved exploring and discovering new things. Each friend had a special interest and talent:

- Mia: Passionate about plants and bugs, Mia loved exploring nature and learning about different ecosystems.
- Liam: Fascinated by gadgets and maps, Liam was always ready with a new invention or a plan for their next adventure.
- Sara: A talented builder, Sara enjoyed creating structures and solving engineering challenges.
- Zoe: An artist at heart, Zoe loved drawing and capturing the beauty of the world around her.
- Jay: A puzzle enthusiast, Jay enjoyed solving mysteries and figuring out how things worked.

INTRODUCTION: THE START OF THE ADVENTURE

The Discovery

One sunny afternoon, while playing near the old lighthouse, Liam stumbled upon an old, dusty chest buried in the sand. Excited, he called his friends over to see what he had found.

"Look at this!" Liam exclaimed, opening the chest to reveal a collection of ancient maps and mysterious artifacts. Among the maps, one stood out—it was a map of a place called STEAM Island, rumored to be filled with secrets and wonders related to Science, Technology, Engineering, Art, and Mathematics.

The Mysterious Map

As they carefully examined the map, they noticed it marked several intriguing locations, each promising a unique adventure and a chance to learn something new. The map seemed to call out to them, inviting them to embark on an exciting journey. "We have to go there!" said Mia, her eyes shining with excitement. "Think of all the amazing plants and animals we could discover!"

"And the gadgets and inventions!" added Liam, already imagining the possibilities. "We can build things, solve puzzles, and draw everything we see!" Sara, Jay, and Zoe chimed in.

INTRODUCTION: THE START OF THE ADVENTURE

Setting Sail

The friends decided to set sail for STEAM Island the very next day. They spent the evening preparing for their journey, packing their supplies, and making sure their colorful little boat was ready for the adventure.

The next morning, with the sun shining brightly and the wind gently pushing their sails, they set off towards the horizon. As the village grew smaller behind them, the friends felt a mix of excitement and curiosity about what lay ahead.

"STEAM Island, here we come!" they cheered, eager to uncover the island's secrets and embark on the greatest adventure of their lives.



Activity Guide: Make Your Own Adventure Map

TEACHING STRATEGY:

1. Provide each child with a large piece of paper and drawing materials.
2. Ask them to think about places they would like to explore and the adventures they might have.
3. Have them draw their own adventure map, marking exciting locations and paths to follow.
4. Encourage them to add details and decorations to make their map unique.
5. Share the maps with the group or a family member, discussing the different adventures each child imagined.





STEAM Extensions:

SCIENCE

Nature Exploration: Take a walk outside and collect leaves, rocks, and other natural items. Discuss where these items might be found on their adventure map and how they fit into the ecosystem.

Weather Station: Set up a simple weather station using a thermometer, a rain gauge, and a wind sock. Track the weather for a week and discuss how different weather conditions might affect their adventures.

TECH

Photo Adventure: Use a digital camera or a tablet to take pictures of interesting places or objects that could be added to their adventure map. Create a photo collage to complement the map.

Simple Coding: Introduce basic coding concepts using a tablet app designed for preschoolers, like Scratch Jr. Create a simple story that aligns with their adventure map.

ENGINEER

Bridge Building: Use building blocks, straws, or craft sticks to construct bridges or other structures that could be part of their adventure map. Discuss how these structures help them navigate their adventures.

Map Design: Teach basic map-making skills, such as using a ruler to draw straight lines or creating symbols for different types of terrain (mountains, rivers, forests).

ART

Craft Materials: Use glitter, beads, fabric scraps, and other craft materials to add texture and depth to their adventure maps. Encourage creativity in decorating their maps.

Storytelling: Have children create a short story or a series of drawings that describe an adventure taking place in one of the locations on their map.

MATH

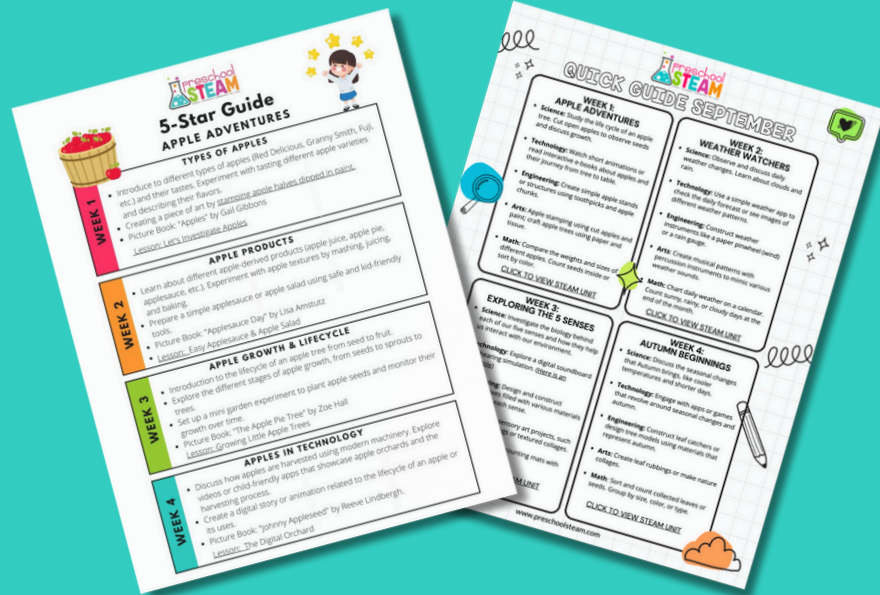
Counting and Sorting: Integrate counting and sorting activities by having children count the number of different items on their map (e.g., trees, animals, houses) and sort them into categories.

Measuring Distances: Use a ruler to measure distances between different points on their map. Discuss concepts of scale and proportion in simple terms.

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