

# Promising Practices: STEM

## Using Literacy to Engage Students in the Design Process



### What is it?

The teacher uses a picture book, *How to Catch a Unicorn*, to teach the engineering design process.

The teacher begins by reading the book to the class. After listening to the book, students work in groups and use the engineering design process to design, create, test, and improve a trap for a unicorn.

### About



### To learn more about this resource:

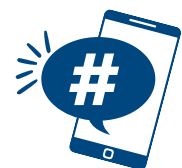


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## Sample



## Grade Level

4-6

## Additional Resources



[How To Catch A Unicorn](#)

## How to do it:

1

**Read How To Catch A Unicorn:** Begin by reading the picture book or watching the video on [YouTube](#).

2

**Engineering Design Process:** Introduce the Engineering Design Process. (Use the visual aid attached to this document.)

3

**Revisit The Book:** Have students use the text of the book to define and research the problem.

4

**Facilitate The Engineering Design Process:** Have students work in small groups to design a unicorn trap by using the Engineering Design Process.

5

**Write A Sequel:** Students individually write "a sequel" to How To Catch A Unicorn by describing their group's design. Students may read their sequel to younger students.



# Design Process

