## STEAM Powered Poetry www.SteamPoweredPoetry.com

## **Recommended Reading for "HoverCraft 1.0**

IF You Had a JetPack Werkly End Holdsfor	If You Had a Jetpack by Lisl H. Detlefsen Ages 4–8. A homemade jetpack is the catalyst for a boisterous fantasy adventure that blasts a young engineer from home, to school, on a visit to his Nana, and finally to outer space and back. In addition to fostering a sense of curiosity and invention, this book encourages a spirit of kindness, as many of the protagonist's imaginary adventures involve him helping others. — <i>School Library Journal</i>
Destentioned and manual H E L L O R U B V Junce Instance Linda Liukas	<b>Ages 4-8. The Big Ideas of Buster Bickles by Dave Wasson (2015)</b> Join Ruby on an imaginative journey through the insides of a computer in search of the missing Cursor. Ruby (and her readers!) will learn the basic elements of the machines that power our world. Then future kid coders can put their knowledge and imaginations to work with fun activities. An excellent introduction to basic computer logic and programming. — <i>Amazon</i>
CHOOSE YOUR OWN ADVESTURES CHOOSE YOUR OWN ADVESTURES TOUE YEEK OWN ROBBOIL	Your Very Own Robot (Choose Your Own Adventure) by R. A. Montgomery Ages 5-9. Your Very Own Robot is an interactive gamebook in which YOU decide what happens next. After building your new robot Gus, do you turn him on or paint him first? Do you ask your scientist parents for help? What will your friends say if you bring him to school? Empowering generations of children through choice, it is widely commended for its appeal to reluctant readers. — <i>Amazon</i>
WHAT IS TECHNOLOGY? The who, where, why, and how! The who, where, why, and how! The who, where, why, and how!	What is Technology?: The Who, Where, Why, and How by Frances Durkin (2023) Ages 6-12. From the magic of making music to lightbulb moments, discover the people behind the inventions and the history happening at the time. Includes glossary plus a "take it further" activity on each page. — <i>Amazon</i>
	National Geographic Kids Everything Robotics: All the Photos, Facts, and Fun to Make You Race for Robots by Jennifer Swansonr Ages 8-12. They fix spacecraft, dance, tell jokes, and even clean your carpet! From the tiniest robo-bees to gigantic factory machines, robotics is all around you. This technology isn't just for science fiction anymore — it's real and more relevant than ever. With stunning visuals and energetic, impactful design, readers won't stop until they've learned everything there is to know about robotics. — <i>Amazon</i>