

# How Museum Educators Use Our Books

Museum educators need resources that inspire learning in a variety of programs. Whether working with schools, children, or families, our books can provide you with great content and activities. These books are designed for elementary/middle grade students. Their content can be used in after-school programs, workshops, classes, and any other educational setting.



## What the Books Do

### Enrich Your Curriculum

Literacy is paramount to a child's success. Promoting literacy skills supports a child's educational achievement. Research has shown that students are more comfortable talking about math and science when it's incorporated into literature. All of our books are literature-based to maximize learning opportunities. Our nonfiction books provide engaging content based on real-life scenarios, encouraging kids to develop their deductive reasoning skills. Our fiction books combine literature with science and mathematics, blending fact and fiction to make these subjects both educational and entertaining.

### Encourage Questions

The questions from the nonfiction books and the topics in the Blended STEM Fiction titles inspire kids to ask similar questions about the world around them, such as, "Which planet is the largest?" or "How do you measure the height of a tree?" Much like museums, they promote discovery and self-driven learning.



## How to Use Them

### Student Engagement

The questions in the nonfiction books work for large groups, small groups, and individuals. Ask a question or read a one-minute mystery and watch the kids compete to solve it! Use the questions as fun homework assignments or group problem-solving challenges.

### Optimize Down Time

Learning shouldn't stop when the lesson ends. Maybe you have a few free minutes at the beginning or end of an after-school program, after lunch, or waiting for a bus. The nonfiction books are broken down into quick, bite-size questions that can easily fill a five or ten-minute gap. The fiction books are breezy and fun to read.



### Jump Start the Brain

The short length of the “brainteasers” in the *One Minute Mysteries* series and *101 Things Everyone Should Know* series make them excellent to use as a warm-up or a springboard for more in-depth learning. Get kids thinking critically and developing their problem-solving skills, whether at the beginning of a class tour or as an introduction to a lesson in your educational programs.

### Fun Tidbits

These books can provide fun tour facts or questions to ask between exhibit stops. They also work as brief supplements for related exhibits, lessons, and hands-on activities.



### Content for Community Engagement

Encourage community engagement with a “Question of the Week” or “Mystery of the Month” section in your newsletter. [Contact us](#) for permission to publish short mysteries and brainteasers in any museum website or publication.

### Hands-On Activities

We have a list of engaging, cost-effective activities adapted from the questions in our nonfiction books. Find them [here](#). The activities are simple and easy to do at any age, allowing kids to experience the answers to real-life science and math questions. These hands-on activities are great for workshops and after-school programs. We also have free, extensive Teacher’s Guides available for our Blended STEM Fiction books, which provide more activities and ideas about incorporating these books into a lesson.

The *Ghost in the Water* Teacher’s Guide is [here](#).

The *Leonardo da Vinci Gets a Do-Over* Teacher’s Guide is [here](#).

# Themes

Nonfiction science books are divided by the following subjects:

- Biology
- Chemistry
- Physics
- Earth Science
- General Science

Nonfiction math books contain many topics including:

- Geometry
- Algebra
- Fractions & Decimals
- Measuring
- Money
- Statistics
- Analyzing Data

Articulation to the NGSS can be found [here](#).

Our Blended STEM Fiction books are not just exciting reads, but are also filled with content about math, science, and more.

***Leonardo da Vinci Gets a Do-Over:***

- Inventions
- Art& Music
- Biology
- Engineering
- Math
- World History
- Geography
- History of Scientists

***Ghost in the Water:***

- Robotics
- Chemistry
- Scientific Method
- Engineering
- Computer Programming
- Biology
- Math
- Language

If you have any questions, need permission to use content in your publications, or would like to order books, please give us a call, [visit our website](#), or [send us an email](#).



Sparking curiosity  
through reading

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