

Engineer Someday: A Bilingual STEM Adventure

READ ALOUD GUIDE

Themes: Engineering, Creativity, Problem-Solving, Imagination, Careers

Book Brief: Meet ten different types of engineers and imagine all the amazing things you could design and build someday.

Author:
Jay Flores

Illustrator:
Nadia Ronquillo



BEFORE READING

The Cover & Pictures: Look at the cover and take a quick picture walk. Ask students what they notice about the different people, tools, inventions, and designs. What clues help you predict what engineers might do?

Prior Knowledge: Ask, “What do you think an engineer does?” Invite students to share examples of things they think engineers might create, build, or design. (Think-Pair-Share)

Vocabulary: Frontload Tier 2 words using the accompanying [Vocabulary Guide](#).

Purpose for Reading: “As we read, pay attention to the different types of engineers and what they do. Think about how their work is similar to things you already know.”

DURING READING

Check for understanding & make connections:

- What are some of the different types of engineers we meet?
- What kinds of things do these engineers create, design, or work with?
- How does the book compare engineers to superheroes, chefs, explorers, or other familiar roles?
- What do the different engineers have in common?



Think Aloud: “I’m noticing that each type of engineer does something different, but the book is connecting their work to things I already understand. That helps me picture what an engineer does. As we keep reading, I’m going to look for what all these different engineers might have in common.”

AFTER READING

Our Purpose: “What types of engineers did we learn about? What do they do? What did you notice that engineers have in common?”

Extending Our Thinking: Ask students, “If you could be an engineer someday, what would you want to create, design, or improve?” Discuss how engineers begin with ideas and use creativity and problem-solving to make those ideas possible. Have students identify something they would like to invent or improve and explain why.

If your students enjoyed this book...

- Encourage them to continue to discuss it and refer to it in other lessons and conversations.
- Let them explore more about the topic by reading other books with similar themes, structure, characters, or content.

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KEEP READING & EXPLORING



Design It!

Materials: Paper, pencils, crayons or markers

Directions: Ask students to think of a problem they would like to solve. Have them draw and label an invention or design that could help solve it. Encourage students to explain what their design does and how it would help.

Engineer Match-Up

Materials: Paper, pencils

Directions: Revisit several types of engineers introduced in the book. Have students match each engineer with something they might create, design, or work with. Then choose one type of engineer and draw or write about what their work might look like.

Engineer Someday

Materials: Paper, pencils, crayons or markers

Directions: Have students complete the idea, “Someday, I could engineer ____.” Students can illustrate themselves as an engineer and show something they would like to build, create, or improve. Invite them to share how their idea could help others or make something better.