



# SUPER QUESTERS

## CASE STUDY



### Inspiring cross-curricular STEM learning in the primary classroom with *SuperQuesters: The Case of the Stolen Sun*

Carried out in **GARTCOSH PRIMARY SCHOOL**, by primary teacher, Stuart Naismith, with a class of 20 x P3 & 4 / Y2-4 children (aged 7-9)

*The SuperQuesters books have been expertly designed to encourage children to develop STEM skills, with their unique blend of fun and exciting adventure stories interwoven with interactive 'quests'. While they read and play, children will develop 8-12 STEM skills, including problem-solving, coding, abstraction, logic and trial and error. Alongside the books, QuestFriendz have also developed a **digital Teacher's Guide**, which contains ideas for bringing the books to life in a classroom setting.*

*Stuart Naismith has shared his insights on using SuperQuesters: The Case of the Stolen Sun and the digital Teacher's Guide with his class, to demonstrate their wide appeal and innovative approach to engaging both boys and girls in developing STEM skills in the classroom.*

### Sharing the book in a classroom setting

*'The book is colourful and eye-catching, making it engaging for pupils'*

Stuart used both a physical copy of *SuperQuesters: The Case of the Stolen Sun* to read from, alongside the digital copy on the smart board, which gave all pupils access to the text and quests, and enabled them to explore the detailed illustrations clearly from their seats. The children also had printed quest worksheets, available from the Teacher's Guide, which enabled them to engage in the story and related STEM activities.



### Pupil feedback on the story & characters

*'The mix of characters of different genders and ethnicities, showing representation within STEM, was a big success'*

Overall, the pupils found the story interesting and engaging, and the book was colourful, eye-catching and well-designed. They particularly liked the combination of descriptive writing and detailed illustrations, which allowed pupils to immerse themselves fully in the world of Questland, and the mission at hand.

The mix of characters of different genders and ethnicities, showing representation within STEM, was a big success with the pupils. They loved how each character's unique personality comes through in the "cool designs" of their different alter-egos when they go into the magical world, making the characters distinct, colourful and relatable.



## The classroom experience

*'Pupils found the quests interesting and engaging'*

Each quest took approximately 20 minutes to complete. It proved successful to read the physical book while displaying sections of the story on the smart board at the same time, talking through the quests and pointing directly to the relevant sections. The quest worksheets were distributed chapter by chapter for pupils to work through, discussing thoughts with a partner or working on their own. At the end of each quest, there was a whole-class feedback session, allowing pupils to share their answers and reasoning on the smart board, and highlighting the correct answers.



Pupils found the quests interesting and engaging. On the whole, pupils could solve the main quests autonomously, with additional help in some cases for the extra challenge questions on the worksheets. Pupils especially enjoyed quests where they could be creative and engage with a friend.

Although pupils mostly engaged with SuperQuesters through the digital version, the physical copy was always available, and pupils enjoyed reading it and reminding themselves of the quests. While the stickers were not used on this occasion, with more copies of the book,

e.g. 3 or 4 children per copy, the whole class would be able to engage with the quests and use the stickers quite easily, as it is well explained and straightforward.

As an aside, the resource was especially engaging for one autistic pupil, who was captivated by the story and quests. They were able to work excellently on the tasks with no support, as the story and activity particularly resonated with them.



Illustrations by Amy Willcox, © QuestFriendz



## Overall feedback

*'Anything which makes a teacher's life easier and equips them with different ideas is beneficial'*



The book and Teacher's Guide are very clear and easy to follow, and being able to use the quests as worksheets, while displaying the book on the smart board, worked brilliantly. The inclusion of additional engaging resource-light class activities relating to the quests and themes were ideal to allow for further skills development. Anything which makes a teacher's life easier and equips them with different ideas is beneficial.

*'A definite sign of success!'*

The whole class really enjoyed the book and hands-on STEM quest activities. Everyone received a SuperQuesters award certificate (another excellent feature) and they already want to know more about the second book in the series, and can't wait till it publishes in November – a definite sign of success!