SUPER QUESTERS

CASE STUDY

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

Carried out in **ST FRANCIS CATHOLIC PRIMARY SCHOOL,** by primary teacher, Ellie Atkins, with a with a Year 1 class (aged 5-6)

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.
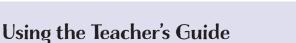
Ellie shares her insights on using SuperQuesters: The Case of the Stolen Sun and the digital Teacher's Guide with her class, demonstrating their wide appeal and innovative approach to engaging both boys and girls in developing STEM skills in the classroom.

Sharing the book in a classroom setting

'Each reading time, they were more and more excited to read, solve the quests and collect stickers for their reward chart'

Ellie read *SuperQuesters: The Case of the Stolen Sun* with her Year 1 class during reading time. The children were really motivated by the quests and, every day, they became more and more excited to read, solve the quests and collect stickers for their reward chart.

Using the Teacher's Guide

'The Teacher's Guide was full of ideas on approaching the challenges and tasks in different lessons'

Ellie really liked the story and thought the Teacher's Guide was full of ideas on approaching the challenges and tasks in different lessons. Being able to extend the learning and quests further in this way, was very helpful.

The classroom experience

'They loved having to work out and discuss each problem to move on to the next quest'

It took just over a week for Ellie and her class to complete the book, reading a quest a day for 15-20 minutes. The children loved having to work out and discuss each problem to move on to the next quest – and, if anything, they wanted more! Some children came up with very clever ideas and ways to solve the quests. They loved chasing Lord Grumble, and seeing glimpses of him on different pages. They also noticed that the colours on the pages got lighter as they solved the quests and got closer to catching Lord Grumble, ultimately returning the stolen sun to Questland.

The class found a few of the quests relatively easy, but they really had to think about and discuss the more tricky ones first, in order to work them out. The pupils especially enjoyed the final few quests where they got to develop their coding, trial and error and mental rotation skills.

Overall feedback

'Story time was such an exciting time the week we read this book!'

Ellie gave the class complete autonomy over their decisions while they were solving the quests. As this was the first book the class have used where they had to focus their thinking on problem-solving, the children adjusted to it throughout the week, and Ellie felt the class would join together and ask more problem-solving questions with further books. Placing the stickers on the reward chart after completing each quest became an important job, with the children taking turns to be the 'sticker placers'!

Ellie found that they had to decipher some words in the text together, but was pleased to find links to learning they had already done in class, like computing with algorithms and debugging. There is also a glossary at the back of the book, where STEM terms can be looked up in case further explanation is needed.

The class are very keen to read another book in the series – story time was such an exciting time the week they read this book!