

# SUPER QUESTERS

## CASE STUDY



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

Carried out in **STUTTON PRIMARY SCHOOL** by Trust Reading Lead, Erin Hamilton, with a group of Reception and Year 1 children (age 4–6)

*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.*

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

### Sharing the book in a classroom setting

*'This proved to be a great activity, as they all wanted to be more involved'*

Erin worked with the group on the carpet, and the children used the stickers to help solve Quest 1. As the children wanted to be more involved, Erin used the comprehensive Teacher's Guide to make copies of the additional quests for the students to complete, alongside reading and completing the quests in their books.

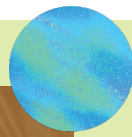


### The classroom experience

*'I immediately liked the look of SuperQuesters and knew classes that would get completely engaged with the story and activities'*

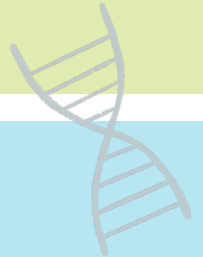
When Erin showed the book to the Reception and Y1 class, they were all excited to learn more and read it. They started off by simply reading the first pages of the book, introducing the classes to the characters and their questing personas.

Next, the children spent time studying the map and following the path, looking at the Snapettes and Lord Grumble, whilst making predictions about what they might need to do in order to save Questland. Initially, the children just accepted that Lord Grumble had stolen the sun and didn't question how this would be possible, as their imaginations



took over. However, as they read on, the Y1 class began thinking deeper about this and asking really good questions about it. In between the sessions, when asked if they wanted to continue reading and questing, everyone answered with a resounding YES!

With each quest, the class stopped and had a close look, taking turns to guess what they would need to do next.



## Pupil feedback on the characters

*“Cool” and “so pretty”*

The characters were hugely popular, with plenty of the students thinking they were “cool” and “so pretty”



## Overall feedback

*‘I know I will use this book again and again,  
and I am planning to use next with Y2 and Y3 classes’*



The children loved being able to get involved to help the SuperQuesters find their way through Questland. They especially loved the map, which allowed pupils to follow the places visited and puzzles solved on their journey.

The Reception group loved the story, and found it easiest working on the activities in small groups.

The classes were over the moon with their copies of the books and everyone is looking forward to reading more SuperQuesters books in due course!



Illustrations by Amy Willcox. © QuestFriendz