



GABI'S IF/THEN GARDEN

BOOKMARK FOR STORYBOOK CONVERSATIONS WITH YOUR YOUNG CHILD

DID YOU KNOW READING BOOKS IS A GREAT OPPORTUNITY TO SUPPORT STEM LEARNING?

Reading with older toddlers and preschoolers uses **PEER**:

- Use additional Prompts if needed,
- Evaluate and
- Expand your child's answers, and
- Repeat the prompts.

ABOUT THIS BOOK



Gabi's If/Then Garden is a book written by Caroline Karanja and illustrated by Ben Whitehouse. Gabi experiments in her garden and learns how "if/then" thinking helps her figure out what **plants need**.

Try simple "if/then" ideas with your child, like "If you put on your coat, then we can go outside."

WHERE CAN I FIND THIS BOOK?

Search [YouTube](#), [BookShare](#), [Archive.org](#), and your local library.

ADAPTATIONS

STEMIE's tips for making adaptations to the storybook reading process

<https://stemie.fpg.unc.edu/resource/a-guide-to-book-adaptations/>

Scan the QR code to download or view online.



Expanding | Technology

Gabi's If/Then Garden

By Caroline Karanja



Complete a sentence

"If we water the plant, then it will ____." (grow)



Recall

"What problem did Gabi try to solve, and what did she do first?"



Open-ended questions

"How can we use 'if/then' thinking to solve a problem?"



WH questions

"Why do plants need water to grow?"



Distancing questions

"When have you used steps or rules to solve a problem?"

STEM Words & Ideas to Explore

- Debugging
- Computer
- Result
- First/Then





GABI'S IF/THEN GARDEN

ADAPTATIONS FOR STORYBOOK CONVERSATIONS WITH YOUR YOUNG CHILD

Every child is different. Do what works best for encouraging your child's independent exploration during this suggested literacy activity. These are only suggested activity adaptations. Consider consulting your child's care team first.



Follow your child's lead and interests. Enthusiastically ask your child questions about what they are doing and what they like.



Answer your child's questions. If you do not know the answer, work together with your child to discover the answer.



Encourage your child to participate in the activity as much as possible. Praise your child's efforts and successes.

SUPPORT CHILDREN WITH VISUAL IMPAIRMENT, DEAF-BLINDNESS, OR MULTIPLE DISABILITIES:



Storybox:

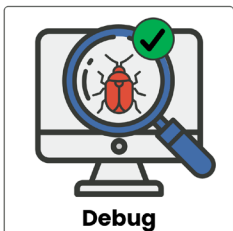
Select corresponding items and place them in a container or a box. Items may include:

- Seed packet
- Fake plants
- Dirt (in a taped shut bag or Ziplock)

This adaptation can also be used to:

- Increase children's attention and engagement
- Support children with sensory challenges

SUPPORT ALTERNATIVE WAYS OF COMMUNICATION:



Pictures, Symbols, Signs, or Icons:

- Select pictures that correspond to items, objects, or animals in the book
- Add signs and icons to the story
- Use pictures along with a communication board to support STEM learning

This adaptation can also be used to:

- Increase children's attention and engagement
- Support children's learning
- Support children who are deaf or have a hearing impairment



GABI'S IF/THEN GARDEN

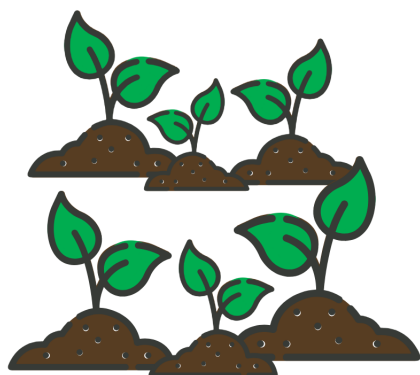
VISUAL CUES FOR STORYBOOK CONVERSATIONS WITH YOUR YOUNG CHILD

How To Use VISUAL CUES:

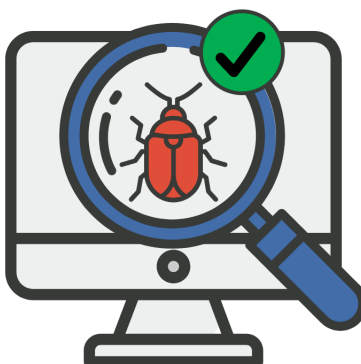
1. Print and cut out the images.
2. As you read, use tape or Velcro to attach the pictures to the corresponding pages in the book.

Check out STEMIE's tips for creating and using visual supports with

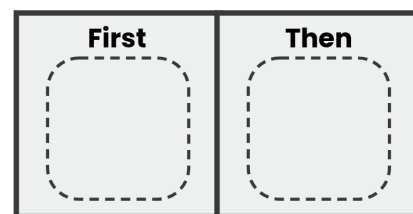
[A Guide to Visual Supports.](#)



Garden



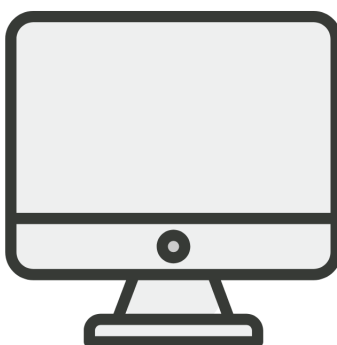
Debug



First-Then



Result



Computer



Need more visual cues?

Use the empty squares to create your own or visit [STEMIE's Visual Cue Library.](#)



GABI'S IF/THEN GARDEN

ACTIVITY IDEAS FOR STORYBOOK CONVERSATIONS WITH YOUR YOUNG CHILD

SOLVING PROBLEMS

Description: Help your child everyday **problems** using **"if/then."** Talk about how to create and **test** possible **solutions**.

What My Child Is Learning!

Computational thinking is the method used to problem-solve by determining 'what', 'how', and 'why'.

Your child is learning computational thinking by using **if/then** logic and **problem-solving**. They are beginning to understand how **actions** lead to **outcomes** and how to make **predictions**. Say things like, "If we spill water, then what should we do?" and let your child come up with a solution. Try different examples during play, meals, or routines.

Ask questions like:

- "What **will happen** if we **try** this?"
- "What should we do **next**?"
- "Can we think of another **solution**?"

ADDITIONAL ACTIVITY IDEAS:

- Ask your child to give you **step-by-step directions** to complete a small task, like making a snack or building a tower, and follow their instructions exactly.
- Play a **movement** game where you **repeat an action** (like "jump 3 times, turn around, repeat"). Encourage your child to decide the movements and **number of repeats**.
- **Build** something together (like a simple snack or block structure). Then pretend **one step didn't work** and ask your child **how to fix it**.
- Check out our [Discovery Play Activities](#) for Lego Block Coding
- Check out all of our [Daily Routine Explorations](#)
- Check out our [Storybook Conversations](#) related to gardening

