Appendix A

Children's Books about Problem Solving


Arthur's family decides to take a camp trip. On the way there, they run into a storm and must find shelter. At camp, Arthur realizes he has forgotten his food. He decides to make his own food using the ingredients he has. Arthur learns that planning and solving problems can help him overcome challenges.


Arthur and his friends go on a field trip to the White House. They meet the President, who invites them to a special party at the White House. Arthur learns about the responsibilities of leadership and the importance of problem-solving skills.


Arthur discovers a computer program that helps him practice his math skills. He learns that problem-solving can be useful in everyday life and how technology can assist in solving problems.
Children's Books about Problem Solving

Parents and teachers can read these books to children and talk about how the characters in the stories solve problems and set goals. They can also enjoy being together and sharing the pleasure of reading and the discovery of "new friends" in children's literature.

Pictures: Color
Level: K-1
Brief Description: Anthony gets some help from Blackboard Bear to build a spaceship to the moon.

Pictures: Color
Level: K-1
Brief Description: The reader is invited to guess who causes the boat to sink when five animals of varying sizes decide to go for a row.

ISBN: 0-525-43200-0
Pictures: Black and white
Level: K-3
Brief Description: Three children find a large, beautifully wrapped box, turn it in at the police station, and wait thirty days while wondering what is inside.

Pictures: Color
Level: K-3
Brief Description: Rosie's shop runs out of ice cream, and she solves the problem.

ISBN: 0-316-05842-4
Pictures: Black and white
Level: 2-3
Brief Description: Mr. Popper, a house painter, dreams of going to the polar regions. An unexpected delivery of a large crate of Antarctic penguins changes his life.

ISBN: 0-394-85917-0
Pictures: Color
Level: K-3
Brief Description: Brother and Sister Bear learn some important lessons about earning and spending money.

Pictures: Color
Level: K-1
Brief Description: When Megan's mother, the librarian, cannot read to the children at a story hour, beginning reader Megan takes over the job.

ISBN: 0-316-11063-9
Pictures: Color
Level: K-3
Brief Description: When Arthur gets his new glasses, his friends tease him, but soon he learns to wear the glasses with pride.

ISBN: 0-316-11218-6
Pictures: Color
Level: K-3
Brief Description: Arthur does not want to be at Camp Meadowcroak, and when mysterious things start happening there, he decides to run away.

ISBN: 0-316-11265-8
Pictures: Color
Level: K-2
Brief Description: Arthur's essay wins a contest, and he has to recite it to the President of the United States. Arthur is nervous.

ISBN: 0-316-11016-7
Pictures: Color
Level: K-3
Brief Description: Arthur disobeys his mother by playing his favorite game on her computer. He learns a lesson in taking responsibility for his actions.
ISBN: 0-385-41568-0  
Pictures: Color  
Level: K-I  
Brief Description: Bear goes for a walk in the jungle and solves his problem of escaping the hunters by using his magic pencil.

Pictures: Color  
Level: K-2  
Brief Description: Mouse's friends take turns putting together the pieces that come in a box as a birthday present, but only Shrew, who takes the time to read the instructions, is able to build something that really works.

ISBN: 0-671-75864-0  
Pictures: Color  
Level: K-I  
Brief Description: When George and Matilda Mouse search, with a rocket, for a missing moon, Matilda nearly loses her life.

Pictures: Some Color  
Level: K-I  
Brief Description: Jimmy likes to do real things, so his father gives him a shovel and he digs a hole. Jimmy's dad solves the problem of what to do with the hole.

ISBN: 0-525-45103X  
Pictures: Black and white  
Level: K-2  
Brief Description: Of all the animals in the barnyard, only Horse can find nothing good about his morning and what he sees every day. His friend, Mouse, comes up with a plan to make him feel better.

ISBN: 0-399-21409-7  
Pictures: Color  
Level: K-3  
Brief Description: Princess Smartypants does not want to marry any of her royal suitors. She finds difficult tasks that no one can solve—except one person.

ISBN: 0-399-20716-3  
Pictures: Color  
Level: K-I  
Brief Description: Suzie takes her blanket everywhere. Her mother tells her she can't take the blanket with her to kindergarten. What does Suzie do?

ISBN: 0-399-21373-2  
Pictures: Color  
Level: K-I  
Brief Description: Donald is too old to suck his thumb. His preschool friends laugh at him when he does it. Donald finally decides how to solve his problem.

Pictures: Color  
Level: K-1  
Brief Description: Nellie tells her parents all the things she would rather eat than peas (spider, aardvark, crocodile). While she talks about peas, she finishes them all.

ISBN: 0-8164-3173-6  
Pictures: Color  
Level: 2-3  
Brief Description: The porridge pot makes food for the little girl, but problems start when her mother tries to use it.

Pictures: Color  
Level: 2-3  
Brief Description: In order to get out of the fields, Clara learns how to sew, but as she learns her trade, she also figures out a way to make a quilt with a map pattern that guides her and others to freedom in the North.

Brief Description: While Alfie's parents are out one evening, a burst pipe causes chaos, but Alfie, his babysitter, and the sitter's parents find a solution.

ISBN: 0-688-04122-1
Pictures: Color
Level: K-I

Brief Description: Every time the doorbell rings, more people arrive to share the cookies.

ISBN: 70-78081
Pictures: Color
Level: K-I

Brief Description: Peter finds some motorcycle goggles, but some older boys want to take them away from him. Peter, Willie, his dog; and his friend Archie figure out how to get away from the older boys and still keep the goggles.

Pictures: Color
Level: K-I

Brief Description: Peter wished that he could whistle, but he couldn't. So as he played, he continued to try to whistle until he finally learned how.

Pictures: Black, white, and blue
Level: K-I

Brief Description: Belinda has set out to paint a picture and is followed along by her cousin and some of his friends. When a windstorm blows up, she has to chase her picture down. Meanwhile, her blue paint has disappeared. That is when Inspector Belinda Baldini takes over to find the blue paint.

Pictures: Color
Level: K-3

Brief Description: Buddy is a new dog in town, and when he tries to make new friends, he gets the idea that nobody likes him. A fox that sees him crying gives him an idea to find out why nobody likes him.
ISBN: 0-531-05450-0
Pictures: Color
Level: 2–3
Brief Description: A grandfather tells a story of how he and his friend accidentally smashed a pumpkin that his sister was growing for a contest and how they found a replacement.

ISBN: 0-439-19996-4
Pictures: Color
Level: K–3
Brief Description: Nicolai asks his animal friends to help him answer three important questions: “When is the best time to do things?” “Who is the most important one?” and “What is the right thing to do?”

ISBN: 0-7613-3230-8
Pictures: Color
Level: K–3
Brief Description: This book discusses some strange pets. Children can use it to find out more about some strange animals and what these animals may be like as pets.

ISBN: 0-517-56242-1
Pictures: Color
Level: 2–3
Brief Description: Imogene grows antlers and has a few problems getting through her day.

ISBN: 57-10229
Pictures: Color
Levels: K–1
Brief Description: Anatole Mouse works as a cheese taster at a cheese factory and runs into a cat one night. He comes up with a solution on how to work without worrying about the cat.