

Shley's Adventures in Classroom 2E #4: The Great Rol

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Synopsis

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inLanguage	english

Beloved character Flat Stanley is back with a whole new set of friends in this STEM-focused chapter book series. In the fourth book, Stanley and his best friend, Marco, learn all about coding and friendship during Classroom 2E™s great robot race!

Ever since Stanley Lambchop was flattened by a bulletin board, each day brings new adventures!

Stanley likes to follow the rules, but he can get carried away sometimes when listening to his best friend, Marco. And the last thing Stanley wants to do is get in trouble again.

When Ms. Root introduces Classroom 2E to movable robots called Zoombots, Stanley tries to follow her coding directions exactly. But when Marco just wants to have the fastest robot in class, trouble may be ahead! Can Stanley and Marco win a robot race while following the rules, and will Stanley learn to speak up for himself?

Featuring an accessible approach to STEM topics and additional coding resources. Don't miss any of Flat Stanley's classroom adventures!

Reader's comments

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