

### **Bridge/House/Vehicle Building (Ages 3+)**

A fun way to build creative design skills, understand shapes and basic geometry, and build fine motor skills. This kit allows you to replicate a structure presented on one of the eight photo cards or it gives you the chance to explore and build your very own home or other structure!

### **Create A Chain Reaction (Younger- Ages 3+)**

Set off a chain reaction of fun! You can set up a course of ramps, pendulums, hammers, switches and more...then drop a ball onto the tracks and go for the goal box! After each test run, you will fine-tune the placement, distance and angle of each piece—getting firsthand practice with STEM concepts such as gravity, force and momentum!

### **Code-A-Pillar (Ages 3+)**

Code-A-Pillar is a fun way to introduce basic coding concepts. Attach different segments to the head of the Code-A-Pillar to find out which way they will go. Segments allow the Code-A-Pillar to make 90-degree right turns, 90-degree left turns, or go forward. Use your imagination to turn any room into an obstacle course! You can figure out how to rearrange his pieces to send Code-A-Pillar under a table or around a chair. Or, draw a map and see if you can get Code-a-pillar to follow it! Code-A-Pillar lights up and plays fun music as it travels to its destination.

### **Cubetto (Ages 3+)**

Cubetto is a toy robot that teaches you code and computer programming. This (screenless) robot is made from durable hard wood and comes with coding blocks, a control board, a world map and a story book. You can place blocks on the control board to tell Cubetto where to go. Perhaps you will take Cubetto on a class trip!

### **The Gingerbread Man (Ages 3+)**

Part of the *Fairy Tales Problem Solving Kit* series, you will plan, create and test solutions to get the Gingerbread Man across a river! Perfect for building problem-solving skills, the kit includes a story card that presents a dilemma for you to solve.

### **Little Red Riding Hood (Ages 3+)**

Part of the *Fairy Tales Problem Solving Kit* series, you will plan, create and test basket designs to hold Little Red Riding Hood's apples! Perfect for building problem-solving skills, the kit includes a story card that presents a dilemma for you to solve.

### **Survive the Quake (Ages 3+)**

Put your building skills to the ultimate test...the earthquake test! This earthquake simulator creates quakes in 5 levels of intensity...and comes with 30 plastic building bricks in a variety of shapes and sizes—so you can test tons of different structures to see if they topple or stand strong!

### **Bee-Bot (Ages 4+)**

This colorful, easy-to-operate, and friendly little robot is a perfect tool for teaching sequencing, estimation, problem-solving, and just having fun! Directional keys are used to enter up to 40 commands

which send Bee-Bot forward, back, left, and right. Pressing the green GO button starts Bee-Bot on its way. You'll want to use Bee-Bot over and over and be inspired to enter ever more creative and complex command sequences.

### **Gear-Bot (Ages 4+)**

A gear bot is a real-moving robot you can build yourself! You can connect gears, claws, and heads to a motorized base and then use a wireless remote to make your robot move from up to 50 feet away! Your robot will roll or turn in any direction. This set comes with 149 pieces that you can use to create many different combinations of different robot friends.

### **Magnets (Ages 4+)**

The Magnet Kit is a fun way to explore magnetism as well as compare properties of objects. You can make magnets float in midair or discover whether magnets work under water! 20 activity cards included in this kit teach how the poles of magnets attract or repel each other and which types of magnets are strongest.

### **Fraction Tower (Ages 5+)**

The Fraction Tower introduces basic fraction concepts and operations through the hands-on process of building and snapping cubes together. This kit also provides the opportunity to relate abstract ideas to activities in which you can see, touch, and move various Fraction Tower pieces.

### **Playground Set (Ages 5+)**

This fun kit allows you to design and build your own creations, so you can explore your interest in design and engineering. You can create a twisty slide, swing set, see-saw and other playground equipment. 104-piece set includes 10 double-sided challenge cards and reproducible worksheets.

### **Create A Chain Reaction (Older: Ages 7+)**

Learn firsthand how STEM concepts such as gravity, force and momentum can create a chain reaction! This kit challenges you to build a variety of chain reaction courses—and comes complete with everything you'll need to build from scratch, including switches, seesaws, hammers and more.

### **Code Master (Ages 8+)**

Make programming fun by learning the basics without a computer! In Code Master, your Avatar travels to an exotic world in search of power Crystals. Along the way, you use programming logic to navigate the Map. Think carefully, in each level, only one specific sequence of actions will lead to success. Once you collect all the Crystals and land at the Portal, you win! Playing Code Master teaches programming principles, but also planning, sequential reasoning and problem-solving skills.

### **E-Blox Circuit Builder (Ages: 8+)**

The EBLOX Circuit Builder allows you to learn about electricity, current and voltage by building with over 37 parts. This specific kit supplies 115 electrical and electronic circuit building projects. You can do anything from switching on a lamp to sounding an emergency fire siren! If you're interested in creating toys, lights, sounds and motion, the EBLOX STEAM Kit is a great place to start exploring!

### **Snap Circuits (Ages 8+)**

Learn about energy sources and how to think green. Have loads of fun learning about environmentally friendly energy and how the electricity in your home works. Contains over 40 parts. Features hand crank, solar cell, FM radio, energy compartment, rechargeable battery, windmill, and clock analog meter.

### **Turing Tumble (Ages 8+)**

Turing Tumble enables you to build mechanical computers powered by marbles to solve logic puzzles. It builds logic and critical thinking skills, fundamental coding concepts, and grounds your understanding of computers. It's fun, addicting, easy-to-learn, and while you're playing, you discover how computers work!

### **Birdwatching Backpack (All Ages)**

Learn to identify local birds with this on-the-go birdwatching kit! It contains a pair of binoculars, reference materials including *Sibley's Backyard Birds of the Northeast*, *Young Birder's Guide to the Birds of North America*, *Beginner's Guide to Birds/Eastern Region* and *Birds and Birding at Mount Auburn Cemetery*, a laminated resource guide, as well as a notepad to record your findings.

### **Family Math Night (All Ages)**

Six different math card games that vary in age level and number of players. Games focus on spatial thinking, developing memory, learning strategy, and elementary arithmetic. If you can imagine a place where there's a queen of all pancakes, a king of all cookies and a pack of over-protective dragons, you may want to start with Sleeping Queens!

### **Leaf ID Backpack (All Ages)**

Learn to identify local trees with this on-the-go leaf identification kit! It contains a magnifying loupe, ruler, sketch pad, colored pencils, reference materials including *Beginner's Guide to Recognizing Trees of the Northeast* and *Tree Finder: A Manual for the Identification of Trees by Their Leaves*, and a laminated resource guide.