

# STEM in the Library

Check out our collection of STEM Kits! Explore areas of interest and reinforce what your child is learning in school.

**NEW**

The kits below can be checked out at Pemberville Public Library:

## Toniebox® Kits!



### Paw Patrol

Ages 3+

Includes: a Padded Bag, 1 Blue Toniebox and charger, an Instruction Guide and 4 Tonies: Chase, Skye, Marshall, and Playtime Puppy



### Disney Princesses

Ages 3+

Includes: a Padded Bag, 1 Pink Toniebox and charger, an Instruction Guide and 5 Tonies: Belle, Rapunzel, Moana, Cinderella, and Playtime Puppy



### Disney

Ages 3+

Includes: a Padded Bag, 1 Red Toniebox and charger, an Instruction Guide and 5 Tonies: Winnie the Pooh, The Lion King, Woody, Lightning McQueen, and Playtime Puppy

The kits below can be checked out at  
Pemberville Public Library:

**NEW**  
**Tonie® Characters**

No speaker is included with individual characters.



**Chicka Chicka Boom**



**Dragons Love Tacos**



**Llama Llama**



**National Geographic  
Dinosaurs**



**National Geographic  
Astronaut**

# Ages: 3+

The kits below can be checked out at  
Pemberville Public Library:



## Crazy Circuits Squishy Circuits

Grades 3+

This kit covers topics such as circuitry, programming, logic, art, and design.



## Desk Bells

Ages 3+

This kit includes 8 chromatic desk bells and a song book with 15 songs that are easy to play and help develop your child's intelligence and musical abilities.



## Gears! Gears! Gears!

Ages 3+

Introduce young builders to the world of gears with this starter set featuring fun, bright new colors and kid-friendly pieces for easy construction.



## Learning Laces

Ages 3+

This kit has fun, kid-size lacing boards to help little hands build fine motor skills. Each board has colorful illustrations to teach lessons in number, letter, and shape recognition.



## Life Cycle Kit

Ages 3+

This kit helps demonstrate the life cycle of animals with beautiful 3D designs and cards that entice kids to learn!



## Magnets in Motion

Grades 3+

Plenty of magnets and accessories allow young scientists to create electric currents with falling magnets, learn how subway and roller coaster brakes work and explore the theory of Lenz's Law.



## Wooden Reading Blocks

Ages 3+

Kids can build words by filling letters in the blank. This is a great way to learn words and deepens their impression side.

# PreK — K +

The kits below can be checked out at  
Pemberville Public Library:



## Botley the Coding Robot

Grades K+

Botley teaches the basics of coding through active play, completely screen-free. Perfect for promoting critical thinking and problem solving skills.

## Engineering & design: castle building set

Grades K+

Design, build, and adventure through your very own castle. Engineering and design challenges put you to the test at every twist, turn, and dropping drawbridge.



## Cubelets Robot Blocks

Grades PreK+

Invent and re-invent countless robot constructions with these magnetic robot blocks. Uses Tactile Coding to help builders of nearly any age explore robotics, coding, and more.

## Human Body

Grades K+

Learn human biology fundamentals with step-by-step, hands-on experiments.



## Little Red Riding Hood Deluxe

Ages 4+

Little Red Riding Hood is an enchanting puzzle game for young children. A great introduction to Spatial Insight, Planning and Problem-Solving skills for kids.



## Coding Critters MagiCoders:

### Skye the unicorn

Ages 4+

This kit covers coding. Code along with the magical adventures in Skye's coding spell book. Design your own endless coding challenges with the 22-piece interactive pet playset!



# PreK — K +

The kits below can be checked out at  
Pemberville Public Library:



## Mapology: Physical Features of the World

Ages 4+

Explore & learn the world's physical features their facts. This kit includes a two sided map. The topographical side shows additional features like waterfalls & lakes. The political side helps kids understand the location of feature.



## Robot Turtles

Ages 4+

This game teaches kids the ins and outs of programming in a fun, tactile game. Beginner to Advanced levels will make it a family favorite for many years!



## Music Learning Kit

Ages 5+

Learn to play piano, get friendly with musical notes and build musical intelligence! Plugo Tunes is a music learning kit for beginners, the piano only works with tablets & smartphones.



## Simple Machines Activity Set

Grades K+

Introduce and explore all 6 simple machines as your child makes amazing discoveries, designs solutions for real-world problems, and conducts their own



## Otamatone: Unicorn

Ages 4+

This kit focuses on music. Included is an instrument toy and a song. You can create different sounds and pitches by pressing down the middle part of the Otamatone.



## Sink or Float Activity Set

Grades K+

Young learners can dive into early physics in a fun, colorful way with this two-piece submarine and floating raft along with weights, balls, and stars to bring investigations to life.

# Grades 1 — 2

The kits below can be checked out at  
Pemberville Public Library:



## Katamino

Ages 6+

Features a wooden playing board, 12 colorful wooden pieces, and a manual with 500 puzzle challenges for you to solve.



## Penguins on Ice Math Activity Set

Grades 1+

Cool penguins reinforce counting, patterning, sorting, operations and base ten!



## Magnetic 3-D Fraction Shapes

Grades 1+

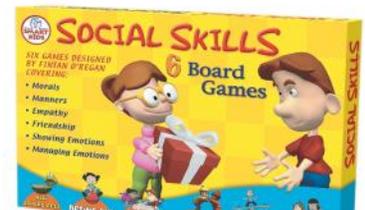
Allows students to explore equivalencies, fraction operations and understand part

–to–whole relationships using interchangeable, color–coded magnetic pieces.

## Social Skills Board Games

Grades 1+

Six unique board games where players discuss the solutions to socially challenging situations.



## Magic of LED

Ages 6+

Introduce young children to real–world electronics through a series of 5 interesting projects based on LEDs, buzzer, transistors and capacitors.

## Tech Light Lab Elementary Light, Color, and Optics

Grades 2–8

The durable lights, lenses, mirrors and more in this light and optics kit make teaching and learning the science of reflection, refraction and color concrete, hands–on and easy to teach and learn!



## New Path Learning: Math— Telling Time

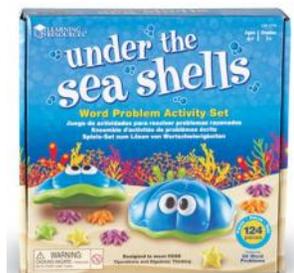
Grades 1–2

Game designed for independent use or groups of 2 –4. Students play through the game to reinforce their understanding of how to tell time.

## Under the Sea Shells Word Problem Activity Set

Grades 1+

Bring word problems to life with clam shells and fun little crab and sea–star counters!



# Grades 3 +

The kits below can be checked out at  
Pemberville Public Library:



## Code Master

Ages 8+

This STEM toy for boys and girls won't just teach you principles behind programming, you'll also build planning, sequential reasoning and problem-solving skills .

## New Path

Learning:

Math—

Customary and

Metric Units of Measurement

Grades 3–5

Game designed for independent use or groups of 2 –4. Students play through the game to reinforce their understanding of the units of measurement.



## Evo Coding Robot

Ages 9+

Kids can learn to code with Evo either online with ozoblockly editor or screen-free with color code markers.

## Rush Hour

Ages 8+

A sliding block logic game, where the player has to battle the gridlock and find a way for the red car to exit. Includes 40 different challenges.



## Gravity Maze Falling Marble Logic Game

Ages 8+

Playing through the challenges builds spatial reasoning and planning skills, as well as some engineering skills.



## Microscope Set

Grades 3–12

Investigate everything from cells to crystals with this 48-piece microscope. The set includes all the tools kids need to create their own specimen slides and view them at up to 600x magnification. Perfect for home or classroom use.

## Science Experiments:

Lemon Clock

Ages 8+

This kit includes instructions and parts for several different science experiments, including a Lemon Clock.



# Grades 3+

The kits below can be checked out at  
Pemberville Public Library:



## Sellarscope

Ages 10+

Stellarscope makes it possible to quickly view a star map, and compare it to the actual night sky to identify and name stars.



## Solar Power Study Kit

Ages 10+

Students explore the power of the sun as they learn about alternative energy, photovoltaic cells, and electrical circuits.

## Tech Light Lab Elementary Light, Color, and Optics Grades 2—8

The durable lights, lenses, mirrors and more in this light and optics kit make teaching and learning the science of reflection, refraction and color concrete, hands-on and easy to teach and learn!



## Tree Exploration Kit Grades 3-12

Determining heights of trees and buildings or the depth of valleys is simple with the clinometer provided in this kit. Students develop a basic knowledge of dendrochronology using the specially designed simulated tree cores in this engaging Bilingual English/Spanish kit. This kit contains enough “tree cores” and worksheets for a class of 30 students.

