

The kits below can be checked out at  
Stony Ridge Branch Library:

**NEW**

# Toniebox® Kits!



## Mickey and Friends

Ages 3+

Includes: a Padded Bag, 1 Red Toniebox and charger, an Instruction Guide and 4 Tonies: Mickey Mouse, Minnie Mouse, Fantasia Mickey, and Holiday Mickey



## Marvel's Spidey & His Amazing Friends

Ages 3+

Includes: a Padded Bag, 1 Grey Toniebox and charger, an Instruction Guide and 5 Tonies: Spidey, Spin, Ghost Spider, Black Panther, and Playtime Puppy

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**NEW**  
**Tonie® Characters**

No speaker is included with individual characters.



**Sleepy Friends**



**Olaf**



**National Geographic  
Whales**



**Red Riding Hood Favorite  
Tales**

# Age: Under 4

The kits below can be checked out at  
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## Coding Critters MagiCoders: Blazer the Dragon

Ages 4+

Preschoolers discover the magic of coding with this pet dragon who's ready for early STEM fun! Code along with the magical adventures in Blazer's coding spell book or design your own endless coding challenges.



## Magnetic Building Blocks

Ages 4+

Build structures using the magnetic links and balance them on the gamepad to solve fun problems, full of storytelling and super cute characters.



## Mapology: Solar System

Ages 4+

A unique Solar System toys puzzle with perfectly cut Planets & Orbit shaped puzzle pieces to make play-way learning effortless & fun.. Learn about color, size, rotation, dwarf planets, the asteroid belt and lots more from this kids puzzles.

## Monkey Balance

Ages 3—5

Introduces numbers in a fun way to maximize learning. Practice basic counting and math.



## Shapes Puzzle

Ages 3+

Contains wooden pieces and pattern cards. Kids can try to build what is shown on the cards, or create their own designs. Great for developing spatial awareness, color and shape recognition, hand-eye coordination, and problem-solving!



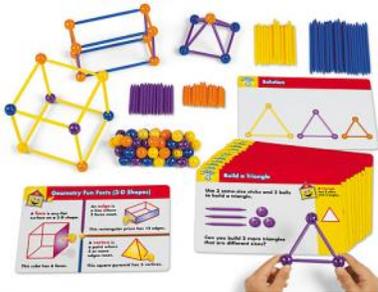
## Three Little Piggies Deluxe

Ages 3+

Three Little Piggies is a great brain game for young children. It features 3 big puzzle pieces that are easy to hold, and kids will be intrigued by the way the pigs fit inside the houses and look through the windows.

# Age: 5 — 6

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## Build & Learn Geometry Kit

Grades 2—5

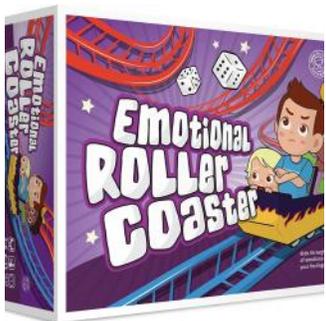
Students build 2-D and 3-D shapes as they develop a solid understanding of geometry concepts.



## Deluxe Fraction Tower

Ages 5+

Explore mathematical concepts with these snap-together, color-coded cubes. Teach decimal, percentage, and fraction concepts in a hands-on, tangible way.



## Emotional Rollercoaster

Ages 6+

Ride through a roller coaster of emotions and learn about your feelings along the way. This fun anger management game for kids of all ages helps children learn how to cope and calm down when angry.

## Learning Resources: Wacky Wheels

Ages 5+

Designed to develop critical thinking and early engineering skills. Kids learn concepts of speed, angles, and distance during hands-on attempts at Mastering included challenges



## Monkey Balance

Ages 3—5

Introduces numbers in a fun way to maximize learning. Practice basic counting and math.



## Playground Engineering and Design

Ages 5+

Kids design and build their own playground. Develop early STEM and critical thinking skills.



## Rock and Roll it

Ages 6+

It is a 49-key piano that is perfect for beginner to masters. This kit promotes tactile learning and hand-eye coordination and includes a song book.



# Age: 7 +

The kits below can be checked out at  
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## Build & Learn Geometry Kit

Grades 2—5

Students build 2-D and 3-D shapes as they develop a solid understanding of geometry concepts.

## Magnets!

Ages 8+

Includes 9 STEM experiments and 20 lab tools to allow kids to explore the science behind magnetism.



## Circuit Maze

Ages 8+

Kids develop logical reasoning and planning skills, as well as gain an understanding of how circuits and electrical currents work.

## Master Detective Toolkit

Ages 8+

Learn how detectives use forensic science to answer questions, gather evidence, and solve crimes.



## Doodling Robot

Ages 8+

The Doodling Robot uses vibration and spin generated by its motor to create works of art. Adjust the angle and height of the robot's colored pens and watch it work.

# Age: 7 +

The kits below can be checked out at  
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## New Path Learning: Area, Volume, & Perimeter

Grades 3—5

Game designed for independent use or groups of 2–4. Students play through the game to reinforce their understanding of Area, Volume, and Perimeter.

## Snap Circuits LIGHT

Ages 8+

Hands on introduction to electronics learn how to construct real working circuits, devices and fiber optics.



## New Path Learning: Math—Place Value

Grades 3—5

Game designed for independent use or groups of 2–4. Students play through the game to reinforce their understanding of place values in math.

## Solar Mechanics

Ages 8+

Build 20 solar-powered models including cars, trucks, planes, and robots.



## Otrio

Ages 8+

Straight out of the Brain Workshop, Otrio is a unique game that is engaging, challenging. To win, get three pieces of your color in a row based upon similar size; lined up in ascending or descending order; or within the same space as three concentric piece

## Squishy Human Body

Ages 8+

Discover how the human body works by removing 21 realistic vital organs, bones, and muscles; then rebuild the model!

