STEAM Kit Catalog

Bee-Bots	Pre-K to 2nd	Easy to program tool that can store up to 40 commands to help teach sequences, problem-solving, and encourage creativity
Puzzlets	Pre-K to 2nd	A visual programming tool that uses games to teach students basic programming, math, and art skills
STEM Early Learning	Pre-K to 2nd	Equipment and activity cards that help students to explore foundational concepts such as weight, buoyancy, and balance
PBS Maps	Pre-K to 2nd	A visual exercise to help kids develop their spatial skills and basic map skills using a fun game format
Osmo	K to 6th	A unique gaming accessory to enforce problem-solving

PBS Coding (Scratch)	1ˢᵗ to 3ʳᵈ	Easy to use tool that allows kids to program and design their own stories enhancing creativity and programming skills
Engineering is Elementary	3ʳᵈ to 5ᵗʰ	Includes tools and equipment to help with project-based, hands-on learning emphasized in engineering
Makey Makey	3ʳᵈ to 8ᵗʰ	Includes electronic equipment that allows students to control any computer program with everyday objects
Bristlebot	3ʳᵈ to 8ᵗʰ	This fun activity involved building small, simple circuited robots with attached toothbrush heads
Ozobot	3ʳᵈ to 8ᵗʰ	An easy to use, small programmable robot

LEGO We Do	3rd to 8th	Using the familiar LEGO bricks and easy-to-use software, this tool allows students to engage in engineering principles
Sphero	3rd to 8th	Fun, programmable robot to learn basic robot technology
Happy Atoms	5th to 8th	An interactive exploration of the world of molecules and introductory chemical concepts
Hummingbird	7th to 8th	This kit uses programmable boards and Scratch to introduce students to concepts of electronic programming
Finch	9th to 12th	Similar to Hummingbird, this kit uses a robot that responds directly to commands making it easy to learn basic programming