STEM KITS • Ages 8+

STEM Kits are checked out and returned at the Children’s Desk.
Limit one kit per card. Seven day checkout.

How do I use a Kit?
Each kit comes with instructions and activities suitable for its target age group. You can learn alongside your child or peek ahead to help!

What if I lose a STEM Kit or break an item?
Patrons are responsible for any missing or broken items in the kit. The charge for missing items varies per kit and is included on the kit label. For more information call 214.509.4906.

How do I return a STEM Kit?
You must bring the STEM Kit to the Children’s Desk during open hours. Kits may not be returned through Curbside Pickup or through the book drop. A fine of $1/day will be applied for an overdue kit.
STEM KIT: ARTIE3000

Ages 7 and up

This kit includes:
- 1 Artie3000 Robot
- 4 Markers
- 1 Marker Parker
- Quick Start Guide
- Start Here Packet
- Printed Materials (2 pages)
- 4 AA batteries

About This Kit

Code Artie3000 to draw! This kit develops fine-motor, sequencing, and problem-solving skills. A tablet is required to operate.

Total replacement cost - $84.90

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STEM KIT: Dash

Ages 8 and up

This kit includes:

- 1 Dash Robot
- 1 Launcher
- 1 Connector
- 6 Stacking Targets
- 3 Projectile Balls
- 1 USB Charging Cable
- Printed Materials (6 pages)

About This Kit

Code Dash to sing, dance, move, and catapult balls. This kit develops sequencing and problem-solving skills. A phone or tablet is required to operate.

Total replacement cost - $203.91

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STEM KIT: Gravity Maze

Ages 8 and up

This kit includes:

- Game Grid
- 1 Blue 5-Unit Tower
- 2 Green 4-Unit Towers
- 2 Orange 3-Unit Towers
- 2 Purple 2-Unit Towers
- 2 Grey 1-Unit Towers
- 1 Red 1-Unit Tower
- 3 Marbles
- 30 Challenge Cards
- Instruction Manual

About This Kit

This a-maze-ing game puts kids in the middle of the action—playing with gravity in all its glory! With illustrated challenge cards to guide them, players design a maze that will carry a marble from the starting tower all the way to the finish line!

Total replacement cost - $55

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STEM KIT: Human Body 8+

Ages 8 and up

This kit includes:
- Human Body Book
- Human Body Torso
- 6 Removable Organs
- 32 Quiz Cards
- Human Body Game Guide (8 pages)
- 8-9 Human X-Rays
- 1 X-Ray Sheet
- 1 Bone Chart
- 17 Bone Labels

About This Kit

Learn fascinating facts about the human body with an anatomical torso and fun game. Get an inside view of the human skeletal system with real human body X-rays.

Total replacement cost - $116.97

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CITY OF ALLEN
ALLEN PUBLIC LIBRARY
STEM KIT: K’NEX

Ages 7 - 12

This kit includes:
• 750 Assorted Pieces
• 22 Challenge Cards
• 11 K’NEX Patterns
• Printed Materials (1 page)

About This Kit

Use plastic rods and connectors to build just about anything you can imagine. This kit develops fine-motor and problem-solving skills while promoting design thinking.

Total replacement cost - $56.95

Choking hazard: this kit contains small parts. Not for children under 3 years old.

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STEM KIT: Laser Maze

Ages 8 and up

This kit includes:

- Game Grid
- 30 Challenge Cards
- 1 Red Laser Token
- 5 Purple Target/Mirror Tokens
- 2 Green Beam Splitter Tokens
- 1 Blue Double-Mirror Token
- 1 Yellow Checkpoint Token
- 1 Black Cell Blocker Token
- Instruction Manual (9 pages)
- 1.5 V Battery

About This Kit

Challenge yourself or your friends with this action-packed laser game! Simply select one of the leveled challenge cards to set up each maze, decide where to place mirrors & other pieces—and then aim the laser to hit the targets!

Total replacement cost - $55.95

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STEM KIT: littleBits

Ages 8 and up

This kit includes:
• 5 Pink Bits
• 4 Green Bits
• 2 Blue Bits
• 12 Magnet Shoes
• Servo Hub Mount & 7 pieces
• 4 motorMates
• 4 Screws & 2 Screwdrivers
• 4 Orange Bits
• 9V Battery & Short Cable

• Rechargeable Battery & Cable
• Green Bits - 1 Fan, 2 Motors, 1 Servo & Hub
• 2 Wheels & 12 Twist Ties
• 3 Mechanical Arms & 2 Mounting Boards
• littleBits STEAM Student Set Invention Guide

About This Kit
Snap together bits to learn about circuits and engineering. This kit develops fine-motor, sequencing, and problem-solving skills. No tablet required to operate.

Total replacement cost - $408.99

Choking hazard: this kit contains small parts. Not for children under 3 years old.

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STEM KIT: Magnet Activity Lab

Ages 8 and up

This kit includes:

- 4 Brick Magnets
- 2 Electromagnets & 2 Bar Magnets
- 8 Ring Magnets & 2 Ring Magnet Stands
- 2 Blue Trays & 2 Battery Cases
- 2 Compasses
- 2 Red Wires & 2 Blue Wires
- 20 Steel Ringed Chips
- 1 Canister of Steel Shapes
- 1 Dry Erase Marker
- 7 Experiment Cards
- Wooden Stand
- Printed Materials (4 pages)
- 4 AA Batteries

About This Kit

Explore magnetism - hands on! Develops skills in identifying properties of magnets, using a compass, and recognizing that magnets have poles that repel and attract each other.

Total replacement cost - $89.99

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STEM KIT: Makey-Makey Classic

Ages 8 and up

This kit includes:
- 1 Makey-Makey
- 7 Alligator Cables
- 6 White Connector Wires
- 1 USB Cable
- Printed Materials (10 Pages)

About This Kit

This invention kit tricks your computer into thinking that almost anything is a keyboard. This kit develops fine-motor, sequencing, and problem-solving skills.

Total replacement cost - $78.93

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STEM KIT: Ozobot

Ages 8 and up

This kit includes:
- Ozobot Robot & Case
- 4 Markers - Black, Red, Green & Blue
- Charging Cable
- Printed Materials (13 pages)
- Folder (consumable - replace worksheets and paper)
- • Calibrate Your Ozobot & EVO Experience Pack
- • White paper (10)

About This Kit

This robot can be coded with or without screens. Ozobot uses sensors to follow lines and read Color Codes you make with markers. Choose from Speed, Direction, Cool Moves codes and more. For more advanced coding, code on the Ozoblockly app.

Total replacement cost - $184.99

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STEM KIT: SNAP CIRCUITS

About This Kit
Learn about circuits and electricity with easy, snap-in-place, modular parts. This kit develops fine-motor, sequencing, and problem-solving skills. No tablet required to operate.

Ages 8 and up
This kit includes:
- 16 Blue Pieces
- 7 Clear Pieces, 2 AA Batteries, & 1 Black Cable
- 3 Green Pieces
- 2 Yellow Pieces
- 4 Red Pieces & 1 Red Cable
- 1 Clear Base Grid Board
- Instruction Manual (45 pages)

Total replacement cost - $53.97

Choking hazard: this kit contains small parts. Not for children under 3 years old.

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STEM KIT: Simple Machines
Planes & Pulleys

Ages 8 and up

This kit includes:

- Book - You Wouldn’t Want to Live Without Simple Machines
- Fixed Pulley
- Movable Pulley
- 2 Inclined Planes (3” and 1”)
- Base
- Ruler
- 2 - 8 oz Weights
- 2 Hooks & 2 Rubber Bands
- 2 - 36 Inch Strings
- 1 - 12 Inch String
- 3 Experiment Cards
- Printed Materials (3 pages)

About This Kit

Students learn how planes and pulleys help move objects, build realistic models, and perform hands-on experiments!

Total replacement cost - $99.93

Choking hazard: this kit contains small parts. Not for children under 3 years old.

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STEM KIT: Simple Machines
Levers, Wheel, & Axle

Ages 8 and up

This kit includes:

- Book - You Wouldn’t Want to Live Without Simple Machines
- Lever (Arm and Fulcrum)
- Wheel & Axle
- 2 - 8 oz Weights
- 1 - 4 oz Weight
- 2 Hooks & 2 Rubber Bands
- 2 - 12 Inch Strings
- 4 Experiment Cards
- Printed Materials (3 pages)

About This Kit

Learn how to use a lever, wheel, and axle with hands-on experiments!

Total replacement cost - $99.93

Choking hazard: this kit contains small parts. Not for children under 3 years old.

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STEM KIT: 
Space Activity Kit 8+

Ages 8 and up
This kit includes:
• Space Encyclopedia Book
• Galaxy Projector in Box
• 12 Disks in Black Cases
• 1 Cable and User Manual
• 25 Vocabulary Cards
• Phases of the Moon
• 3 Fact Cards
• Activity Guide (11 pages)
• 1 Marker
• Solar System Poster

About This Kit
Explore the solar system with a Space Encyclopedia book, vocabulary cards, and a 12 disk space projector.
Total replacement cost - $104.98

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STEM KIT:
Sphero Mini Activity Kit

Ages 8 and up

This kit includes:
- Sphero Mini Robotic Ball with Clear Cover
- Sphero Case
- Charging Cable
- Activity Cards (34 pages)
- 15 Lesson Cards

- 6 Pins and 3 Cones
- 4 Arches
- 14 Blue Connectors
- 10 White Rails
- Starter Kit Guide (12 pages)

About This Kit

Build mazes, obstacles, and towers then code Sphero to navigate through them all! This kit develops fine-motor, sequencing, and problem-solving skills. A phone or tablet is required to operate.

Total replacement cost - $112.95

Choking hazard: this kit contains small parts. Not for children under 3 years old.

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