










Science-to-go Kits for check-out

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|  Let's Start Coding .com | <p>Code Speaker</p> <p>A series of lessons on coding in C++, utilizing a device that plugs into a USB port. Works with Windows, MAC and Chromebooks. Program to create music and Morse Code!</p> |
|  | <p>Snap Circuits Jr.</p> <p>Build circuits and learn about electronics. Includes 100 projects. Recommended for ages 8+up.</p> |
|  | <p>Science Optics Creator Kit</p> <p>Build a telescope, binoculars, and magnifying glass, with real lenses!</p> |
|  | <p>Circuit Maze Game</p> <p>Using logic, explore how electric currents work. Complete the circuit and you win!</p> |
|  | <p>K'Nex STEM building Solution</p> <p>Investigate Wheels & Axles and Inclined Planes.</p> |
|  | <p>Simple Machines</p> <p>Build pulleys, inclined planes, wedges, levers, wheels and axles. Learn how they are used.</p> |
|  | <p>MakeyMakey</p> <p>An Invention kit that teaches circuitry! Turn everyday objects into controllers for computer programs. Make Banana Bongos, a Veggie Piano, and more!</p> |
|  | <p>KidzLabs Magnet Science</p> <p>Perform experiments, build sculptures, and play games with these transformable magnetic pieces. Small parts not suitable for under age 3.</p> |
|  | <p>Discovery Science Magnetic Levitation Kit</p> <p>Investigate equilibrium, gravity, and magnetism in 5 experiments and 5 projects. References to Science and Common Core standards included. For ages 10+.</p> |
|  | <p>KEVA Contraptions</p> <p>Build tunnels, funnels, shafts, chutes, bridges, towers and more with these wooden planks. Practice engineering concepts or make a Rube Goldberg machine! Comes with design ideas and balls to run through the contraptions.</p> |

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|  <p>MindWare®</p> | <p>Pattern Play</p> <p>Use geometric concepts, spatial reasoning, and fine motor skills to match up blocks to patterns on 40 different challenge cards. These skills are foundational to mathematical and design thinking. For ages 3+</p> |
|  <p>MindWare®</p> | <p>Pattern Play 3D</p> <p>Create 3D structures from 2D images. Explore the principles of physics and artistic expression. Provides foundational skill practice for creative desing thinking. For ages 7+.</p> |
|  <p>MAGNA-TILES®</p> | <p>Magna-Tiles DX</p> <p>Where math, science, and creativity meet! Design and build with these magetic geometric shapes. Learn about symmetry, pattern recognition, and creative problem solving. For ages 3+.</p> |
|  | <p>Birder's Backpack</p> <p>Complete with a pair of binoculars and a bird field guide. There's room for water or other gear if you take it on a hike. Spot birds while hiking or learn to identify birds in your backyard.</p> |

[Click here or search "STGK" in our online catalog to reserve any Science-to-go Kit.](#)

Inquire about our additional STEM teaching resources kits available to teachers and families learning at home. We can tailor kits for what you need!

Example Kits:

- Rocks & Mineral Identification
- How Big, How Far, How Hot?
- Digital Microscope
- Life Cycles
- State of Matter & Simple Chemistry
- Play Money
- Prisms & Filters
- Human Anatomy: Brain
- Playing with Pendulums
- Gravity Demo Ring
- EDP Square Peg Puzzle
- Spin a Pail of Water
- UV Science
- Human Anatomy: Bones
- NIH Test the Waters Family Exploration Kit

Also available for use: VR Goggles

Ringwood Public Library
 30 Cannici Dr.
 Ringwood, NJ 07456
 973-962-6256