

What is a STEM kit?

Our kits are designed to provide hands-on interaction and creative learning with STEM concepts while complementing Anchorage School District's science curriculum standards.

One kit per family please.

Kits circulate for **three weeks** and are eligible for renewals, as item demand allows. Items can be picked up from the Youth Services desk at Loussac Library or placed on hold for pick-up at any APL location. Please keep in mind, **kits must be returned to a desk inside an APL location.**

The initial kits were made possible by a grant from the Space Science Institute. If you would like to sponsor a future kit topic, please contact Elizabeth Nicolai at (907)343-2840 or Elizabeth.Nicolai@anchorageak.gov.

Juvenile STEM Kits

Each kit focuses on a theme and contains:

- **explorative item(s)**
- **discovery sheets**, and
- **non-fiction books**



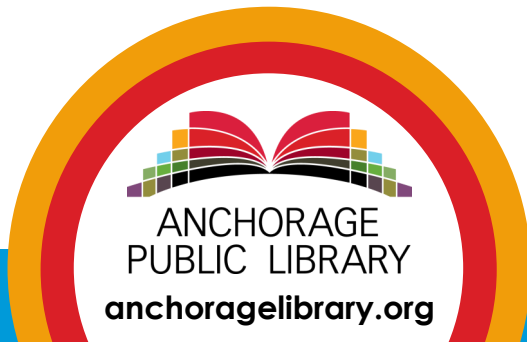
Help cultivate a love for science, technology, engineering, and mathematics at home—check out one of our STEM kits today!

Did you enjoy this kit? We'd love to see how you used it! Tag us on social media and let us know!

#APLStem

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<u>Theme</u>	<u>Recommended Age</u>	<u>Description</u>
Alaska Birds & Animals	5 to 12	Binoculars, field guides to birds and animals, observation journal
Alaska Plants & Bugs	5 to 12	Magnifying glass, pocket microscope, field guides to insects and plants
Anatomy	6 to 12	A human body model for you to "dissect", a stethoscope, books on anatomy
Astronomy Binoculars	6 to 12	Binoculars especially for night sky viewing, a star finder, and astronomy books
Astronomy Telescope	6 to 12	Portable telescope, star finder, astronomy books, all in backpack ready to go!
Bridges	8 to 12	K'nex bridge building kit and books on bridges
Circuits 1	8 to 12	Snap circuits set and instructions to build several projects; electricity books
Circuits 2	8 to 12	Squishy circuits set (clay instead of wires for circuits), hand generator, electricity books
Coding 1	4 to 7	Robot mouse you program to solve a maze with card prompts, coding picture books
Coding 2	5 to 10	Botley robot you program with cards and a remote, beginning coding books
Coding 3	8 to 12	Ozobot robots you code by drawing on paper; coding books
GPS & Maps	8 to 12	GPS unit and books on maps and geocaching
Light Waves	6 to 9	Prisms and a light source; books on how light works
Math Games	8 to 12	Prime Climb game that uses math to advance pieces, math challenge book
Measurement	4 to 10	Scales, beakers, measuring tape, and more to learn about different systems of measurements with books and challenges on measurement
Probability	6 to 12	Dice, spinners, cards, and challenges to learn about probability; math books
Simple Machines: Gears	8 to 12	K'nex building kit on gears, books on engineering
Simple Machines: Levers & Pulleys	8 to 12	K'nex building kit on levers and pulleys, books on those types of simple machines
Simple Machines: Wheels, Axles, and Inclined Planes	8 to 12	K'nex building kit & books on wheels, axles, and inclined planes
Snow Science	5 to 12	Experiments to learn about the states of matter & snow crystals. (Need a freezer at home, snow on the ground recommended but not required.)
Solar Energy	8 to 12	K'nex building kit & solar panel to create solar powered machines; solar energy book
Wind & Water Energy	8 to 12	K'nex building kit to create wind and water powered machines; renewable energy book