Lending Library Materials
February 2023

Educational Tool	Description	# Available	Grades	Teacher Training Required
Sphero Spark+ Robots	Spherical robots that can be programmed to move, change color, and make sounds	36	4-12	Yes
Sphero Bolt Robots	Spherical robots that can be programmed to move, change color, and make sounds and have a codable matrix on the top	36	4-12	Yes
Sphero Mini Robots	Smaller spherical robots that can be programmed to move, change color, and make sounds	12	4-12	Yes
Sphero Indi Robots	Introductory robots for PK-2 uses premade tiles for coding/problem solving	12	K-3	Yes
Sphero Activity Mats	Themed activity mats to use with sphero robots—4 different themes with associated activity cards	2	4-6	Part of Sphero Robots Training
Sphero RVR	Programmable robotic vehicle used with littleBits accessories to simulate interactions with environment	5	6-8	Yes
VEX Robots	Robots that must be built and then coded to perform within given constraints. 2 fields and several retired IQ games are also available.	8	5-8	Yes
Children's Innovation Zone	Tools to Introduce electrical circuitry	Multi	K-2	Yes
Straw Rockets	Rocket Launchers to use with simple materials (straws, index cards, clay) to launch DIY straw rockets	3	4-12	Minimal
MakeDo Kits	Tools and Connectors to create with cardboard	6	K-12	Minimal
Kidspark Education Building Basics Kits (Rokenbok)	Blocks that teach basic building/design premises	6	K-5 and 6-8 kits available	Yes

VEX Robotic Kits 1st generation	Build robots and code for movement or drive with controller	5	4-8	Yes
VEX Robotic Kits 2nd Generation	Build robots and code for movement or drive with controller	8	4-8	Yes
VEX Robotics Competiton Field	Practice field 4'x 8' for VEX competitions- plastic snap together components	2	4-8	Yes
VEX Robotics Competition Games	Three retired competition games. The quantity depends on the game selected.	3	4-8	Yes
littleBits Student Invention Kits	Electronic modules are joined magnetically and form circuits that provide light, sound, and movement to multimedia creations		4-12	Yes
LittleBits Coding Kits	Electronic modules are joined together magnetically to form circuits that can be coded (block coding) to produce light, sound, and movement		4-6	Yes
Identification of Skeletal Remains kit	Students assume the role of forensic anthropologists to determine as much as they can from a set of bones to help identify the individual.	3	6-12 (Full lab works best in high school but can be successfully adapted for middle school.)	Yes
Blood analysis lab	Students learn how to test blood type, calculate angle of impact, and determine area of origin.	1 class set	6-12	Yes
Vernier sensors	Multiple sensors and interfaces are available. (Content areas: Chemistry, Biology, and Environmental Science) Contact us for more info.	Depends on kit.	6-12	Yes
Trouble in Fruitvale SEPUP kit	Earth science concepts such as the water cycle, map making and interpretation, and groundwater pollution are explored in this module set in the fictional town of Fruitvale.	2	6-8	Yes