

## FOLK TALES PROBLEM SOLVING STEM KIT-JOHNNY APPLESEED ST 38

### Recommended Age

7 yrs. - 8 yrs. / 2nd gr. - 3rd gr.

### Description

Kids explore the legend of Johnny Appleseed—then design a fence shaped to hold the most apple trees! Our kit helps kids discover the STEM in a classic folk tale—inspiring them to use hands-on materials to design, build and test a sturdy log fence...then improve their design like real engineers! This kit comes with a STEM-focused story card, student challenge cards, a detailed lesson plan and a reproducible design sheet—plus 30 apple trees, 20 logs, two 16" double-sided landscape mats and a ruler.

Item # PP128

### Additional Information

Develops skills in perimeter and area, the design process and problem solving.



## FOLK TALES PROBLEM SOLVING STEM KIT-PAUL BUNYAN ST 37

### Recommended Age

7 yrs. - 8 yrs. / 2nd gr. - 3rd gr.

### Description

Kids explore the legend of Paul Bunyan—then design a wagon to carry his heavy knapsack! Our kit helps kids discover the STEM in a classic folk tale—inspiring them to use hands-on materials to design, build and test a working wagon...then improve their design like real engineers! This kit comes with a STEM-focused story card, student challenge cards, a detailed lesson plan and a reproducible design sheet—plus 52 pieces to build a wagon, a 2-pound, 4 1/2" weighted knapsack, rubber bands and a tape... [Read More](#) ▶

Item # PP127

### Additional Information

Develops skills in force and motion, structure and stability, the design process and problem solving.



## FOLK TALES PROBLEM SOLVING STEM KIT-JOHN HENRY ST 36

### Recommended Age

7 yrs. - 8 yrs. / 2nd gr. - 3rd gr.

### Description

Kids explore the legend of John Henry—then build a working conveyor belt to help him race a steam-powered drill! Our kit helps kids discover the STEM in a classic folk tale—inspiring them to use hands-on materials to design, build and test a conveyor belt that really hauls rocks...then improve their design like real engineers! This kit comes with a STEM-focused story card, student challenge cards, a detailed lesson plan and a reproducible design sheet—plus 102 pieces to build a conveyor belt, 10... [Read More](#) ▶

Item # PP129

### Additional Information

Develops skills in structure and stability, the design process, understanding gears and problem solving.



## FAIRY TALES PROBLEM SOLVING STEM KIT-THE THREE LITTLE PIGS ST 41

### Recommended Age

3 yrs. - 6 yrs. / Preschool - 1st gr.

### Description

Kids engineer a happy fairy tale ending—as they design a house that can't be blown down! Our kit helps children discover the STEM in one of their favorite fairy tales—and naturally inspires them to explore a challenging situation until they find a solution! The kit includes a STEM-focused story card, 18 foam blocks, 36 panels in 2 sizes, 3 pigs, a wolf, plus student and teacher cards with lesson plans and full support. Blocks measure 1 1/2".

Item # PP637

### Additional Information

Develops skills in using the design process, exploring cause and effect, and experimenting with gravity and force.



## FAIRY TALES PROBLEM SOLVING KIT-THE THREE BILLY GOATS GRUFF

### Recommended Age

3 yrs. - 6 yrs. / Preschool - 1st gr.

### Description

Kids engineer a happy fairy tale ending—as they construct a bridge that keeps 3 goats safe from the troll! Our kit helps children discover the STEM in one of their favorite fairy tales—and naturally inspires them to explore a challenging situation until they find a solution! The kit includes a STEM-focused story card, 35 wooden blocks with hook & loop fastener, 3 goats, a troll, a guide, plus student and teacher cards with lesson plans and full support. Troll measures 4".

Item # PP638

### Additional Information

Develops skills in using the design process; exploring cause and effect; and experimenting with size, weight and balance.



## FAIRY TALES PROBLEM SOLVING KIT-GOLDILOCKS AND THE THREE BEARS

### Recommended Age

3 yrs. - 6 yrs. / Preschool - 1st gr.

### Description

Kids engineer a happy fairy tale ending—as they build a chair even Goldilocks can't break! Our kit helps children discover the STEM in one of their favorite fairy tales—and naturally inspires them to explore a challenging situation until they find a solution! The kit includes a STEM-focused story card, 40 pegs, 36 platforms, 4 figures, a guide, plus student and teacher cards with lesson plans and full support. Longest platform measures 5 3/8".

Item # PP639

### Additional Information

Develops skills in using the design process; exploring cause and effect; and experimenting with size, weight and balance.





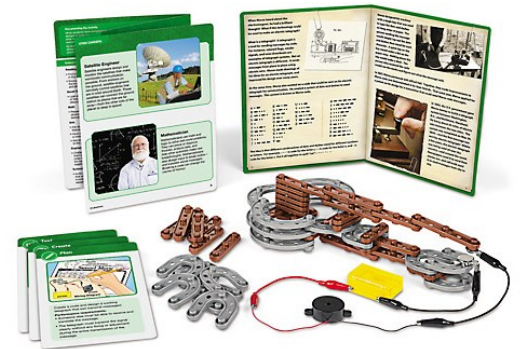
## FAMOUS INVENTORS PROBLEM SOLVING KITS-SAMUEL MORSE ST 44

### Description

Our hands-on problem-solving kit helps you integrate STEM with history! After reading about Samuel Morse, kids use the included pieces and step-by-step design cards to plan, build and test a working telegraph. As students test and streamline their design, they sharpen their problem-solving skills—and discover the thrill of invention! You get a story card about the inventor, 3 design cards, a reproducible design sheet, a teacher's card with a detailed lesson plan, plus 50 building pieces, lead.

### Additional Information

Develops skills in energy, sound and the design process.



*Students build and test a working telegraph!*

## FAMOUS INVENTORS PROBLEM SOLVING KITS- ALEXANDER GRAHAM BELL ST 42

### Description

Our hands-on problem-solving kit helps you integrate STEM with history! After reading about Alexander Graham Bell, kids use the included pieces and step-by-step design cards to plan, build and test a working telephone system. As students test and streamline their design, they sharpen their problem-solving skills—and discover the thrill of invention! You get a story card about the inventor, 3 design cards, a reproducible design sheet, a teacher's card with a detailed lesson plan, plus 12 building.

### Additional Information

Develops skills in electricity, engineering and the design process.



*Students build and test a working telephone system.*

## FAMOUS INVENTORS PROBLEM SOLVING KITS- THOMAS EDISON ST 43

### Description

Our hands-on problem-solving kit helps you integrate STEM with history! After reading about Thomas Edison, kids use the included pieces and step-by-step design cards to plan, build and test a working motion-picture viewer that brings the included filmstrips to life. As students test and streamline their design, they sharpen their problem-solving skills—and discover the thrill of invention! You get a story card about the inventor, 3 design cards, a reproducible design sheet, a teacher's card

### Additional Information

Develops skills in friction, force and motion, engineering and the design process.



*Students build and test a working motion-picture viewer!*