

# **Tween STEAM e-Kit**

## **Equipment List**

### **Robo Wunderkind**

Robo Wunderkind builds tools that change the way kids play, learn, and create with tech at school and at home. The robotics kits and coding apps empower kids aged 5 and up to learn to code through the joy of play.

### **3Doodler Create**

Discover a whole new way to make art, fix things, design wearable items, build models, and decorate your space! The easy-to-use Create+ pen extrudes heated plastic which hardens rapidly, allowing you to draw in 3D, freehand, or using stencils.

### **Ozobot Evo**

Say hello to the Ozobot Evo, a smart robot that brings coding and creativity to your classroom – screen-free or online. Students can use markers and paper to create Color Codes, sequences of colors that communicate commands to Evo through its optical sensors. This helps them develop fundamental coding skills like sequencing and debugging.

### **Osmo Genius & Osmo Coding Kit**

A great entry to the Osmo universe, the Genius Starter Kit includes everything your kids need to experience hands-on learning and digital fun in five different ways.

### **Dash and Dot Robots**

Dash is beloved by kids and teachers across the US and around the world. Dash is smart enough to respond to voices and sounds and Dash can dance and sing, which makes for a fun and interactive learning experience for kids. Dash will help kids learn, laugh, and grow. Small but mighty, the Dot Robot is the Dash Robot's companion, and quite a brainy little robot on its own.

### **Smart Circuits**

With Smart Circuits: Electronics Lab, explore unlimited electronic projects to create working games and gadgets with snap-together base boards, light and sound modules, a microprocessor, and jumper wires. Complete the circuit to make cool gadgets like a light-sensing electronic rooster, a musical baton, a doorbell, and a motion-sensing room alarm.

### **Two iPads**