MASTER LIST OF MAKER EDUCATION KITS

Listed Newest to Oldest

MakerSpace kits are kits to introduce the #MakerEd mindset and to encourage creative thinking, which leads to tinkering and learning by doing.

#MakerEd
#MakerSpace

Maker Kit: Gears! #2

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=450560

Early tinkering is crucial to developing strong problem-solving and critical-thinking skills. Taking apart and rebuilding things encourages a real understanding of how things work. This kit builds confidence, perseverance, and self-esteem, arming students with the real-world, early STEM-supporting skills necessary to prepare them for future success.

Suitability: Grade K, 1, 2, 3, 4 Science, Applied Design, Skills and Technologies.

Wondering About Maker Education?

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=450335

Suitability: Grade 4, 5, 6, 7, 8, 9, 10, 11, 12 Applied Design, Skills and Technologies, Science, Art, Music.

Maker Kit: Magformers: Power Construction

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=448539

Magformers Power Construction set allows students to become a construction worker and build cranes, trucks and diggers!! Great for young minds to learn about constructing cube nets, patterns, shapes and colors!

Suitability: Grade K, 1, 2, 3 Science, Math, Applied Design.

Maker Kit: Animal Adaptations

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=448185

Students enjoy exploring the contents and discovering new things about animal adaptation. Includes fascinating specimens for hands-on exploration.

Suitability: Grade 3, 4, 5, 6, 7 Science, Applied Design, Skills and Technologies.

This kit and the activities included were inspired by the Terry James Resource Center and shared with the DLC.

Maker Kit: Exploring Light

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=447866

Allows students to explore properties and characteristics of light as well as optical illusions.

Suitability: Grade 5, 6, 7, 8, 9, 10, 11, 12 Science, Applied Design, Skills and Technologies.

Maker Kit: Gears!

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=447845

Early tinkering is crucial to developing strong problem-solving and critical-thinking skills. Taking apart and rebuilding things encourages a real understanding of how things work. This kit builds confidence, perseverance, and self-esteem, arming students with the real-world, early STEM-supporting skills necessary to prepare them for future success.

Suitability: Grade K, 1, 2, 3, 4 Science, Applied Design, Skills and Technologies.

Maker Kit: K’nex: Organisms and Lifecycles

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=447734

Bring the excitement of KID K'NEX to the classroom with this fun and engaging life science set. Big, bright and colorful KID K'NEX pieces, lots of eyes, and more provides young learners with the motivation to build, role-play, and learn.

Suitability: Grade 3, 4, 5, 6, 7, 8, 9 Science, Applied Design, Skills and Technologies.

Maker Kit: Cube Challenge

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=447468

The cube challenge kit contains multiple ways to exercise your mind. The more you play, the smarter you get!

Suitability: Grade 4, 5, 6, 7, 8, 9, 10, 11, 12 Math, Applied Design, Skills and Technologies.

Maker Kit: Colour and Light: [Light Table Compatible]

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=447796

Introduce students to light and colour! Look through the colour mixing glasses to see the world in a new and colourful way! Use the animal eye viewers to see how a shark, insect and chameleon see the world. A great way to introduce young students to colour and light.

Suitability: Grade K, 1, 2, 3, 4, 5 Science, Applied Design, Skills and Technologies.

This kit and the activities included were inspired by the Terry James Resource Center and shared with the DLC.

Maker Kit: Racing on Ramps

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=447727

Includes tracks, cars and launching systems to enable students to explore what factors make a vehicle move faster or slower.

Suitability: Grade 5, 6, 7, 8, 9 Science, Math, Applied Design, Skills and Technologies.

This kit and the activities included were inspired by the Terry James Resource Center and shared with the DLC.

Maker Kit: Tipover: Logic Game

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=447733

What do you get when you combine a sequential movement puzzle and a spatial orientation puzzle? TipOver! It's an addictively fun and equally challenging game where you tip over crates to move the red Tipper Man to the red crate. The challenge might sound easy, but the solution requires imagination and logic skills.

Suitability: Grade 4, 5, 6, 7, 8, 9, 10, 11, 12 Math, Applied Design, Skills and Technologies.

Maker Kit: Create-A-Maze

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=447463

Put your best-laid plans into motion with this brain-boosting, make-you-think game! Build a maze with curvy, colorful pieces by following the designs pictured on the Activity Cards. Then, push hand-eye coordination to the limit as you map a path through the maze, tilting the board and guiding the ball around the obstacles and into the goal. Give it a try by creating your own design! It's a one-of-a-kind challenge that revs up engineering and critical thinking skills. Endless combinations of designs provide multiple levels of play.

Suitability: Grade K, 1, 2, 3 Science, Math, Applied Design, Skills and Technologies.

Maker Kit: Magna-Tiles 3D: Clear Colors

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=447564

These unique tiles attract on all sides and combinations. A manipulative for spatial problem-solving tasks, logical thinking and math reasoning. Provide stimulus and right-side brain training through creative play and leads from two-dimensional to advanced 3-D thinking patterns.

Suitability: Grade K, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12 Science, Math, Applied Design, Skills and Technologies.

This kit and the activities included were inspired by the Terry James Resource Center and shared with the DLC.

Maker Kit: Magna-Tiles 3D: Clear Ice

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=447689

These unique tiles attract on all sides and combinations. A manipulative for spatial problem-solving tasks, logical thinking and math reasoning. Provide stimulus and right-side brain training through creative play and leads from two-dimensional to advanced 3-D thinking patterns.

Suitability: Grade 5, 6, 7, 8, 9, 10, 11, 12 Science, Math, Applied Design, Skills and Technologies.

This kit and the activities included were inspired by the Terry James Resource Center and shared with the DLC.

Maker Kit: Perplexus

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=447701

This 3-D handheld game looks pretty intriguing - just wait 'til you start to play it! You'll figure out the concept quickly and easily. Get the little ball to follow the right-side up, upside-down, sideways and twisted pathway. Watch out! Don't let it come off the track or you'll start again! Twist and turn the game to get the ball to move along. With 100 barriers, twists, turns, cliffhangers and more, Perplexus is the ultimate 3-D labyrinth challenge! The entire experience will leave you perplexed and entertained all at the same time. A great game for all ages because it's easy to learn, yet tough to master!

Suitability: Grade 2, 3, 4, 5, 6, 7 Core Competencies, Critical Thinking, Applied Design, Skills and Technologies.

Maker Kit: iTrax: Design Thinking

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=447422

A game of tactical tracking and speed! Use problem solving and a keen eye to find the path connecting 2 blocks. Then recreate the path as fast as you can with your own pieces. Watch out, though, your mind could be playing tricks on you! Three levels of play keep students challenged.

Suitability: Grade 4, 5, 6, 7, 8, 9, 10, 11, 12 Science, Math, Applied Design, Skills and Technologies.

Maker Kit: Magformers: Magnets in Motion

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=447405

Let young minds work together to discover and share the power of magnets in motion. Turn up their creativeness and explore the wonder of motorized spinning gears, light and character accessories. Create inspiring towers, spinning carousels and more!

Suitability: Grade 3, 4, 5, 6, 7 Science, Math, Applied Design, Skills and Technologies.

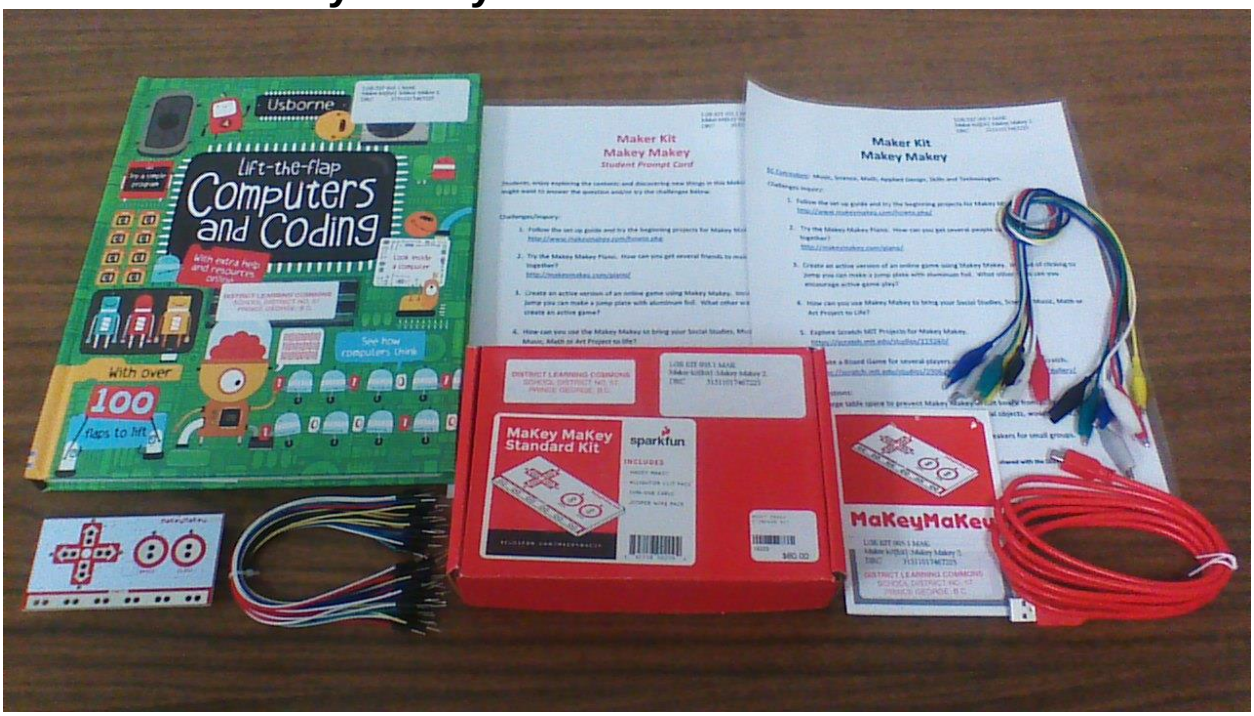
Maker Kit: Magformers: Vehicle Construction

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=447482

Magformers vehicle construction set is perfect for beginner builders to create a wide variety of vehicles with the help of activity cards! Lay the magformers on the cards and then pull them from 2D into 3D! Great for young minds to learn about constructing cube nets, patterns, shapes and colors!

Suitability: Grade K, 1, 2, 3 Science, Math, Applied Design, Skills and Technologies.

Maker Kit: Makey Makey 2



Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=447381

Suitability: Grade 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12 Science, Math, Music, Applied Design, Skills and Technologies.

This kit and the activities included were inspired by the Terry James Resource Center and shared with the DLC.

Maker Kit: Robot Mouse Coding Activity

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=447380

Introduce students to the fun of coding and puzzle solving with this colorful, programmable mouse with maze! A great way to introduce young children to science, technology, engineering, and math.

Suitability: Grade K, 1, 2, 3, 4, 5 Science, Math, Applied Design, Skills and Technologies.

Maker Kit: Block By Block, Brick By Brick, Shape By Shape

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=447413

Three creative building and pattern games that are all about fun while learning spatial reasoning skills.

Suitability: Grade 3, 4, 5, 6, 7, 8, 9, 10, 11, 12 Math, Applied Design, Skills and Technologies.

Maker Kit: Gravity Maze: Falling Marble Logic Game

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=447384

It's a maze game. It's a marble game. Actually, it's a gravity-powered logic maze game that builds reasoning skills and visual perception. The best part is - it's fun to play and learn! Use the challenge cards to strategically place towers and create a path for your marble to reach the target. With 60 challenges to test your skills, this fun maze game is definitely a marble run for brainiacs!

Suitability: Grade 4, 5, 6, 7, 8, 9, 10, 11, 12 Science, Applied Design, Skills and Technologies.

Maker Kit: Letter Construction

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=447461

Snap together color-coded pieces to build uppercase and lowercase letters. Great for practicing letter recognition and building a sturdy foundation for pre-writing.

Suitability: Grade K, 1, 2 Language Arts, Math, Applied Design, Skills and Technologies.

Maker Kit: Wedgnetix: 2D and 3D Design

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=447415

The WEDGNETiX construction bars come in four different lengths allowing kids to connect and rotate parts into perfect symmetries and outrageous spatial designs. The WEDGNETiX part can rotate a full 360 degrees off its mating part allowing students to naturally differentiate from 45-degrees to 90-degrees to 180-degrees. WEDGNETiX unlock a student's natural learning skills through the hands on interaction of building both 2D & 3D geometries.

Suitability: Grade 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12 Science, Math, Applied Design, Skills and Technologies.

Maker Kit: Wedgits on Wheels

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=447308

The three dimensional layout of WEDGITS rhombus and eXPANsion parts help to inspire artistic character through open-ended design capability. The nested building block design of WEDGITS provides endless hours of fun while enhancing student's cognitive thinking processes and problem solving skills.

Suitability: Grade 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12 Science, Math, Applied Design, Skills and Technologies.

Maker Kit: Snap Circuits Deluxe: Light & Sound Combo

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=447310

Snap circuits light kit: Connect your ipod or any MP3 player and enjoy your music as the lights change to the beat. The strobe light with spinning patterns provide a variety of visual effects. Build over 350 exciting projects! Contains over 65 parts, and color changing LED. All parts are mounted on plastic modules and snap together with ease. Enjoy hours of educational fun while learning about electronics.

Suitability: Grade 4, 5, 6, 7, 8, 9, 10, 11, 12 Science, Math, Applied Design, Skills and Technologies.

Maker Kit: Snap Circuits Motion

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=447304

Snap Circuits Motion contains over 50 parts and over 165 projects to complete. All motion and physics focused. Experiment with gears ratios using various gears and pulleys. Experiments include: Color changing lighted fan, Air "fountain", Motion Detector and so much more Simple, Fun Projects Let Kids Learn While They Play With its easy-to-follow instructions, Snap Circuits gives your child a hands-on education in how electrical circuits work to run the everyday devices that they're familiar with. They'll also gain valuable lessons in building and in following instructions. The project manual includes large color illustrations and simple directions for each project.

Suitability: Grade 4, 5, 6, 7, 8, 9, 10, 11, 12 Science, Math, Applied Design, Skills and Technologies.

Maker Kit: Cool Circuits

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=447425

Lay down a puzzle card, solve the challenge by making a loop, and watch the board light up! This puzzle emphasizes spatial reasoning and abstract thinking.

Suitability: Grade 3, 4, 5, 6, 7, 8, 9, 10, 11, 12 Science, Math, Applied Design, Skills and Technologies.

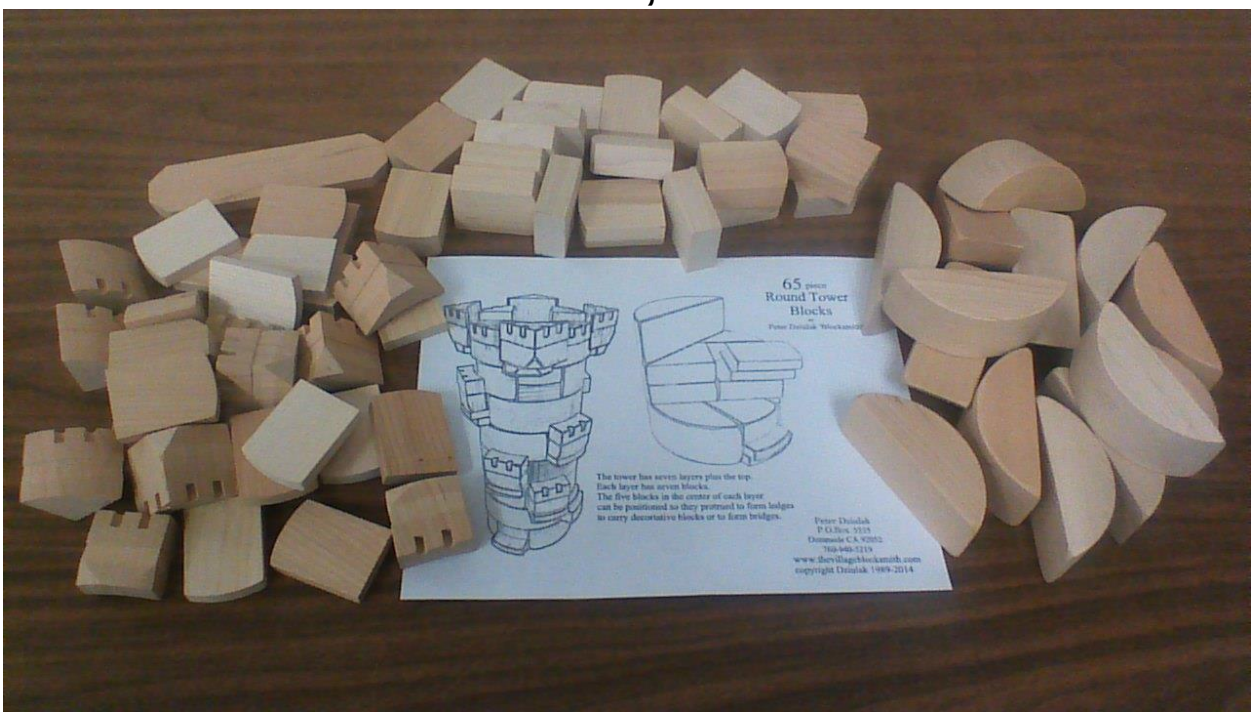
Maker Kit: Castle Building Blocks, Intermediate

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=447203

With gothic arches and balconies, crenulated towers, spires, dormers and sweeping roman arches here is an exquisite inspirational toy that will give you a true sense of achievement and satisfaction with every new creation.

Suitability: Grade 4, 5, 6, 7, 8, 9, 10, 11, 12 Social Studies, Language Arts, Math, Applied Design, Skills and Technology.

Maker Kit: Round Tower Blocks, Intermediate



Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=447194

The tower stands 12 3/8" it has 8 layers with many pieces that can be arranged in a manner to create ledges to carry decorative pieces, or to form bridges.

Suitability: Grade 4, 5, 6, 7, 8, 9, 10, 11, 12 Social Studies, Language Arts, Math, Applied Design, Skills and Technology.

Maker Kit: Cubelets Robot Construction System

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=447266

Inspire a love of learning through play. Cubelets are robot blocks that make it fast and easy to engage students in learning by building robots. There's no wrong way to build with Cubelets, so it is remarkably easy to transform these blocks into brilliant bundles of robotic curiosity.

Suitability: Grade 3, 4, 5, 6, 7, 8, 9, 10, 11, 12 Science, Math, Music, Applied Design, Skills and Technology.

This kit and the activities included were inspired by the Terry James Resource Center and shared with the DLC.

Maker Kit: K’nex: Introduction to Simple Machines: Wheels & Axles and Inclined Planes

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=445271

Bring the excitement of hands-on learning to your next simple machines unit. As part of a series, the K'NEX Education Intro to Simple Machines: Wheels & Axles and Inclined Planes set is designed to introduce students to the scientific concepts associated with two types of Simple Machines - wheels and axles, and inclined planes. Students build, investigate, and evaluate scientific principles in action.

Suitability: Grade 3, 4, 5, 6, 7, 8, 9, 10, 11, 12 Science, Math, Applied Design, Skills and Technologies.

Maker Kit: K’nex: Introduction to Simple Machines: Levers and Pulleys

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=445259

Hands-on learning at its best! The K'NEX Education Intro to Simple Machines: Levers & Pulleys set is designed to introduce students to the scientific concepts associated with two types of Simple Machines - levers and pulleys. Students are provided with the opportunity to acquire skills using a hands-on, inquiry-based approach to information and concepts. Working cooperatively, students are encouraged to interact with each other as they build, investigate, discuss, and evaluate scientific principles in action.

Suitability: Grade 3, 4, 5, 6, 7, 8, 9, 10, 11, 12 Science, Math, Applied Design, Skills and Technologies.

Maker Kit: K’nex: Introduction to Structures: Bridges

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=445270

No more toothpicks and glue! The K'NEX Education Intro to Structures: Bridges set is designed to introduce students to the history, function, structural design, geometry and strength of bridges while providing opportunities for them to acquire skills using a hands-on, inquiry-based approach to information and concepts.

Suitability: Grade 3, 4, 5, 6, 7, 8, 9, 10, 11, 12 Science, Math, Applied Design, Skills and Technologies.

Maker Kit: K’nex: Exploring Wind and Water Energy

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=445140

Go green and bring STEM concepts to life with the K'NEX Exploring Wind & Water Energy Set! Designed to address critical science, technology and engineering concepts in the school classroom and provide instructional models that will enhance students' understanding of these important concepts.

Suitability: Grade 3, 4, 5, 6, 7, 8, 9, 10, 11, 12 Science, Math, Applied Design, Skills and Technologies.

Maker Kit: K’nex: Investigating Solar Energy

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=445174

Go green and bring STEM concepts to life with the K'NEX Investigating Solar Energy Set! Learn how to harness the energy of the sun into electricity to power K'NEX models. Builds three models and Includes 128 K'NEX parts, solar panel and motor. Building instructions and teacher's guide aligned to National STEM Standards included.

Suitability: Grade 3, 4, 5, 6, 7, 8, 9, 10, 11, 12 Science, Math, Applied Design, Skills and Technologies.

Maker Kit: K’nex: Force & Newton’s Laws

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=445152

Off to the races with K'NEX Education! The K'NEX Forces and Newton's Laws Building Set has been designed for students to investigate a variety of concepts related to forces, energy, and motion. These concepts are fashioned around rigorous STEM content and national standards in science, technology, engineering and math.

Suitability: Grade 3, 4, 5, 6, 7, 8, 9, 10, 11, 12 Science, Math, Applied Design, Skills and Technologies.

Maker Kit: Snap Circuits Green: Alternative Energy

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=445016

Have fun learning about new energy sources. Kit provides for over 125 electronics projects to learn about energy sources, environmentally friendly energy and how the electricity in the home works. The educational manual explains all the forms of environmentally friendly energy including geothermal, hydrogen fuel cells, wind, solar, tidal, hydro and others.

Suitability: Grade 3, 4, 5, 6, 8, 9 Science, Applied Design, Skills and Technologies.

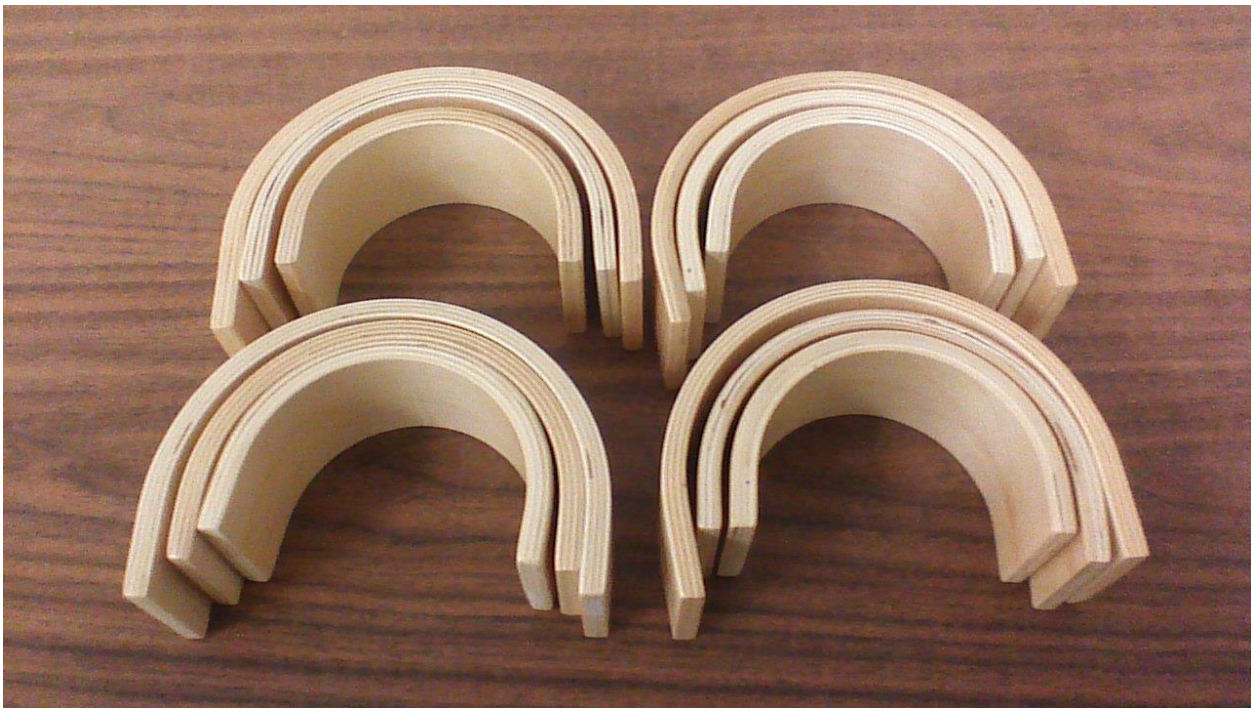
Maker Kit: Snap Circuits Beginner

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=445052

Have fun learning about electronics. Begin your Snap Circuits ® Experience with a wonderful introduction to problem solving, following directions, and the satisfaction of a job well done. Build over 20 exciting projects.

Suitability: Grade 3, 4, 5, 6, 8, 9 Science, Applied Design, Skills and Technologies.

Maker Kit: Arch Blocks



Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=444992

Build tunnels, bridges, archways, and more!

Suitability: Grade K, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12 Science, Math, Applied Design, Skills and Technology.

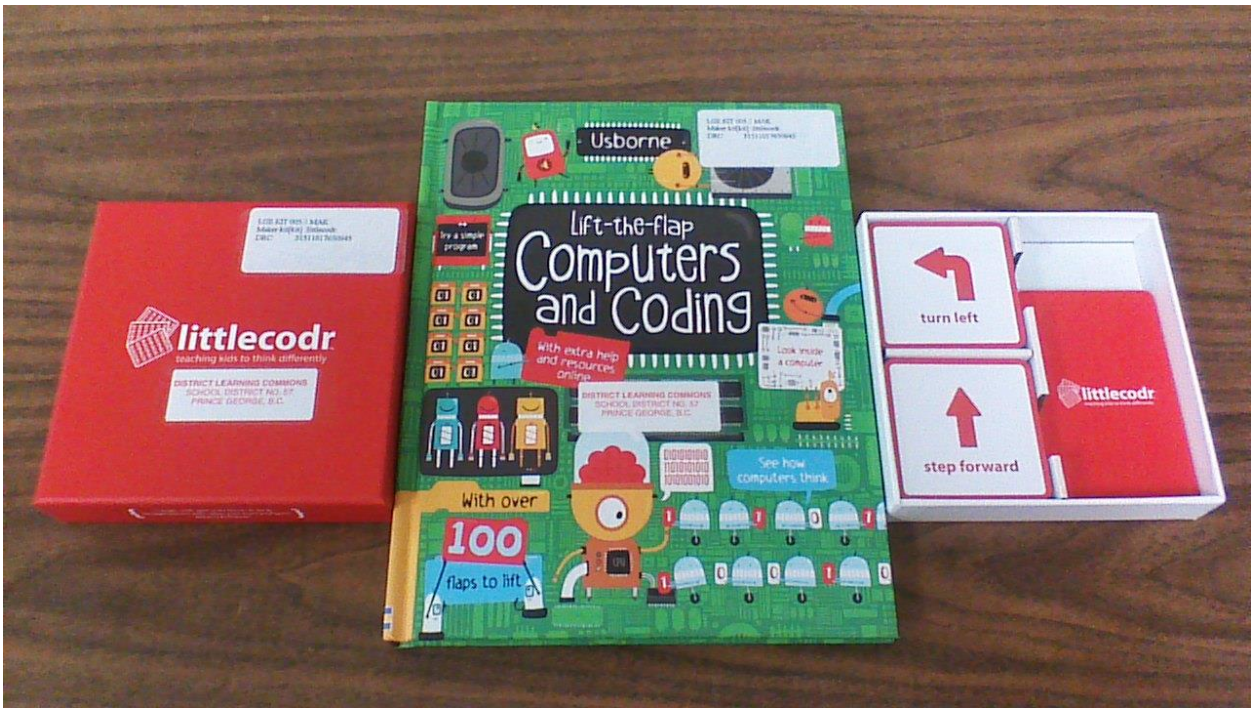
Maker Kit: Architectural Blocks

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=445280

Students will be able to create buildings and innovative structures with this set of hardwood building blocks. Features many different architectural shapes including 3 sizes of arches. Students will learn concepts of balance and stability.

Suitability: Grade K, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12 Science, Math, Social Studies, Language Arts, Applied Design, Skills and Technologies.

Maker Kit: Littlecodr



Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=444989

Littlecodr is a crazy fun card game that helps kids learn the basics of logic and coding! Action cards are used to create paths (writing code) to follow.

Suitability: Grade K, 1, 2, 3, 4, 5, 6 Applied Design, Skills and Technologies, Math.

Maker Kit: Keva Contraptions

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=444993

Young thinkers can build a multitude of ball track structures with this simple stacking plank system. Design ramps, funnels, chutes and crazy contraptions like the Black Hole or the Bounce Plate. No glue, no connectors, just loads of constructive fun!

Suitability: Grade K, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12 Science, Applied Design, Skills and Technologies.

This kit and the activities included were inspired by the Terry James Resource Center and shared with the DLC.

Maker Kit: Snap Circuits: Light and Sound

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=445089

Snap circuits light kit: Connect your ipod or any MP3 player and enjoy your music as the lights change to the beat. The strobe light with spinning patterns provide a variety of visual effects. Follow the colorful pictures in the manual and build over 175 exciting projects. All parts are mounted on plastic modules and snap together with ease. Enjoy hours of educational fun while learning about electronics.

Suitability: Grade 3, 4, 5, 6, 7, 8, 9, 10, 11, 12 Science, Applied Design, Skills and Technologies.

Maker Kit: Sorting Circles

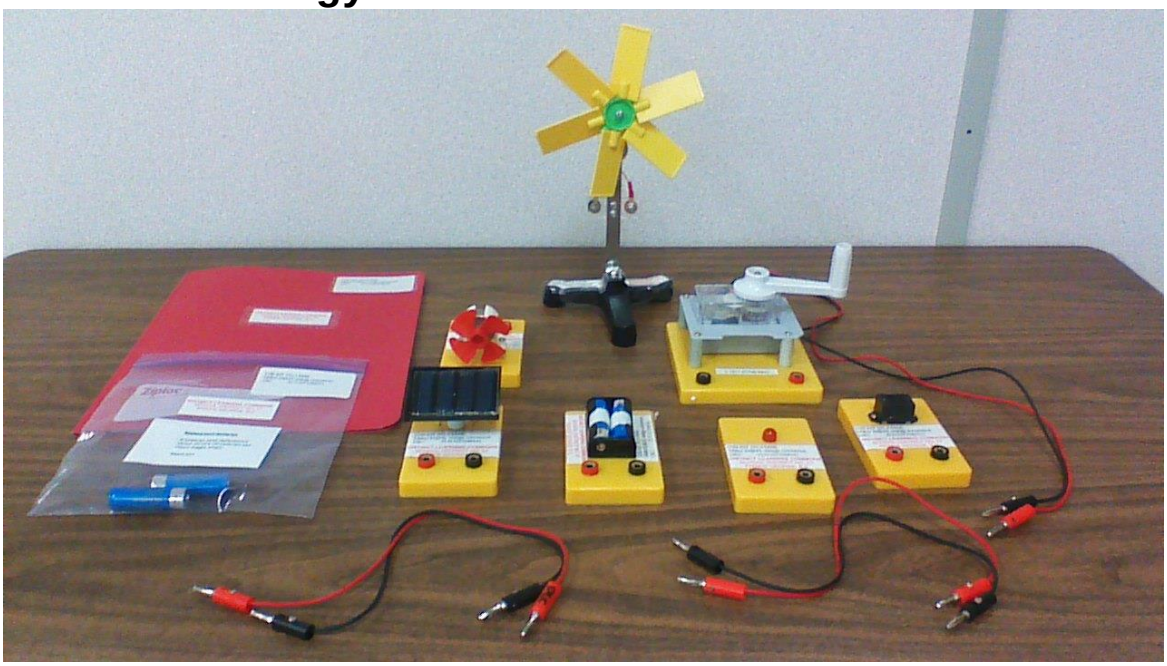
Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=444991

Used for teaching sorting. Some options include sorting materials into different circles, sorting materials into a Venn diagram with two circles, etc.

Suitability: Grade K, 1, 2, 3 Art, Science, Math, Applied Design, Skills and Technology.

This kit and the activities included were inspired by the Terry James Resource Center and shared with the DLC.

Maker Kit: Energy Conversion



Click to book this kit: http://media3.sd57.bc.ca/display/208?t=444834

Demonstrates the conversion between different forms of energy. It includes four devices for generating electrical energy from mechanical motion (hand generator), chemical energy (batteries), light (solar cell) and wind (windmill) and three devices for using electrical energy to generate light (LED) motion (motor) and sound (buzzer).

Suitability: Grade 3, 4, 5, 8, 9 Science.

This kit and the activities included were inspired by the Terry James Resource Center and shared with the DLC.

Maker Kit: Simple Machines

Click to book this kit: http://media3.sd57.bc.ca/display/208?t=444833

LEGO set featuring 8 models that enable students to investigate and understand the operation of simple machines found in everyday life: pulleys, levers, gears, and wheels and axles.

Suitability: Grade K, 1, 2, 3, 4, 5, 6 Science, Math, Applied Design, Skills and Technology.

Maker Kit: Barkless Blocks

Click to book this kit: http://media3.sd57.bc.ca/display/208?t=444846

Suitability: Grade K, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12 Maker Education, Applied Design, Skills and Technologies.

Maker Kit: Magna-Tiles

Click to book this kit: http://media3.sd57.bc.ca/display/208?t=444825

These unique tiles attract on all sides and combinations. A manipulative for spatial problem-solving tasks, logical thinking and math reasoning. Provide stimulus and right-side brain training through creative play and leads from two-dimensional to advanced 3-D thinking patterns.

Suitability: Grade K, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12 Science, Math, Applied Design, Skills and Technology.

This kit and the activities included were inspired by the Terry James Resource Center and shared with the DLC.

Maker Kit: Makey Makey

Click to book this kit: http://media3.sd57.bc.ca/display/208?t=444822

Suitability: Grade 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12 Science, Math, Music, Applied Design, Skills and Technologies.

This kit and the activities included were inspired by the Terry James Resource Center and shared with the DLC.

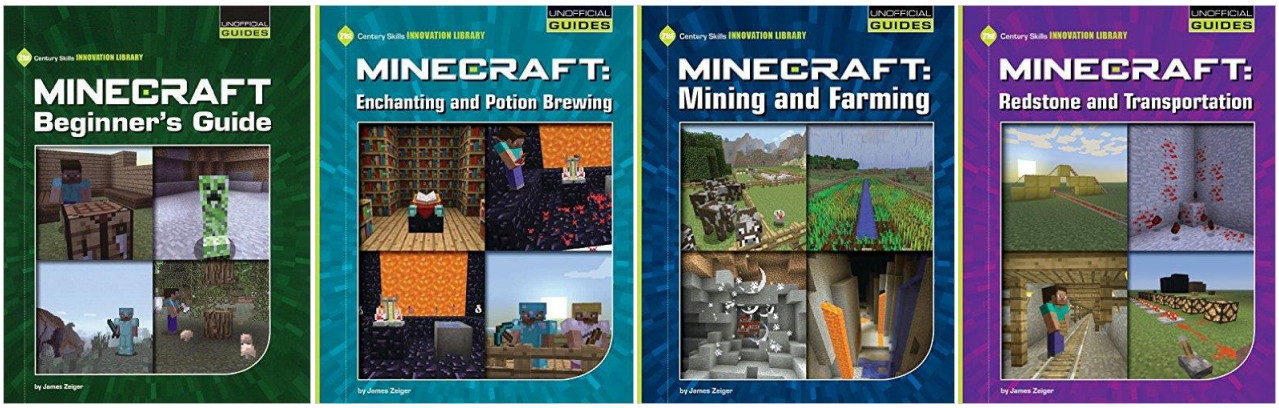
Magformers: Brain Up
192 pieces, 36 cards, 1 idea booklet

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=444260

Magformers believes in the supreme value of creative thinking. Creative thinking is a driving force to solve life's problems, and it's a source of intellectual pleasure. Rooted in this philosophy, Magformers brings forth the joy of experiencing intellectual growth. With the integration of playing and learning, the Fun-Edu Toy creates an opportunity for potential and creative growth.

Suitability: Grade K, 1, 2, 3, 4, 5, 6, 7, 8, 9 Science, Math, Applied Design, Maker Education.

Minecraft



Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=443937

Minecraft is more than just a simple video game. It is also a creative tool that allows players to build and explore their own virtual worlds. Though there is a lot to learn and discover about Minecraft, these guides will turn you into an expert in no time.

Suitability: Grade 4, 5, 6, 7, 8, 9, 10, 11, 12 Science, Applied Skills, Social Studies, Maker Education, Language Arts.

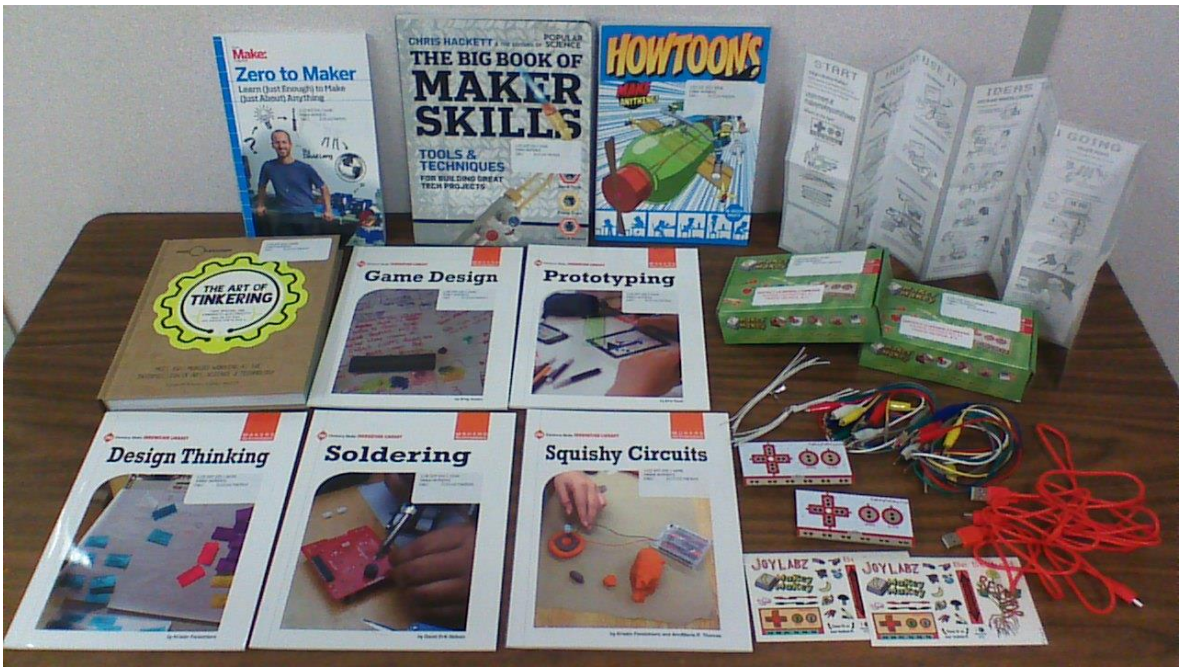
Mindstorms

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=443936

Mindstorms robots are more than just toys. They are adaptable and programmable machines that allow users to explore the world of technology. Though there is a lot to learn and discover about Mindstorms, these guides will turn you into an expert in no time.

Suitability: Grade 4, 5, 6, 7, 8, 9, 10, 11, 12 Science, Applied Skills, Math, Maker Education, Language Arts.

Maker Skills



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Suitability: Grade 5, 6, 7, 8, 9, 10, 11, 12 Science

Textiles Maker Kit

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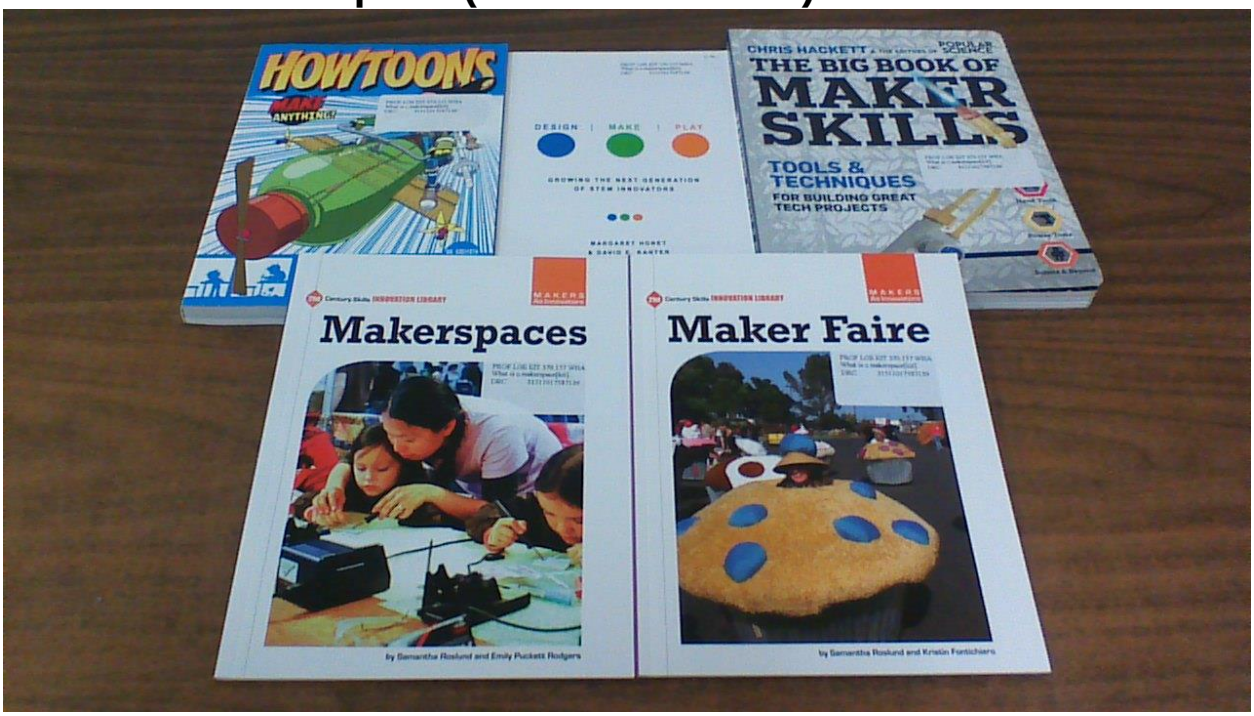
Suitability: Grade 5, 6, 7, 8, 9, 10, 11, 12 Art

What Is a MakerSpace (Professional Kit)



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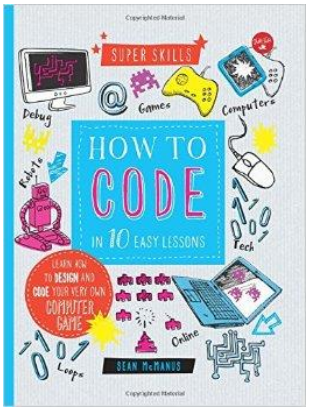
Suitability: Professional

How to Code



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Introduction to learning how to design and code using Logo, Scratch, HTML, JavaScript, and Python.

Suitability: Grade 3, 4, 5, 6, 7, 8, 9, 10, 11, 12 Science, Language Arts.

Maker Education 1

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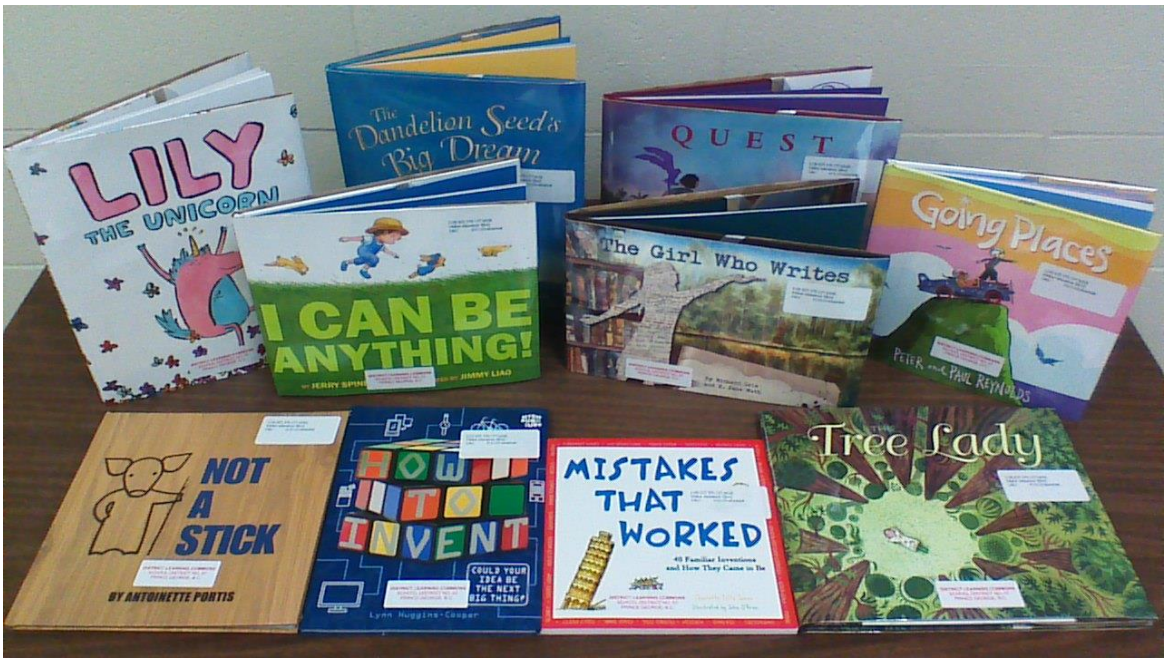
Suitability: Grade 1, 2, 3, 4, 5, 6, 7 Language Arts, Science, Art.

Maker Education 2

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=432566

Suitability: Grade 1, 2, 3, 4, 5, 6, 7 Language Arts, Science, Art.

Maker Education 3



Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=432567

Suitability: Grade 1, 2, 3, 4, 5, 6, 7 Language Arts, Science, Art.

Maker Education 4

Click to view contents and book this kit: http://media3.sd57.bc.ca/display/208?t=439365

Suitability: Grade 1, 2, 3, 4, 5, 6, 7 Language Arts, Science, Art.

Go to www.dlc.sd57.bc.ca to find resources available at the District Learning Commons. Click on DLC Bookings to book your resources online or contact the Circulation Department of the District Learning Commons to book any resources.

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