

2022-23 STEM TRUNK PROGRAM

Presented by the DuPage ROE STEM Squad.

- DuPage districts or schools may schedule Trunk loans for up to two weeks at a time.
- Loans are finalized on a first come, first served basis.
- Trunks are equipped with necessary supplies and most come with activity or teacher guides. Electronic devices for apps are not included.
- Delivery and pick up of Trunks is arranged and completed by a STEM Team member.
- Additional time and care will be taken between loans to ensure the health and safety of users.
- Email Mary Biniewicz for more information and to schedule, mbiniewicz@dupageroe.org.

24 Game – Double Digits

Grades 2 - 12

Students will add, subtract, multiply or divide the numbers on the selected card to make the number 24, using only once the numbers on the card.



Circuit Mazes

Grades 2 - 12

Students create electrical circuits that light up designated beacons as they practice and develop logical reasoning and learn basic principles related to circuits and electrical currents.



Cubelets

Grades PreK - 12

Combine 3 types of pre-programmed, color-coded modular blocks to learn computational thinking, creative problem solving, and design thinking while making a robot.



Earthquake Technologies

Grades 2 - 8

Students, working individually or in teams, assume the role of engineers as they create and improve their building designs to make them more earthquake resistant.



Gravity Maze

Grades 2 - 12

Students build reasoning and visual perception skills as they use challenge cards to design towers and create gravity-powered paths for marbles to reach the target.



KEVA Planks

Grades PreK - 12

Use wooden blocks to create art, Rube Goldberg style ball-runs, towers, bridges, cantilevers, and more while learning and applying principles of design, measurement, patterns, and dimensions.



Laser Mazes

Grades 2 - 12

Students use mirrors and beam-splitters to direct the laser through mazes to light the target. Activities help students to strengthen logical thinking, problem solving, and inferencing skills.

Caution students to never look directly into the lasers.



SET Dice

Grades 1 - 8

Use dice to make a set of the same shape, number, or color, or three dice that are all different. Play the games included or students can create their own!



Shape-Ometry

Grades 1 - 12

Through hands-on work, students build key skills, strategies, and mathematical understanding as they complete guided challenges.



Snap Circuits – Green Energy

Grades 2 - 12

Students learn electronics and explore topics such as electric cars, windmills, and hand-generated power as they complete projects.



Snap Circuits – Light

Grades 2 - 12

Use various electrical components to create light and sound effects. Over 175 projects are included in the booklet, or students can create their own.



Weird and Wacky Contraptions

Grades 2 - 12

Learn physics, problem solving, and troubleshooting principles and approaches as they build Rube Goldberg type designs.

