

2023-24 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; many 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

Suggested Grades: 4 - 12

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



Buildzi

Suggested Grades: 1 - 12

Use this stacking game 7 different ways to build towers while developing STEM skills and team building.



Circuit Maze

Suggested Grades 2 - 12

Create electrical circuits that light up beacons and develop reasoning skills while learning principles related to circuits and electricity.



Cubelets

Suggested Grades PreK - 12

Combine pre-programmed, modular blocks to make a robot. Emphasizes computational thinking, problem solving, and design thinking.



Earthquake Technologies

Suggested Grades 2 - 8

Work individually or in teams to assume the role of engineers to create and improve building designs to make them more earthquake resistant.



Gravity Maze

Suggested Grades 2 - 12

Use reasoning and visual perception skills to design towers and create gravity-powered paths for marbles to reach the target.



KEVA Planks

Suggested Grades K - 12

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



Laser Maze

Suggested Grades 2 - 12

Direct the laser through mazes to reach the target. Strengthens thinking, problem solving and inferencing skills. **Caution when using laser.**



Match Madness

Suggested Grades K - 12

Outpace and outsmart your opponents by being the first to create the pattern on the card. Other game ideas included.



SET Dice

Suggested Grades 1 - 8

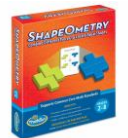
Use dice to make sets of shapes, numbers, or colors, or dice that are all different. Play the games included or create your own!



Shape-Ometry

Suggested Grades 1 - 12

Build skills, strategies, and mathematical understanding while completing guided challenges.



Snap Circuits – Green Energy

Suggested Grades 2 - 12

Learn electronics and explore topics related to alternative energy as you complete projects.



Snap Circuits – Light

Suggested Grades 2 - 12

Use various components to create light and sound effects using the projects in the booklet or create your own.



Tenzi

Suggested Grades 1 - 12

Each player rolls their ten dice until all one or more players gets all their dice on the same number.



Turing Tumble

Suggested Grades 2 - 12

Players build mechanical computers powered by marbles to solve logic puzzles.



Most of the titles are linked to sites that include additional explanations or rules of play.