

2024-25 STEM TRUNK PROGRAM

- DuPage districts or schools may borrow Trunks for up to two weeks, on a first come, first served basis.
- Delivery and pick up of Trunks is arranged and completed by a STEM Team member.
- Trunks are equipped with all necessary supplies; many come with activity or teacher guides. Electronic devices are not included.
- Email Mary Biniewicz for more information and to schedule, mbiniewicz@dupageroe.org.

24 Game – Double Digits

Suggested for 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.



Blokus

Suggested for Grades 2 - 12

Place as many of your pieces on the board while blocking other players. A game of strategy!



Buildzi

Suggested for Grades: 1 - 12

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



Circuit Maze

Suggested for Grades 2 - 12

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



Cubelets

Suggested for Grades PreK - 12

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



Earthquake Technologies

Suggested for 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 for 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 for Grades K - 12

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



Laser Maze

Suggested for Grades 2 - 12

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



Underlined titles are linked to sites with additional explanations or rules of play.

Light It Up!

Suggested for Grades 4 - 8

Light can be complex, but fascinating. Explore reflection, refraction, and diffraction and be prepared to be illuminated!



Match Madness

Suggested for 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 for 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 for Grades 1 - 12

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



Snap Circuits – Green Energy

Suggested for Grades 2 - 12

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



Snap Circuits – Light

Suggested for Grades 2 - 12

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



Take It Outside

Suggested for Grades K - 12

Take your students outside to explore and work in an outdoor environment to study our natural world, close up.



Tenzi

Suggested for 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 for Grades 2 - 12

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



Water Quality Testing

Suggested for Grades 5 - 12

Availability of clean, fresh water is a contemporary and cross-curricular issue. Use this trunk to test for 7 substances typically found in water. First-time users, we will schedule an introductory session to demonstrate various applications.

