

# 2026-27 STEM TRUNK PROGRAM

#DuPageROESTEMSquad

- 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 Squad member.
- There is NO Cost to the schools for this service.

- Trunks are equipped with necessary supplies including activity and teacher guides. Electronic devices, if required, are not included.
- Email Michael Heinz for more information and to schedule, [mheinz@dupageroe.org](mailto:mheinz@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!



## BoxLox

### Suggested for Grades 2 – 12

The Engineering Design Process is at the heart of this activity. Plastic clips of different colors and shapes are used to connect cardboard pieces. Challenges, directions and materials can be adjusted to grade levels.



## 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 marble to reach the target.



## K.E.V.A. 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 3 - 12

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



## 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.



## Match Madness Junior

### Suggested for Grades K - 2

Develop observation, dexterity, and logic as patterns are recreated.



## RVR+ Robot

### Suggested for Grades 6-12

Tackle challenges with block-based coding in the [Sphero Edu app](#) and move to text programming. Connect with third-party hardware for mobile robotics and activities.



## 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.



## 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.

