



Accessibility and Supportive Learning Collection Inventory



Alpha-Sketch Light-Up Center

Use this light-up center to trace letters and cute corresponding images. Children practice printing skills, boost letter recognition, and explore letter sounds!

Recommended Age 4-7 yrs.

(1 available)

Answer Buzzers

Get students actively engaged as you assess them! "Game show buzzers" turn any lesson into a game. 4 buzzers.

Recommended Age 3-12

(1 available)



Bare Conductive Flashing Card Activity Pack Robot Parade

An engaging group activity for people of all ages to learn how electricity flows through circuits with Bare Conductive's Electric Paint.

Recommended All Ages

(1 available)

Big Trucks and Diggers: Matching Game

A classic matching card game featuring Cat trucks and diggers, as well as construction equipment and signs. It's a high-quality, skill-building game that's sure to please fans of big machines!

Recommended Age 3 yrs. and Up

(1 available)



Blocks & Blueprints Learning Center

Children use blueprints to re-create 20 different designs using wooden blocks. Children get practice with spatial reasoning, building 3-D structures, early STEM skills, and more!

Recommended Age 3-8 yrs.

(1 available)

Botley 2.0: The Coding Robot

Botley 2.0 helps kids learn to code through 100% screen-free play. Kids can code him to move in six directions, play music, and even put on a light show!

Recommended Age 5-10 yrs.

(1 available)





Brackitz

Brackitz opens up a world of discovery and “Aha!” learning with planks and connecting hubs that spark imagination and creativity.

Recommended Age 6-14 yrs.

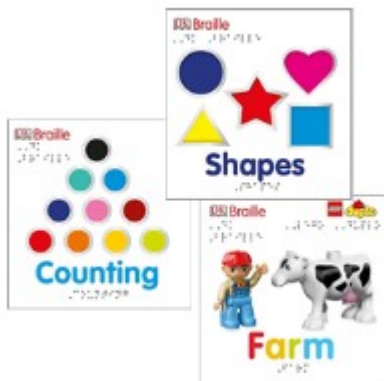
(1 available)

Braille Alphabet and Number Blocks

Blocks debossed with braille letters and numbers and their font equivalents. These blocks are hand-crafted and made to teach children how to use Braille to communicate.

Recommended Age 2 yrs. and Up

(2 available)



Braille Board Book Kit

3 tactile books for readers with sight-loss to share with their families: Shapes, Counting, and LEGO DUPLO Farm!

Recommended Age 2-5 yrs.

(2 available)

Braille Card Game Kit

1 deck of UNO cards with easily readable Braille dots on every card, and 1 deck of traditional playing cards with Braille on two corners in a hard-plastic case.

No Recommended Age

(2 available)





Braille Numbers and Alphabet Kit

Includes three games: a Braille alphabet set with both upper case and lowercase letters, a Braille number set with numerals and impressed leaf illustrations, and textured number cards for tracing.

Recommended Age 2 yrs. and up

(2 available)

Braille Sudoku Puzzle Kit

Includes wooden playing board with braille number tiles and a book of puzzles and solutions. This game is ingeniously designed for ease of play tactically.

Recommended Age 8 yrs. and up

(2 available)



Brain Flakes: Interlocking Construction Discs

Brain Flakes multi-colored construction discs teach children spatial reasoning and engineering. Pieces easily click together and pull apart.

Recommended Age 5 yrs. and up

(1 available)

Brain Flakes: Interlocking Construction Discs— Build 'n' Build Set

Brain Flakes multi-colored construction discs teach children spatial reasoning and engineering. Pieces easily click together and pull apart.

Recommended Age 5 yrs. and up

(1 available)



Bugs Building Family Game

Pile up the bugs to form a tower, making sure each layer contains bugs of 3 different colors, then roll the dice to determine which bug to pull.

Recommended Age 3 yrs. and up

(1 available)

Building Fluency Card Bank

80 cards divided into 10 different reading levels with fiction, nonfiction, and poetry passages. Children use the timers and checklists to monitor their progress and build skills step by step!

Recommended Age 9-11 yrs.

(1 available)



Busy Bodies — Gross Motor Exercise Cards

Develop and practice gross motor movements with bright exercise cards. Each card is printed on the front with a photographic action pose and on the back with illustrated instructions.

Recommended Age 2-10 yrs.

(1 available)



C-Pen Reader Pen

ReaderPen is a convenient portable tool to support independent reading and literacy. Scan text with this state-of-the-art device to have words read out with natural speaking voices and defined with highest tier dictionaries in an instant. ReaderPen also features a voice recorder and supports to store scanned text.

Recommended Age 6 yrs. and Up

(1 available)

Cardboard Creator Tool Kit

A kit packed with kid-safe tools and reusable hardware — so you can transform ordinary cardboard into a car, robot, rocket, and much more.

Recommended Age 4 yrs. and Up

(5 available)

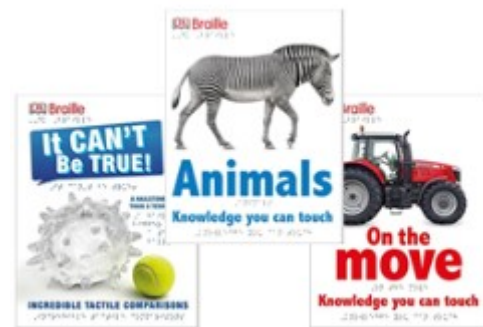


Children's Braille Book Kit

Three tactile books that teach visually impaired readers about the world around us: It Can't Be True!, Animals, and On the Move.

Recommended Age 7-12 yrs.

(2 available)



Coding & Robotics: STEM Experiment Kit

Kids will have fun building Sammy, the peanut butter and jelly sandwich robot or five other robots, each with their own series of model-building, coding challenges and lessons. Teaches fundamental coding, mechanical engineering, and problem solving skills through a series of building and coding lessons.

Recommended Age 4-8 yrs.

(1 available)



Coding Critters: Rumble and Bumble

Meet the Coding Critters, Rumble and Bumble! These interactive pets introduce preschoolers to critical thinking, problem solving, and other STEM skills with the help of a fun play set, storybook coding adventures, and two interactive modes filled with sound, motion, and music.

Recommended Age 4 yrs. and up

(1 available)



Coding Critters: Scamper and Sneaker

Meet the Coding Critters, Scamper and Sneaker! These interactive pets introduce preschoolers to critical thinking, problem solving, and other STEM skills with the help of a fun play set, storybook coding adventures, and two interactive modes filled with sound, motion, and music.



Recommended Age 4 yrs. and up

(1 available)



Crazy Legs Board Game

Each space on the game board represents a new level of challenge that's fun for kids and adults alike. Encourages energized, physical movement.

Recommended Age 4 yrs. and Up

(1 available)

Create-A-Chain Reaction STEM Kit — Master Set

Students create courses of ramps, pendulums, hammers, switches and more — getting firsthand practice with STEM concepts such as gravity, force, and momentum!



Recommended Age 4-7 yrs.

(1 available)



Create-A-Chain Reaction STEM Kit — Starter Set

Students create courses of ramps, pendulums, hammers, switches and more — getting firsthand practice with STEM concepts such as gravity, force, and momentum!

Recommended Age 4-7 yrs.

(1 available)

Dado Planks

Durable building planks that feature precise notches to engage fine motor and logic skills. Connect and interlock on a whim or carefully plan ahead.

Recommended Age 3 yrs. and Up

(1 available)



Deluxe Roominate

Snap together rooms and create furniture, following the instructions — or your own creativity. Children develop spatial skills, problem solving skills, and confidence in creativity!

Recommended Age 6-12 yrs.

(1 available)

Dimpl Duo

A unique tablet featuring silicone buttons, textured shapes, and words written in Braille that encourages sensory exploration, tactile learning, shape learning, color learning, and reading skills.

Recommended Age 1-3 yrs.

(2 available)



Don't Lose Your Marbles STEM Lab

With this innovative STEM lab, students really become part of the scientific process—as they explore potential & kinetic energy, how angles affect motion, and more...then design, build & evaluate their own roller coasters!

Recommended Age 9-10 yrs.

(2 available)

Easy Electric Circuits

Explore the science of electricity in a fun, hands-on way by building 20 electric circuits and motorized devices. Conduct experiments to learn about many electrical components and physical science principles firsthand.

Recommended Age 8-14 yrs.

(1 available)



Enchroma Glasses — Altavista fitover (Cx3 Outdoor Adult)

EnChroma Altavista is a fitover wrap-around frame that delivers superior coverage and clear, vibrant color for those with most types of color blindness. Altavista fitover glasses are designed to be conveniently worn over prescription glasses.

Recommended Age 18+ yrs.

(4 available)



Enchroma Glasses — Colby (Cx3 Outdoor Ages 10+)

EnChroma Colby Cx3 Sun is a classic frame with Cx3 Sun lenses to deliver clear, bright color and 100% UV protection for those with most types of red-green color blindness. Designed for children 10 and up, this frame also fits narrow adult faces.

Recommended Age 10+ yrs.

(2 available)



Enchroma Glasses — Ventura (Cx3 Outdoor Adult)

EnChroma Ventura Cx3 Sun is a versatile classic frame with a generous lens engineered to deliver clear, vibrant color for those with most types of red-green color blindness. 100% UV protection.

Recommended Age 18+ yrs.

(2 available)



Enchroma Glasses — Altavista fitover (Cx1 Indoor Adult)

EnChroma Altavista is our fitover wrap-around frame that delivers superior coverage and clear, vibrant color for those with most types of color blindness. Altavista fitover glasses are designed to be conveniently worn over prescription glasses.

Recommended Age 18+ yrs.

(4 available)



Enchroma Glasses — Colby (Cx1 Indoor DT Lens Ages 10+)

EnChroma Colby Cx1 is designed for children ages 10 and up. Embedded rubber nose pads and high quality hinges offer a secure, comfortable fit. Engineered to improve color vision, these EnChroma Colby glasses are available with our 100% UV absorbing indoor lenses. Also fits most adults.

Recommended Age 10+ yrs.

(3 available)



Enchroma Glasses — Grayson (Cx1 Indoor DT Lens Adult)

EnChroma Grayson is a sophisticated, classically square frame fitted with Cx1 Indoor DT color blind lenses for mild, moderate, and strong deuterans and intended for indoor lighting conditions.

Recommended Age 18+ yrs.

(3 available)



Engineer-A-Coaster Activity Kit

Through trial and error, students learn how the track position affects the disk — as it rolls and falls from track to track and into the goal box! Develops skills in understanding speed and momentum, force and motion, angles and trajectories, and size.

Recommended Age 3-8 yrs.

(1 available)



Engineering Makerspace: Geared-Up Gadgets

Build five fun gadgets, including a rescue chopper, aircraft launcher, hand mixer, spinner toy, and centripetal force machine. Learn about gears and transmissions. Design and build your own models with limitless building possibilities

Recommended Age 6 yrs. and up

(1 available)

Engineering Makerspace: Kinetic Machines

Make five awesome machines, including a desert racer, motorcycle & launcher, catapult, wind mobile, and balancing dragonfly. Learn about the physics of force, motion, and energy. Design and build your own models with limitless building possibilities.

Recommended Age 6 yrs. and up

(1 available)



Fairy Tales Problem Solving Kit: Rapunzel

Kids use STEM skills to help Rapunzel! Perfect for building problem-solving skills, the kit includes a story card that presents a dilemma for kids to solve. Children have to plan, create and test solutions to help a prince scale a tower to rescue Rapunzel.

Recommended Age 3-6 yrs.

(1 available)



Famous Inventors Problem Solving Kit — Alexander Graham Bell

Kids read about Alexander Graham Bell and plan, build, and test a working telephone system, sharpening their problem solving skills and discovering the thrill of invention!

Recommended Age 9-10 yrs.

(1 available)



Famous Inventors Problem Solving Kit — Samuel Morse

Kids read about Samuel Morse and plan, build, and test a working telegraph, sharpening their problem solving skills and discovering the thrill of invention!

Recommended Age 9-10 yrs.

(1 available)





Famous Inventors Problem Solving Kit — Thomas Edison

Kids read about Thomas Edison and plan, build, and test a working motion-picture viewer, sharpening their problem solving skills and discovering the thrill of invention!

Recommended Age 9-10 yrs.

(1 available)

Feed-The-Monkey Fine Motor Game

Kids build fine motor control, develop eye/hand coordination and more... as they help a hungry monkey gobble up treats! Kids use big, fun-to-use tweezers designed just for little hands to grab pretend bananas and drop them into the monkey's mouth.

Recommended Age 3-5 yrs.

(1 available)



Fishing for Sight-Words — Level 1

Children use a magnetic fishing pole to “catch” fish that are printed with a common sight-word. They’ll improve sight-word recognition as they play!

Recommended Age 4-6 yrs.

(1 available)



Following Directions Building Set

Children create everything from animals to automobiles, with 80 chunky connector pieces that fit together easily. 24 cards have simple illustrated instructions and progress in difficulty to keep children challenged.

Recommended Age 4 yrs. and Up

(1 available)

Following Directions Building Set Level 2

Children create everything from a butterfly to a submarine, challenging their motor ability, pattern perception, form perception, and ability to follow direction.

Recommended Age 4 yrs. and Up

(1 available)



Gear Builders: Class Set

Children create, arrange and explore the motion of gears with these fascinating builders!

Recommended Age 3 yrs. and Up

(1 available)



Gear Builders: Starter Set

Children create, arrange and explore the motion of gears with these fascinating builders!

Recommended Age 3 yrs. and Up

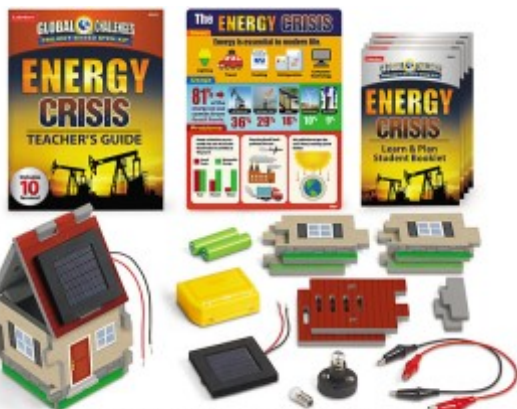
(1 available)

Giant Sentence Building Cubes

Super-size cubes are color-coded by part of speech, featuring nouns, verbs, adjectives, punctuation marks, and more. Students simply arrange the cubes to build logical or silly sentences!

Recommended Age 6-8 yrs.

(1 available)



Global Challenges Project-Based STEM Kit: Energy Crisis

Students combat the energy crisis by using STEM skills to explore alternatives to fossil fuels! The kit includes booklets and materials to create a solar panel system that collects, stores, and uses solar energy.

Recommended Age 8-10 yrs.

(1 available)

Global Challenges Project-Based STEM Kit: Water Shortage

Students combat the water shortage crisis by using STEM skills to turn saltwater into clean freshwater! This kit includes booklets and materials to create a working solar still to desalinate water.

Recommended Age 8-10 yrs.

(1 available)



GoldieBlox and the Builder's Survival Kit

Designed like a fun, imaginative play story, yet packed with all kinds of educational aspects, GoldieBlox and the Builder's Survival Kit gets kids building, learning, problem-solving, and exploring all on their own.

Recommended Age 7-12 yrs.

(1 available)

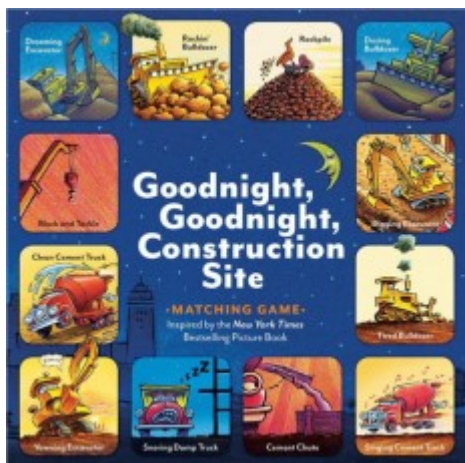
Goldilocks & the Three Bears Problem Solving STEM Kit

Kids engineer a happy fairy tale ending—as they build a chair even Goldilocks can't break! This kit helps children discover the STEM in one of their favorite fairy tales.

Recommended Age 3-6 yrs.

(1 available)





Goodnight, Goodnight, Construction Site Matching Game

Helps kids develop memory, concentration and matching skills with fully illustrated cards featuring images from a busy construction site.

Recommended Age 3-6 yrs.

(1 available)

Hands-On Number Grid

Children match a numbered cube to a number on the jumbo grid, getting hands-on practice counting up to 100! The cubes are color-coded by evens, odds, and multiples of 5, with numbers on two sides, so kids can practice counting, skip-counting, and more!

Recommended Age 4-6 yrs.

(1 available)



Intro to Engineering: Science Kit

Intro to Engineering welcomes young children to the field of engineering with 21 experiments and building projects in five sections. Engaging hands-on activities show how engineers apply their scientific and technical knowledge to design machines and devices.

Recommended Age 5 yrs. and up

(1 available)

John Henry Problem Solving STEM Kit

Kids explore the legend of John Henry—then build a working conveyor belt to help him race a steam-powered drill! This kit helps kids discover the STEM in a classic folk tale.

Recommended Age 7-8 yrs.

(1 available)



Johnny Appleseed Problem Solving STEM Kit

Kids explore the legend of Johnny Appleseed—then design a fence shaped to hold the most apple trees! This kit helps kids discover the STEM in a classic folk tale.

Recommended Age 7-8 yrs.

(1 available)

Jumbo Magnetic Building Tiles

These gigantic translucent tiles invite kids to build structures as big as they can imagine! The pieces have super-strong magnets safely built right in, so they stick together on every side and from any angle—for limitless building possibilities.

Recommended Age 3-6 yrs.

(1 available)



KEVA Balls

KEVA teaches a basic understanding of physics and engineering concepts. Physically handling the blocks builds a fundamental understanding of quantities, equality, geometry, balance and design.

Recommended Age 5 yrs. and Up

(2 available)



KEVA Planks

KEVA teaches a basic understanding of physics and engineering concepts. Physically handling the blocks builds a fundamental understanding of quantities, equality, geometry, balance and design.

Recommended Age 5 yrs. and Up

(8 available)

Ladybug Number Match

Kids count up the dots on a ladybug — then find the leaf with the matching numeral from 1 to 10. Each leaf has a self-correcting peg that only fits the matching ladybug, perfect for independent counting practice.

Recommended Age 18 mos. - 4 yrs.

(1 available)





Learning Braille Kit

SENSEsational Alphabet Flashcards, a set of 26 Braille alphabet tiles, and a Braille learning frame with letters and numbers, all to help your child learn Braille.

Recommended Age 2 yrs. and Up

(2 available)

Let's Get Moving! Activity Mats

Children skip, squat and stretch their way to coordination and physical fitness—with fun activity mats that are sure to get the whole class moving!

Recommended Age 3-7 yrs.

(1 available)



Let's Talk Cubes

Get kids talking, sharing, and learning with the Let's Talk! Cubes. This set of 6 cubes features engaging prompts targeting topics related to social-emotional learning (SEL).

Recommended Age 5-10 yrs.

(1 available)



Linking Cubes

These durable plastic cubes link together any way kids like! Develops skills in counting, comparing, sorting, patterning, number sense, place value and simple operations.

Recommended Age 3-8 yrs.

(2 available)

littleBits Base Kit

Make circuits in seconds with the littleBits Base kit-- no soldering, programming or wiring required. This collection includes 10 color-coded Bits modules that snap together with magnets to create larger circuits.

Recommended Age 8 yrs. and Up

(2 available)



Magnetic Word Building Board : Blends

Students learn to identify blends as they practice building dozens of words — sound by sound! Includes picture magnets with familiar, everyday images, plus phonics magnets with the targeted sounds highlighted.

Recommended Age 6-7 yrs.

(1 available)

Magnetic Word Building Board: Digraphs

Students learn to identify digraphs as they practice building dozens of words — sound by sound! Includes picture magnets with familiar, everyday images, plus phonics magnets with the targeted sounds highlighted.

Recommended Age 6-7 yrs.

(1 available)



Magnetic Word Building Board: Long Vowels

Students learn to identify long vowels as they practice building dozens of words — sound by sound! Includes picture magnets with familiar, everyday images, plus phonics magnets with the targeted sounds highlighted.

Recommended Age 6-7 yrs.

(1 available)



Magnetic Word Building Board: Short Vowels

Students learn to identify short vowels as they practice building dozens of words — sound by sound! Includes picture magnets with familiar, everyday images, plus phonics magnets with the targeted sounds highlighted.

Recommended Age 5-7 yrs.

(1 available)





Magnets — STEM Science Station

Children use magnets to push cars up a ramp, move a magnetic mouse through a maze and more—as they learn all about magnetism and magnetic fields! This innovative STEM science station encourages children to learn about magnetism through hands-on exploration.

Recommended Age 4-6 yrs.

(1 available)

MaKey MaKey Deluxe Kit

Using the MaKey MaKey, you can make *anything into a *key (get it?) just by connecting a few alligator clips. The MaKey MaKey is an invention kit that tricks your computer into thinking that almost anything is a keyboard.

No Recommended Age

(2 available)



Math Brain Electronic Games

A handheld game console featuring timed math drills that gradually progress in difficulty, giving kids tons of practice with addition, subtraction, multiplication, division, fractions and decimals.

Recommended Age 6-10 yrs.

(1 available)



MathLink Cubes

These stackable cubes are easy for little hands to connect and twist apart. Great for counting to 100 by ones and tens, grouping, and one-to-one correspondence.

Recommended Age 5-9 yrs.

(1 available)

Mech-5: Mechanical Coding Robot

This mission-based, entry level STEM coding robot encourages children to think while also developing their problem-solving and troubleshooting skills when faced with different tasks and difficulties. Engage in the coding world and beyond by challenging yourself with your very first coding robot.

Recommended Age 10 yrs. and up

(1 available)



Motion — STEM Science Station

Students get a hands-on understanding of objects in motion—as they race carts down ramps, launch “bugs” toward a target and more! This innovative STEM science station encourages children to learn about motion through hands-on exploration.

Recommended Age 4-6 yrs.

(1 available)

The Mystery Box

A durable box with large hand openings covered by soft vinyl, so kids can feel, match, and compare the objects inside by touch alone. They increase tactile awareness, vocabulary, memory, and communication skills.

Recommended Age 3-6 yrs.

(1 available)



Outdoor Ramps Exploration Set

Kids simply create a series of ramps and pathways...then watch how their designs affect the way balls, sand, water and more travel down each ramp!

Recommended Age 3-6 yrs

(1 available)

Ozobot Bit

Bit—the unbelievably small, smart robot—builds both creativity and computer programming skills to integrate the right and left brain. Kids learn to control Bit by drawing simple codes with markers and paper, then advance through hours of fun games, brain teasers, and STEM activities.

No Recommended Age

(1 available)





Paul Bunyan Problem Solving STEM Kit

Kids explore the legend of Paul Bunyan—then design a wagon to carry his heavy knapsack! This kit helps kids discover the STEM in a classic folk tale—inspiring them to use hands-on materials to design, build and test a working wagon...then improve their design like real engineers!

Recommended Age 7-8 yrs.

(1 available)

Phonemic Awareness — Folder Game

Kids select a game and the corresponding pouch of game pieces, then just follow the picture instructions for tons of skill-building fun. They get hands-on, independent practice with beginning sounds, rhyming sounds, syllable counting, and more!

Recommended Age 4-5 yrs.

(1 available)



Phonics Flip Books

These easy-to-use flip books each focus on a specific spelling pattern. Students flip the pages to create 6 to 8 simple words that share the same sound — and build reading and decoding skills as they go!

Recommended Age 6-8 yrs.

(1 available)



Physics Solar Workshop

By building five awesome models and conducting experiments with them, you will learn how solar cells transform light into electrical energy, and how motors and mechanical devices can optimize the work done by this energy. Assemble 5 models & 10 experiments including: a helicopter, solar-bot, moon rover, stag beetle, and praying mantis.

Recommended Age 8 yrs. and up

(1 available)

Play-Along Baby Band

These 5 toddler-safe instruments are easy for little hands to jingle, clap, shake and drum. Plus, the CD features 6 upbeat songs that are fun to follow along with—helping little ones build fine motor and listening skills while they develop a lifelong love of music!

Recommended Age 6-8 yrs.

(1 available)



Pocketalk Classic Translator Kit

Pocketalk is a two-way translation device with a large touchscreen, noise-cancelling microphones and a powerful speaker. Pocketalk can create connections across 74 different languages. It even picks up localized dialects and slang! Kit includes a Bluetooth speaker for group interaction.

Recommended Age 10 yrs and Up.

(2 available)



Power Tiles Circuit Kit — Master Set

Introduce 21st-century skills like electronics and robotics, as students design and build with these action-filled circuits. Interchangeable circuit tiles snap together, letting children experiment with light, sound, motion, and more.

Recommended Age 6-10 yrs.

(1 available)



Reading Comprehension Cubes

Liven up your reading discussion with these foam cubes that have comprehension questions on each side.

Recommended Age 6-12 yrs.

(1 available)

Remote-Control Gear-Bot

Roll out the adventures with a real-moving robot kids design themselves! Kids connect any combination of gears, claws, heads and more to a motorized base, and use the remote to direct their mighty robot.

Recommended Age 4-10 yrs.

(1 available)





Rubbabu Special Alphabet Set

Fuzzy, squishy and soft tiles with A-Z embossed on them in both Braille and the English alphabet. The simple design promotes imaginative play and encourages kids to grasp, push, and move!

Recommended Age Birth and Up

(2 available)

Shape Sorting Turtle

This adorable, turtle-shaped sorter helps little ones build logical thinking skills and eye/hand coordination! Children just fit the hardwood pieces onto 4 chubby pegs to build shape recognition, sorting skills and motor control!

Recommended Age 1-4 yrs.

(1 available)



Sensors Alive: Bring Physics to Life

Use this set's sensor pods to collect information about light, sound, and temperature in your environment, and then use those readings to affect animated creatures. Pairs with an app on a tablet or smartphone.

Recommended Age 8-14 yrs.

(1 available)



Sign Language DVD Kit: Everyday Words, Activities, and Events

3 instructional DVDs to help all members of the family learn ASL, including a vocabulary for holidays and events, signs for everyday life, and sentence structures.

Recommended All Ages

(1 available)

Sign Language Kit: Animals and Shapes

This kit contains three books and 1 videodisc that teach students how to sign animal names, colors, nursery rhymes, and shapes.

Recommended Age 5-8 yrs.

(1 available)



Sign Language Kit: Baby Signing

This kit contains 4 books and 1 videodisc that aid parents in teaching their babies and young children sign language. Babies will be able to use ASL to ask for everyday needs, express love, and identify their family, even before they can verbally speak!

Recommended Age 0-3 yrs.

(1 available)

Sign Language Kit: Everyday Signing

This kit contains 4 books and 1 videodisc that aid students in learning American Sign Language for everyday objects and situations. They'll learn to sign greetings, places, classroom items, objects around the house, adjectives, and more!

No Recommended Age.

(1 available)



Sign Language Kit: Food and Time

This kit contains 4 books and 1 videodisc that aid students in learning American Sign Language for food, time, and weather. They'll learn to sign days of the week, seasons, weather patterns, common food items, and more!

No Recommended Age.

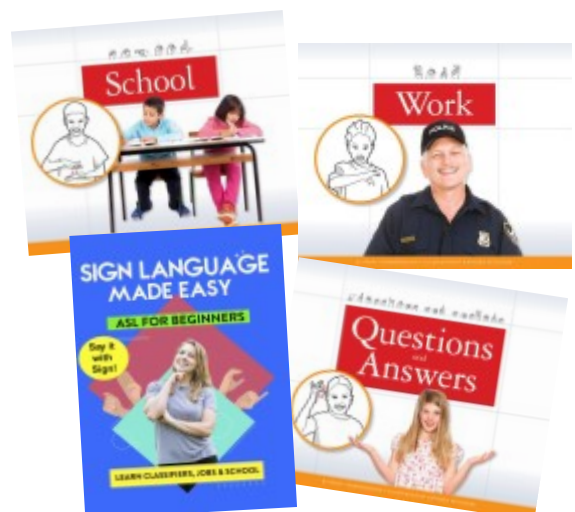
(1 available)

Sign Language Kit: Jobs and School

This kit contains 3 books and 1 videodisc that aid students in learning American Sign Language for school and work. They'll learn to sign basic questions and answers, various occupations, classroom objects, and more!

No Recommended Age.

(1 available)



Sign Language Kit: My First Signs

This kit contains 3 books and 1 videodisc that teach students their first American Sign Language words. They'll learn to sign their ABCs, numbers, colors, grammar, basics, and more!

No Recommended Age.

(1 available)



Sink or Float — STEM Science Station

From making a raft sink to getting a sea star to float, this innovative STEM science station is packed with hands-on experiments that help children explore and understand the science behind buoyancy!

Recommended Age 4-6 yrs.

(1 available)



Snap Circuits Jr.

With this building toy, young engineers can assemble over 100 different electronic circuit projects with just 30+ electronic parts. Kids can construct working models of a photo sensor, a flashing light, an Adjustable-Volume siren and much more!

Recommended Age 8 yrs. and Up

(1 available)





Snap Circuits: Light Projects

This kit shows you what music can do using your voice or finger, an iPhone® smartphone or other device. Watch the visual effects as the lights change to the beat and the spinning patterns of a strobe light. Enjoy hours of educational fun while learning about light and electronics.

Recommended Age 8 yrs. and Up

(1 available)

Space Lander Activity Lab: STEM Science Lab

Kids become part of the scientific process—as they learn all about Newton’s laws of motion and explore how parachutes work...then create their very own space landers!

Recommended Age 9-10 yrs.

(1 available)



Spanish/English Building Language Photo Library

These vocabulary-building cards have full-color photos on front and corresponding Spanish words on back—complete with English translations!

Recommended Age 3-7 yrs.

(1 available)



Super-Fun Marble Run—Master Set

Children simply fit the rugged plastic pieces together to create action-packed marble mazes, complete with dip, drops, hairpin turns and more!

Recommended Age 4-11 yrs.

(1 available)

Tactile Connect 4 and Rummikub The Original With Braille

Tactile Connect Four has holes in one color of the pieces so that those who are Blind or visually impaired can play tactually. Rummikub players score points using their numbered tiles with braille by building rummy sets and runs.

Recommended Age 6 yrs. and Up

(2 available)



Tactile Games Kit

A modified Rubik's Cube with tactile markings for each color, and standard double six dominoes that have raised, tactile, black colored dots.

No Recommended Age

(2 available)

The Three Billy Goats Gruff Problem Solving STEM Kit

Kids engineer a happy fairy tale ending—as they construct a bridge that keeps 3 goats safe from the troll! This kit helps children discover the STEM in one of their favorite fairy tales.

Recommended Age 3-6 yrs.

(1 available)



The Three Little Pigs Problem Solving STEM Kit

Kids engineer a happy fairy tale ending—as they design a house that can't be blown down! This kit helps children discover the STEM in one of their favorite fairy tales.

Recommended Age 3-6 yrs.

(1 available)

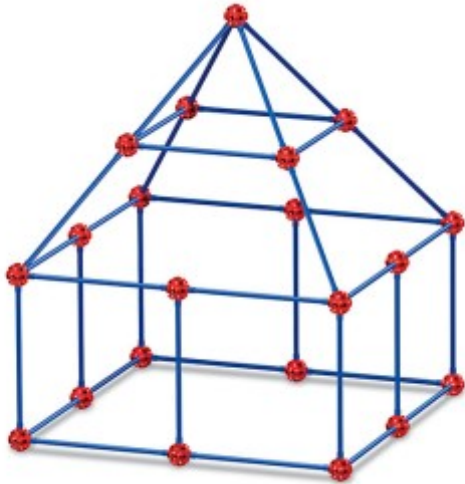
Turn & Learn Magnetic Gears

This incredible building set lets kids put together their own spectacular, spinning show! Children simply stick the gears onto a magnetic surface... fit them together any way they like...then turn one of the built-in handles to set the whole colorful creation in motion!

Recommended Age 3-8 yrs.

(1 available)





The Ultimate Fort Builder

Build the fort of your dreams with these strong, snap-together builders! Just attach the poles to the kid-friendly connectors and cover with a sheet or blanket for hours of fun.

Recommended Age 4-11 yrs.

(5 available)



Video Mag HD

A durable, kid-friendly, handheld video magnifier. Provides crystal-clear full-color images by magnifying whatever appears under its auto-focus HD camera by 2x to 13x.

No Recommended Age

(1 available)

Visual Explorers

These durable plastic frames contain either unbreakable mirrors or see-through acrylic colored panels. Includes an activity guide.

Recommended for All Ages

(2 available)





Wedgits Deluxe Set

This building toy has five progressive block sizes that nest, stack, link, and even ‘wedge’ together. Create 3-D sculptures, futuristic space craft, towering structures, or mechanically levered creatures.

Recommended Age 3-8 yrs.

(2 available)

What’s the sound?: Mystery Capsules

Kids just give one of the durable plastic capsules a shake, guess what’s making the sound, then twist the capsule and look through a safe acrylic window to reveal the mystery objects hidden inside!

Recommended Age 3-6 yrs.

(1 available)



Windmill Designer STEM Learning Lab

Students learn the basics of airflow and uncover how they can utilize natural resources, then design, create and test a real-working windmill! Students get hands-on experience with the design process.

Recommended Age 7-8 yrs.

(1 available)



Writing Prompt Cubes

Spark brainstorming and imagination with these Writing Prompt Cubes students can use in both creative storytelling and nonfiction writing activities.

Recommended Age 6-10 yrs.

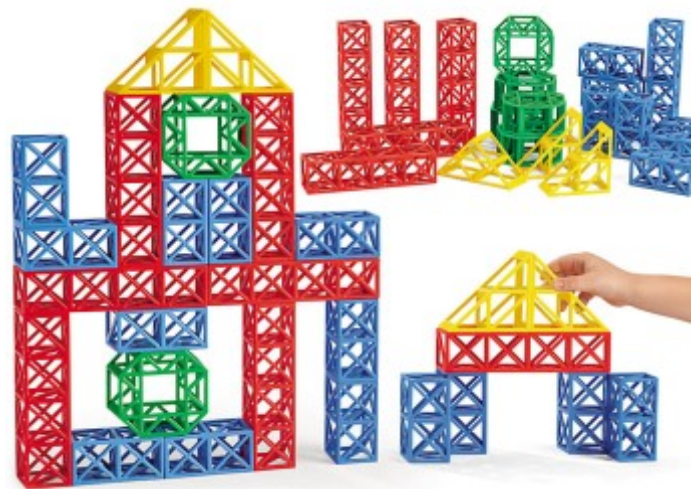
(1 available)

Young Architects Design Blocks—Master Set

Super-unique blocks let kids design lifelike construction sites! Ideal for creating towers, bridges, buildings and more.

Recommended Age 3-7 yrs.

(1 available)



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