STEAM

TECH
SCIENCE ENGINEERING MATHS
ARTS

STEAM Kits

Hands-on learning at the library

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Circuits
Electric Explorers

The Circuits STEAM Kit engages kids in hands-on learning about electric circuits. Perfect for ages 8+

Children will learn to create their own circuits in a fun and creative way that will help them understand electrical circuits while progressing to more challenging projects.

Books
- Electronics for Kids
- Scrappy Circuits
- Cool Circuits & Wicked Wires

Activities
Circuit Maze
Contents: 1 Game Grid, 60 Challenge cards, Instructions, 21 Game Tokens, 1 Power Source, 3 LED Beacons, 2 Straights, 2 Bridges, 2 Double Corners, 2 T-Shapes, 5 Corners, 1 Switch, 3 Blockers.

Easy Electric Circuits
Contents: 2 Battery Holders, Motor, LED, Switch, Resistor, 4 Wires, 4 Gears, 5 Axels, 3 Frames, 6 Rods, 26 Connections.

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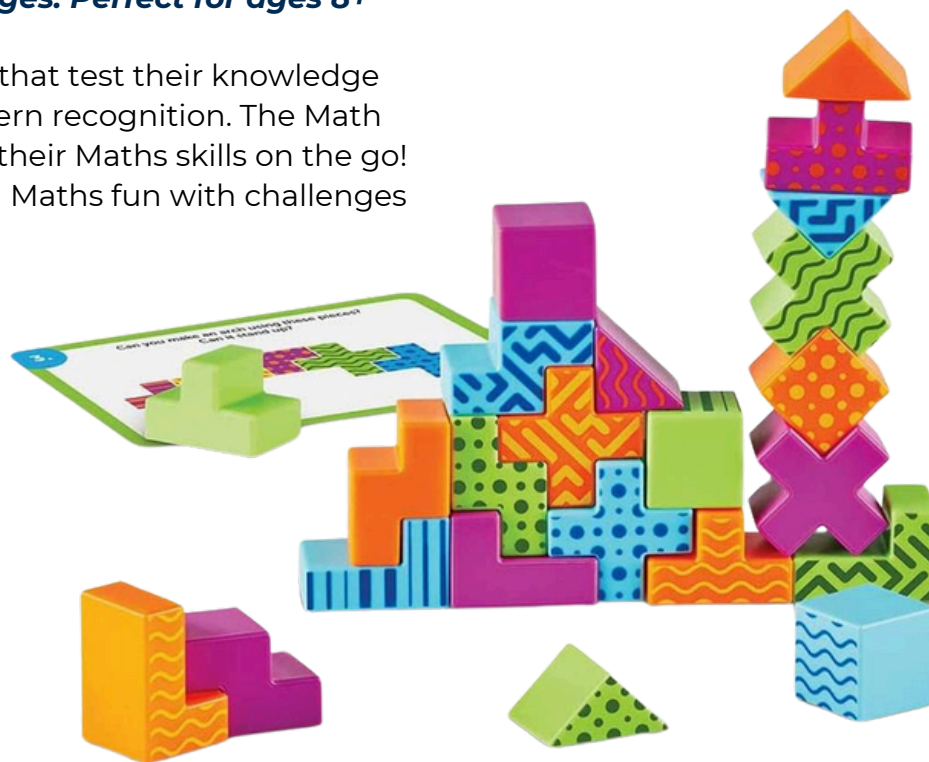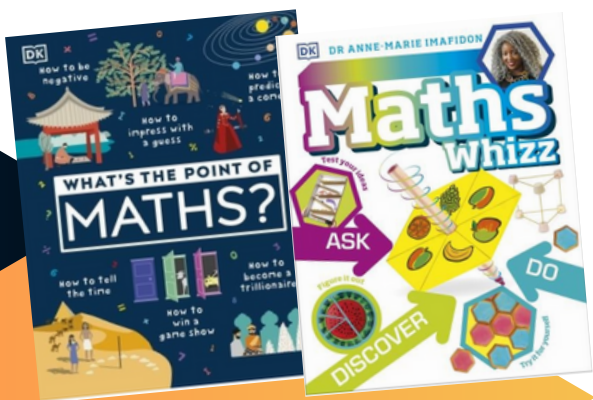
Maths

Count on fun

Discover the world of numbers with our Maths STEAM Kit with fun puzzles that help kids improve their problem-solving skills, and gain confidence through exciting activities and challenges. Perfect for ages 8+

Children will be challenged with puzzles that test their knowledge of shapes, critical thinking skills and pattern recognition. The Math Whiz console allows children to practice their Maths skills on the go! This supports STEAM learning by making Maths fun with challenges that are progressively more difficult.

Books

- How to be a Math Whizz
- What's the point of Maths?

Activities

Maths Whizz
Contents: Maths Whizz console, Instruction Manual

Brainometry
Contents: 24 blocks, 10 challenge cards.

Smart Games IQ Circuit
Contents: 10 double-sided puzzle pieces, booklet with 120 challenges.

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Coding: Art
Code & Create

This Coding STEAM Kit includes a coding robot designed for children that lets them write the code while Artie 3000 brings the creations to life by drawing them! Perfect for kids aged 8 and above.

Children from age 8-10 can learn to code to creatively develop patterns and drawing that engages skills in basic programming, geometry and maths. Supports STEAM learning by introducing children to critical tech skills.

Books

- Computer coding games in Scratch for kids
- How to be a coder
- Create the Code Computer Graphics

Activities

Artie 3000 – The Coding and Drawing Robot

Contents: Artie 3000 Robot, Multilingual Quick Start Guide, Three Activity Cards, Built-in drag and drop visual programming interface, Four thin, washable, felt-tip, coloured pens

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Coding: Robotics (8+)

Master the VinciBot

This STEAM Kit engages kids in hands-on learning about coding with the versatile VinciBot robot and companion books. Perfect for ages 8+

Children aged 8+ learn to code using colour coded blocks for different functions and commands to make the learning process accessible, fun, engaging and enjoyable. Multi-lingual.

Books

- Computer coding games in Scratch for kids
- How to be a coder
- Create the Code Computer Graphics

Activities

VinciBot Coding Robot Set
Contents: VinciBot, IR Remote Control, Challenge booklet, User guide, USB-C cable, Double-sided map, Washable marker, Activity cards.

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Coding: Robotics (5+)

Let's Code!

Discover coding with Botley, a friendly robot designed for young learners. This STEAM kit includes easy-to-read books and hands-on activities, teaching coding without screens through fun challenges and interactive play. For ages 5+

Children from age 5+ can learn to code in a fun and easy way with Botley 2.0 the coding robot. Screen-free coding that encourages STEAM learning through play.

Books

- Coding for Beginners: using Scratch
- Scratch 3 Programming Playground
- Coding Unplugged with Art

Activities

Botley 2.0 the coding robot

Contents: Botley 2.0 robot, remote programmer, two detachable face plates, and 40 coding cards. Multilingual packaging and guide.
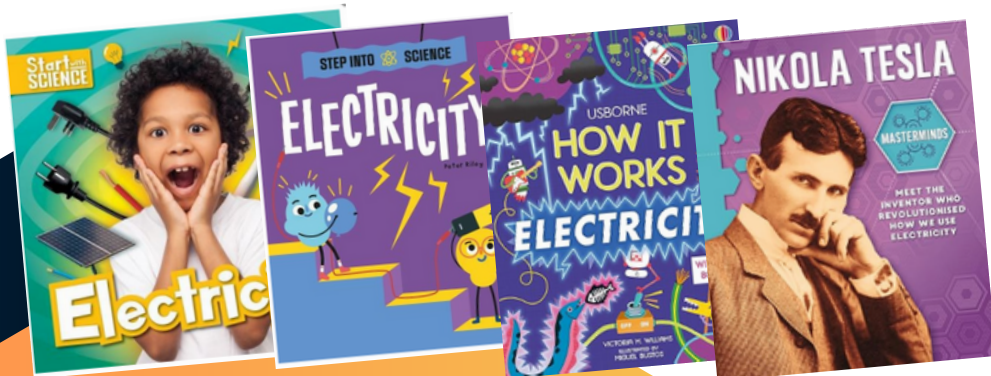
The Official Scratch Coding Cards

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Electricity

House of circuits

The Electricity STEAM Kit lets kids learn about electricity by building a model house with 3D circuits that demonstrates how electricity moves and powers buildings. For ages 8+

Children will learn about electricity in a fun and creative way. Supporting STEAM learning by creating a house that shows where and how electricity is used in the home.

Books

- Start with Science Electricity
- Step into Science Electricity
- Nikola Tesla
- How it Works Electricity

Activities

Snap Circuits My Home SC-MYH7
Contents: 60+ components and full colour manual

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Water

Ocean Odyssey

Explore the wonders of the ocean with our exciting water STEAM kit! Kids can learn about marine life and the importance of water through fun activities and experiments. For ages 8+

Children will learn about the Oceans and the variety of underwater life on Earth to help them understand the vastness of aquatic life.

Books

- 100 Things to Know about the Oceans
- Blue Planet II
- Amazing Oceans: The Surprising World of Our Incredible Seas

Activities

Water Power STEM Experiment Kit. Contents: Air and Water Propelled model kit, Experiment manual.

GeoSafari SeaScope. Contents: SeaScope, Instruction Guide.

Top Trumps Freshwater Fish Classics Card Game. Contents Card in Case

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Music

High Notes

The Music STEAM kit offers children an introduction to music through easy keyboard songs, fostering their creativity and a love for music. For ages 8+

Children can learn beginner keyboard tunes which will support them to express their musical creativity while enhancing their music appreciation.

Books

- Easy Keyboard Tunes: 30 Fun and Easy Keyboard Tunes for Beginners
- Easy Keyboard Pieces for Kids: 40 Simple Keyboard Pieces for Beginners
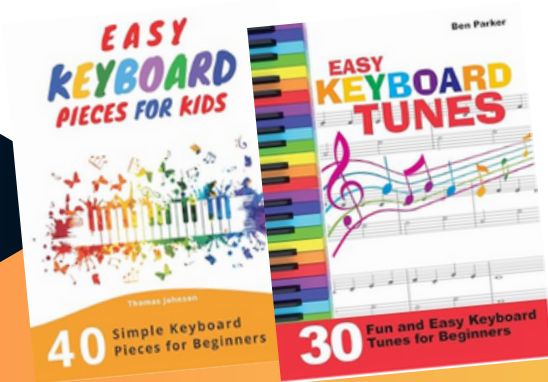
Activities
54 Key Electronic Keyboard

Metal Keyboard Stand

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Astronomy
Shoot for the Stars

Discover the cosmos with the Astronomy STEAM Kit! Perfect for ages 8+

Children will learn about the solar system and the planets as they move about the sun with the 'GeoSafari Motorised Solar System'. A telescope will allow children to see distant stars and planets in detail. This supports STEAM learning by bringing the solar system in 3D form and with books that are colourful and detailed to help identify planets with the telescope.

Books

- Is There Anybody Out There?
- Shooting for the Starsn
- Dr. Maggie's Grand Tour of the Solar System
- Solar System
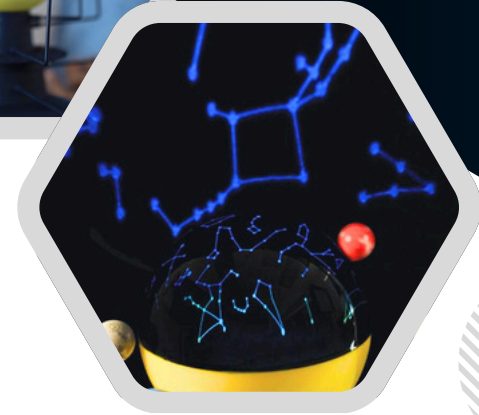
Activities

Telescope for Kids and Beginners - 70mm apeture 400mm
Contents: 3 Boxes, Telescope 70mm apeture, 400mm AZ mount, accessories, instruction manual

Explore Star Sky Magic Cube

Motorised Solar System, Guide book

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Conditions of Use

STEAM Kits

- The STEAM Kits (with the exclusion of Coding 5+) are designed for children aged 8 years and up but adults should use their own judgement on age suitability.
- The loan period is three weeks.
- The loan period may be extended by renewing the item online, by phone or in person, unless it is requested by another person.
- One kit may be borrowed at a time.
- Children using the toys and resources should be monitored at all times. Please check the manufacturer's guidelines regarding safety, weight restrictions, choking hazards and age suitability.
- All toys should be checked and cleaned before being returned.
- In the interests of Health & Safety, please inform staff if equipment is incomplete or faulty or needs to be replaced. Please also inform staff if batteries need to be replaced.
- Toys and books may vary slightly from the catalogue but will function in the same way. Items listed here are current at time of publication (March 2025).
- To ensure availability, please reserve the STEAM kit you would like in advance by phone or email to your local library.
- You can also reserve a STEAM kit online using your library barcode (from your library card) and PIN number at meath.spydus.ie

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