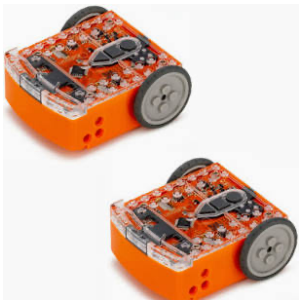
	Name/ Link	Age Ranges	Why we love it:
Puzzles/ Brain Teasers/ Games	 Otrio	Factory Recommends 8+, however, young children (4ish) (who won't put the pieces in their mouths can play and win!)	Think about tic-tac-toe on steroids! The Axe family has loved this game for 10 years! This game can be played with 2-4 players, however is best with 4. Players have to think a few steps ahead to win! There are multiple ways to win and games are quick and easy to play in 5-7 minutes. Even the smallest kids can beat the grown ups.
	 Set	Factory says 8+ (players younger than 8 can learn to play)	In this game image groups and card groups are placed together to help players think outside the box. Within the game players need to justify why they set it a set. This helps build creative and flexible thinking.
	 Giiker Games: Super Blocks	Factory recommended 6+ due to some small pieces, however, younger kids can play with supervision.	In this game students work with lighted sections of a board to fit pieces in. It's similar to a computer free version of tetris. Players can play individually, perfect for travel or for when you're waiting around for appointments or siblings to finish practices/ sporting events. Giiker makes a series of great games! We have experience with the Super Blocks, but many of them are great options. Including this sudoku game.
	 Buildzi	6+	This is an all time favorite in the Axe house as well as the STEAM Cottage! This game helps build visual perception skills in addition to balance and logic.

Building/ Engineering	 Magna Tiles	3+	These are an all time favorite, a timeless toy. Magnatiles withstand the test of time! All ages love these blocks. They help students think in 3D and the foundations help students understand how buildings are made and it sets the foundation for engineering, 3D design, and geometry. Picasso Tiles are another comparable option.
	 Drill a Design	3+	This toy builds the foundational building skills.
	 Chomp Saw	5+	Tired of recycling all of the boxes at home? We have added Chomp Saws into some of our classrooms this year. These saws set the foundation for hand eye coordination and table saw usage. This kid safe cardboard cutter allows children to cut their own cardboard opening the door for creative creation!
	 Make-a-Do	5+	Make-a-Do sets provide connectors for cardboard pieces. This helps kids add joints to their cardboard builds.

	 Keva Blocks	5+	KEVA blocks are good for STEM because they help children learn about physics and engineering by building structures that require an understanding of balance, stability, and gravity. They also develop spatial awareness, hand-eye coordination, and fine motor skills through hands-on manipulation and precise stacking. This simple, open-ended design allows for a tangible understanding of abstract concepts, from basic geometry to complex problem-solving and even 3D modeling.
	 Marble Runs	8+	Marble runs are good for STEM because they offer a hands-on way to teach physics concepts like potential and kinetic energy, gravity, and friction, while also fostering engineering skills through the design-build-test process. They also build crucial soft skills such as problem-solving, creativity, spatial reasoning, and collaboration.
	 Hey Clay	3+	One of the most complicated tasks for kids is to learn how to go from something 2D to something 3D and how to follow directions. Hey Clay provides step by step directions for kids to follow to create 3D designs. This helps kids understand how shapes change from a screen into real life. The manufacturer suggests 3+, however, if you're looking for something your child would be independent with- we'd suggest 5+.
Technology/ Robotics	 Ozobot Evo	4+	Ozobots are one of the most beloved robots in the STEAM department! Ozobots have the option of screen free coding in addition to block coding.

	 Dash	6+	This is the first robot we ever added to the STEAM program! Our bots at 8 years old and still work well. The WonderWorkshop app provides tutorials for children to learn different parts of coding. If a part of the directions are missed, the app will change the word colors to help build the foundations of reading in addition to coding. Dash has a fun little personality too!
	 Edison Robots	4+	Edison robots are good for STEM because they provide a hands-on, engaging way for students to learn coding, problem-solving, and engineering concepts through playful, real-world applications. Their design with built-in sensors, compatibility with Lego-style bricks, and multiple programming options make them a versatile tool for various skill levels and project-based learning, ultimately preparing students for a technology-driven future.
	 Blue-Bot Bee Bot	4+	Blue-bots are good for STEM because they introduce foundational concepts like coding, sequencing, and problem-solving through interactive and engaging activities. They help students develop computational thinking skills through simple button-based commands or more advanced programming via a Bluetooth-enabled app, while also supporting integrated learning in other subjects like math, geography, and literacy. The clear casing also allows for a hands-on look at the robot's internal components, reinforcing engineering and science principles.

	 Terrapin Tactile Reader *Pair with Blue-Bot Bee Bot	4+	We love the foundations for reading that are set with the tactile reader
3D Pens/ Printing	 3D Doodler	6+ 12+	The 3D Doodler allows students to hand create their own designs with a 3D pen. These help channel creativity and help build the foundations for relating 2D designs to 3D designs.
	 ToyBox 3D Printer	5+	Kids can print their own 3D prints through the ToyBox App. This small 3D printer helps set the foundation of 3D printing for kids. With parent support, kids can print their own designs made in TinkerCad.
	 Bambu Labs 3D Printers	Kids of all ages can print with parent support, independence possible starting around 12.	Bambu Labs makes a self repairing 3D printer. The build plate is larger than ToyBox and provides the ability to 3D print items with multiple colors.