

***DiscoveryWorks* Science-To-Go Kits**

Kits may be checked out at the *DiscoveryWorks* desk during DW public hours. Only 1 kit may be checked out at a time. Kits circulate for 1 week, and may not be renewed. Patrons assume responsibility for any loss or damage to kits.

Kit Descriptions

- 1. Hydrogen Racer:** Use a solar cell to turn water into hydrogen fuel. Then use the hydrogen to make your race car go. **Ages 12+ (Adult checkout only and supervision required.)**
- 2. Lemon Clock:** Perform electrochemistry experiments using the materials in this kit and common household items. **Ages 8+ (Adult Supervision)**
- 3. Snap Circuits Jr.:** Dozens of electricity experiments can be performed with the components included in this kit. **Ages 8+**
- 4. Gears at Work:** Plastic gears of different sizes can be arranged many ways to show various types of motion. **Ages 7+**
- 5. Fun Fly Stick:** Use the miniature static electricity generator in this kit to make thing fly, float and roll. **Ages 8+ (Adult Supervision)**
- 6. Polydron Mighty Tub:** Building pieces of differing size and shape allow children to construct many different things. **Ages 5+**
- 7. Kid K'Nex Creatures:** Use the many pieces in this kit to create all sorts of creatures. **Ages 3+ (Adult Supervision)**
- 8. Snap Circuit Rover:** Put together many different circuits to allow the remote control operated rover to do a variety of things. **Ages 8+**
- 9. Hexbug Nano Hive:** Get your hexbug nanos to work their way through a variety of mazes you can create for them. **Ages 3+ (Adult Supervision)**
- 10. Snap Circuits Green:** This snap circuit's kit allows children to explore the world of alternative energy with dozens of experiments. **Ages 8+**
- 11. Geosafari Digital Recording Lab:** Connect the wires in this kit to make various noises, sound effects and tones. **Ages 10+**