INTRODUCTION

We are excited to introduce you to CML's Pop Up Tinker Shop! The Pop Up Tinker Shop (PUTS) is a mobile museum that travels throughout the Lowcountry to provide access to unique early education opportunities in STEM (Science, Technology, Engineering, and Mathematics) learning through hands-on, immersive play with interactives like the Nüdel Kart, Rigamajig, coding kits, circuits, and more. Each experience is guided by our Educational Specialists to guarantee maximum accessibility and engagement. Our mobile museum is available for private events, public events, and school visits. Each visit is unique, with a trailer full of ever-changing activities. This catalogue shares more about some of our favorite interactives, but is not comprehensive.

We customize every visit to accommodate the age, space availability, and learning needs of your audience. The interactives that arrive may vary, delivering a diverse selection of materials and programs to meet multiple state learning standards. Children will build skills outlined in STEM and SEL (Social Emotional Learning) state learning standards for grades K-5. sparking imagination, stimulating curiosity, and learning through the power of play!
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<tr>
<th>Item</th>
<th>Problem Solving</th>
<th>Gross Motor Skills</th>
<th>Fine Motor Skills</th>
<th>Circuitry</th>
<th>Coding + Robots</th>
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Use your NuÖdel

STANDARDS

1. S.1A.1: Ask Questions
2. S.1A.2: Develop and Use Models
3. S.1A.8: Obtain, Evaluate, and Communicate Information
4. S.1B.1: Construct Devices or Design Solutions

Recommended grades: 3-5

The NuÖdel Kart is an open-ended engineering challenge. Children can connect, stack, and slide parts to build an endless number of projects from robots to kitchens.

“I’m the next Einstein!”
-Berkeley Elementary 1st grader
BLUE BLOCKS
Endless creativity

Blue Blocks allow children to build their dreams as high as they can reach. Forts, houses, rivers, and theaters, the possibilities for creativity are only limited by their imaginations.

STANDARDS

1. S.1A.1: Ask Questions
2. S.1A.2: Develop and Use Models
3. S.1A.8: Obtain, Evaluate, and Communicate Information
4. S.1B.1: Construct Devices or Design Solutions

Recommended grades: pre K-5

“This is my favorite because I MADE it!”
-Berkeley Elementary 2nd grader
GIANT BRICKS
Build it big

Our Giant Bricks allow children to scale up the scenes they have been building throughout childhood. Large molded plastic allows for light, safe construction.

“\textit{This is the funnest thing!}”
- Forest Hills Elementary 4th grader

STANDARDS

1. S.1A.1: Ask Questions
2. S.1A.2: Develop and Use Models
3. S.1A.8: Obtain, Evaluate, and Communicate Information
4. S.1B.1: Construct Devices or Design Solutions

Recommended grades: pre K-5
A dino-mite learning experience

Encourage your children to pretend to be paleontologists with open-ended Foam Fossils that let them model real-life dinosaurs or create one of their own.

STANDARDS

1. S.1A.1: Ask Questions
2. S.1A.7: Engage in Scientific Argument from Evidence
3. S.1A.8: Obtain, Evaluate, and Communicate Information
4. S.1B.1: Construct Devices or Design Solutions

Recommended grades: 2-5

“I never thought I could be this creative!”
-Mitchell Elementary 4th grader
Learn the nuts and bolts

Children use moving wheels, pulleys, levers, nuts, and bolts to create objects that move! Cars, trains, gizmos, and gadgets are all instantly buildable with the Rigamajig.

STANDARDS

1 S.1A.1: Ask Questions

2 S.1A.2: Develop and Use Models

3 S.1A.8: Obtain, Evaluate, and Communicate Information

4 S.1B.1: Construct Devices or Design Solutions

Recommended grades: 3-5

“This is the best at-school field trip I've ever been to!”
-Mitchell Elementary Kindergartner
Get your gears moving

Gears and tubes allow children to create and solve problems. The Magnet Wall comes with slots to drop balls at multiple heights, so children can challenge themselves to connect tubes and slides to lead the balls to the bottom of the wall.

STANDARDS

1. S.1A.1: Ask Questions
2. S.1A.3: Plan and Carryout Investigations
3. S.1A.4: Analyze and Interpret Data
4. S.1A.7: Engage in Scientific Argument from Evidence
5. S.1B.1: Construct Devices or Design Solutions

Recommended grades: pre K-5

“We made the ramp higher to make more... 'a-mentum' and look how far it goes!”
-Berkeley Elementary 1st grader
One plank, a world of possibilities

Kapla Blocks allow children to use their design skills and balancing abilities to create constructions that engage their minds and fingers.

“I am so happy today!”
-Angel Oak Elementary 1st grader

STANDARDS

1. S.1A.1: Ask Questions
2. S.1A.2: Develop and Use Models
3. S.1A.3: Plan and Carryout Investigations
4. S.1A.8: Obtain, Evaluate, and Communicate Information
5. S.1B.1: Construct Devices or Design Solutions

Recommended grades: K-5
MARBLE RUN
Get STEM ideas rolling

The Marble Run brings fine motor skills and coordination to classic problem-solving. Children analyze pieces and put them together in endless combinations.

The Marble Run brings fine motor skills and coordination to classic problem-solving. Children analyze pieces and put them together in endless combinations.

STANDARDS

1. S.1A.1: Ask Questions

2. S.1A.3: Plan and Carryout Investigations

3. S.1A.7: Engage in Scientific Argument from Evidence

4. S.1A.8: Obtain, Evaluate, and Communicate Information

5. S.1B.1: Construct Devices or Design Solutions

Recommended grades: pre K-5

“What I was trying to make didn't work. It was still really awesome and I had fun!”

-Cypress Gardens visitor
MAGNA-TILES
The push and pull of science

Engineers rejoice! Using the power of magnets, children can create fully realized buildings with Magna-Tiles. These three dimensional shapes help with geometry and early math concepts.

STANDARDS

1. S.1A.1: Ask Questions
2. S.1A.2: Develop and Use Models
3. S.1A.3: Plan and Carryout Investigations
4. S.1A.8: Obtain, Evaluate, and Communicate Information
5. S.1B.1: Construct Devices or Design Solutions

Recommended grades: pre K-5

“I like science now!”
-Forest Hills Elementary 4th grader
Create your own electronics

**STANDARDS**

1. S.1A.3: Plan and Carryout Investigations
2. S.1A.4: Analyze and Interpret Data
3. S.1A.5: Use Mathematics and Computational Thinking
4. S.1A.7: Engage in Scientific Argument from Evidence
5. S.1B.1: Construct Devices or Design Solutions

Recommended grades: 1-5

Be a DJ, Robot Coder, or Light Technician with **littleBits**! Build new inventions using light, sound, and movement through coding. Master electricity with closed circuits that flip switches and power lights and sound!

“Look! I MADE that!”
-Harleyville Elementary 3rd grader
CODING &
ROBOTICS
Let's code it

Don't just build it, control it! Using our coding robots, inquisitive minds can bring their creations to life through coding. Hardware includes Circuit Scribe, Dash, Sphero, Kibo, and Ozmo.

STANDARDS

1. S.1A.2: Develop and Use Models
2. S.1A.5: Use Mathematics and Computational Thinking
3. S.1A.7: Engage in Scientific Argument from Evidence
4. S.1B.1: Construct Devices or Design Solutions

Recommended grades: 2-5

“I want to be an engineer!”
-Berkeley Elementary 2nd grader
“I feel like a genius!”
- Charleston Progressive Academy 1st grader (after he figured out a circuit)

"I appreciate the effort in coming here and engaging the students in fun, thought-provoking engineering while learning!"
- Mrs. Griswold,
  Hendersonville Elementary School Teacher
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