

# Vandenberg Base Library Schooling Resources



## Online Resources

*Online resources are free through the library's website. Patrons must come into the library and request a card for access. Some that may be of particular interest:*

- **Scholastic Teachables** - (PreK - 6th Grade) offers printable activities for any subject: math, science, reading comprehension, STEM, writing, and beyond. Download printable lesson plans, reading passages, games and puzzles, clip art, bulletin board ideas, teacher supports, and skills sheets. Over 25,000 teacher created, vetted printables to support your instruction.
- **Gale in Context: Middle School** is considered an indispensable reference resource for grades 6-12 national and state curriculum standards.
- **Tutor.com**. The children (grades K-12) of all Active Duty military and Active Reserve can get help from a professional tutor anytime they need it with Tutor.com. Tutors are online and available to help 24/7, offering assistance in 16 different subject areas. Free mobile companion "Tutor.com To Go" for iPad, iPhone & iPod Touch is also available.
- **National Geographic Kids** supports a range of scholarly research needs in the areas of science, history, technology, the environment, cultures, and more. Includes complete National Geographic magazine issues from 1888 to present, all indexed and completely searchable.
- **EBSCO's Hobbies and Crafts Reference Center** is filled with creative ideas and detailed "how to" instructions. EBSCO can help whether your hobby is performing arts, science experiments, model building, arts & crafts or more.
- **Hoopla** is a digital media service that allows users to borrow movies, music, audiobooks, eBooks, comics, and TV shows to enjoy on their computers, tablets, phones, or TV.

## Books

*Here are some of the print resources for schooling. All items listed here are available for 4-week checkouts.*

- **Homeschool section**. Contains various activity suggestions, perspectives on homeschooling, and resources towards building curriculum. These include grade school-oriented videos about math, science, and foreign languages.
- **Maker**. This section features crafts for every level of development, from young child to adult.
- **Non-Fiction DVDs**. Includes documentaries for all age groups and several of The Great Courses.
- **Juvenile and Young Adult Non-Fiction**. Useful for inquiry and research at all age levels.

# STEAM Support







*STEAM Education is an approach to learning that uses Science, Technology, Engineering, the Arts and Mathematics as access points for guiding student inquiry, dialogue, and critical thinking. Here are some of the kits and activities the library provides for in-library use:*



- **3D Printing.** Our knowledgeable staff can walk you through the process of creating, finding and printing objects with one of our two 3D printers. We can guide you through the programs to use, the process of creation, and different ways you can
- **Gardening and composting.** The library's new garden seeks volunteers to help weed weeds, decorate and maintain it through the year. New story themes are introduced every season, with plenty of opportunity to learn how to plant and grow on your own.
- **Anatomy models.** Human, giraffe, and dog cutaways let you explore the similarities between species.
- **Green energy models.** Build a model wind generator, a hydroelectric dam, or solar car and see it work.
- **Kibo.** KIBO is the screen-free robot kit for kids that lets 4- to 7-year-olds create, design, and bring their own robot to life.
- **Hummingbird Robotics Kit.** The Hummingbird Robotics Kit is comprised of lights, sensors, and motors, which allow students to build a robot out of any materials, with any device, in multiple programming languages.
- **K'Nex.** K'NEX is a rod and connector building system perfect for architectural challenges.
- **Lego Mindstorms.** Let your builder unleash the creative powers. They can build robots that walk, talk, think and do anything you can imagine. Ages 10+.
- **Makey Makey.** Design your own controller with everyday materials like playdough or graphite pencils. Teaches about conductivity and coding.
- **Merge Cubes.** The Merge Cube lets you hold virtual 3D objects, enabling an entirely new way to learn and interact with the digital world.
- **Manipulatives.** A variety of plastic objects that can be used to teach counting and multiplication.
- **Microscopes.**
- **Scales.**
- **Snap Circuits.** Snap Circuits teaches basic engineering, electronics and circuitry concepts by using building components with snaps to assemble electronic circuits on a simple "rows-and-columns" base grid.
- **Spirograph.** Create an intricate, mathematic design with a variety of wheels.
- **Vex Robotics.** VEX is a snap-together robotics system designed from the ground up to provide novice users the chance to find success quickly, while still being able to constantly challenge more advanced users.
- **Virtual Tee.** Dive into the bloodstream, lungs and small intestine with 360 VR videos and a heart rate tracker for a truly immersive way to discover the human body.

*The following kits are available for 7-day checkout. Patrons must sign a contract stating that they will replace any damaged materials.*

- **Ozobots.** An award-winning robotic platform that makes it easy for teachers to: Drive engagement in math, ELA, & STEAM subjects and teach coding & computer science.
- **Sphero.** Sphero makes remarkably cool, programmable robots and STEAM-based educational tools that transform the way kids learn, create and invent through coding, science, music, and the arts.

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