

MINDS IN MOTION!

Ages 5-7, Grade K to 2, Kit Barcode: 33357004874927

- Explore technology and build new skill sets
- Practice geometry, measurement, time, and money
- Learn about force, acceleration, buoyancy, elasticity and gravity
- Strengthen problem-solving skills

Launchpads provide high-quality, ad-free learning apps.
100% secure, No risk of exposure to unintended content!



Here's what's included with "Minds in Motion!" Launchpad
7 DAY LOAN and \$1.00/day overdue fee / Kit Replacement Cost: \$125 + \$5 processing fee



LAUNCHPAD



AC ADAPTER



USB CHARGER

Minds in Motion! STEAM - Ages 5-7, Grades K-2

This pre-loaded tablet includes the following apps:



See back for a description of apps on this device.

This S.T.E.A.M. kit was created by a generous donation from

WB Knights of Columbus (December 2016)



SCIENCE • TECHNOLOGY • ENGINEERING + ARTS • MATHEMATICS

“MINDS IN MOTION!” Launchpad contains the following apps:

Critter Cruise (Learning Adventure in USA) - Explore the U.S. and Canada on this fun and zany road trip with your favorite critter friends! Kids will enjoy driving to some of North America's most famous roadside attractions...and getting quizzed in math and language arts along the way.

Beyond Cats: Grade 2 Math Standards - Math practice for 2nd graders covering place values, geometry, measurement, time, money, fractions and more! Children will be introduced to more topics as they progress while developing critical thinking and adaptive reasoning. Slide the puzzle pieces into place according to correct answers.

Battle Station - Featuring fun and challenging situations to help children build their estimation skills with engaging tasks focusing on important math skills from integers, percentages, decimals and more!

Animate Me! - If you ever wondered how they bring characters to life in animated movies, this app is for you. Kids can learn to make 3D animations that showcase their creativity and storytelling abilities. Make cartoons walk, run, jump, and talk with simple controls and an intuitive workflow.

BrainJump Pro - Brain Jump uses kid-friendly stories and games to teach children the powerful idea that our brains can grow and get stronger if we take on challenges.

Pettson's Inventions 2 - Help old man Pettson and his cat Findus build their amazing inventions! Which of the objects should be included and where do they fit in the machinery? Drag and drop the parts to their right spot and watch the invention go! As usual, a secret waits to be unlocked for those who manage to complete everything. A fun and pedagogic app that teaches logic and stimulates creativity for children of all ages.

Pluto the Lonely Dwarf Planet - Poor Pluto has been kicked out of the planetary system. But Pluto learns that, big or small, his size is just right.

ThinkRolls - Kids will have a blast navigating their Thinkrolls through a series of obstacles in brightly patterned mazes. Each chapter introduces a new object with unique physical properties which kids discover through hands-on manipulation. Little players encounter and use to their advantage force, acceleration, buoyancy, heat, elasticity and gravity to get their Thinkrolls where they need to go.

Math Planet Grade 1 - Math Planet was designed by learning scientists at Carnegie Mellon University and has been tested in hundreds of classrooms. Math Planet's fun and addictive math games are the perfect way to improve and hone math skills.

Qixel : Pixel Art Painter - Qixel is all about creating minimalist images, retro characters and typography with a limited number of pixels and color palette.