

QUARTERLY MEDIA DISPATCH

The newsletter of the Erie 2 BOCES Media Center

Welcome Back!

Welcome back to another school year!

A new school year means new learning resources at the [Media Center](#). We've been busy all summer, building out our collection with new multiple copy books, STEM kits, and activity kits for all grade levels.

We've added [over 20 new kits](#)! Some of our kits were designed to give students fun, screen-free activities, with the new cell phone policy in mind, like our new board game collections. Read ahead to learn more!

On the multiple copy side, we've added over 800 copies across 20 different titles to the collection. Many of these titles are taken from [EL Education's K-8 Language Arts Curriculum](#), which is based on Science of Reading research.

New titles:

White Bird: A Wonder Story, by R. J. Palacio
The Children's Moon, by Carmen Agra Deedy

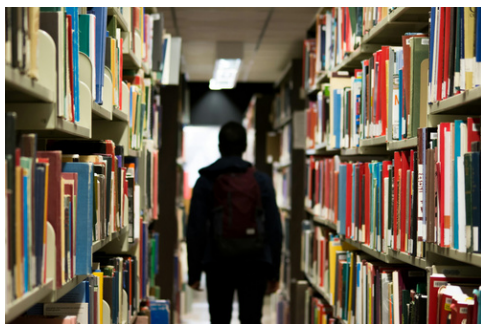


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Pura's Cuentos, by Annette Bay Pimentel
From Seed to Plant, by Gail Gibbons
Nellie Bly and Investigative Journalism for Kids, by Ellen Voelckers Mahoney
The Invisible Boy, by Trudy Ludwig
The Crayon Man, by Natascha Biebow
Listen, by Shannon Stocker
Time Flies, by Eric Rohmann
The Arrow Over the Door, by Joseph Bruchac
From Shore to Ocean Floor, by Gill Arbuthnott
Paddle-to-the-Sea, by Holling Clancy Holling
The Last Unexplored Place on Earth, by Aly Brown
Rebellion 1776, by Laurie Halse Anderson
King George: What Was His Problem? By Steve Sheinkin
Gather, by Kenneth M. Cadow
Linked, by Gordon Korman
Different Seasons, by Steven King
Coraline: The Graphic Novel, by P. Craig Russell and Neil Gaiman
The Anxious Generation, by Jonathan Haidt

Ozobot Evo Classroom Kit

The Ozobot Evo is a pocket-sized robot packed with tech. Our **Classroom Kit** contains 18 Evos, enough for the whole class, plus access to a library of lessons through **Ozobot Classroom**. K-12 students can code Evo two ways: screen-free with Color Code markers and online with Ozobot Blockly visual programming or Python.

The kit also includes two challenge mats: Mission to Mars and Ocean Explorer. These provide coding challenges built around exciting themes of exploration, for out-of-this-world adventures.

While the Evo is a newer version of the Ozobot programmable robot, we still have several kits of the older **Ozobot Bit** robot available as well.



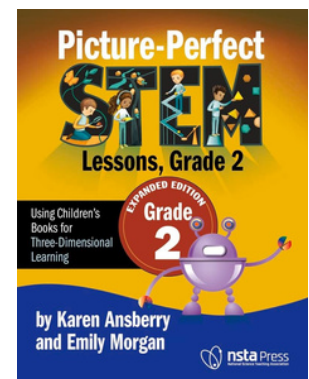
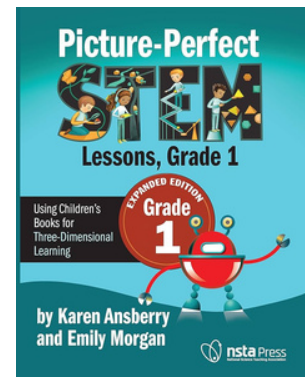
Picture-Perfect STEM Kits

We have two new kits for teaching STEM through picture books, for **grade 1** and **grade 2**. Each kit combines a book of lesson plans from the **National Science Teaching Association** with copies of each picture book that you'll need, for a complete kit of teacher-tested instructional materials.

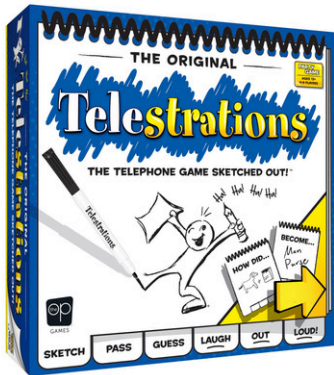
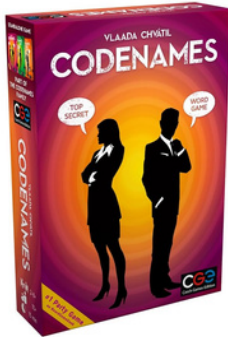
From the publisher:

There's a lot to love about these newly expanded books in the Picture-Perfect Science series: You can combine STEM and reading through lively lessons that are just right for your students. Also, reading-comprehension strategies are embedded in each of the ready-to-teach lessons. The goal is to help your young scientists learn to read and read to learn while engaging in activities that blend science, technology, engineering, and mathematics.

You'll also love it because the veteran teachers who wrote these books understand that you need an approach that's easy to use and makes the most of class time.



No Internet? No Problem! Board Game Kits and More



Without cell phones, what are students to do? During study hall or other periods of “down time,” of course students can do their homework. But, for other options that can get kids thinking and exercising their social-skill muscles, consider our new collections of games.

Our collections are chockablock with a huge variety of fun and engaging card games, party games, and board games. They come in two varieties: one kit contains **lighter games** that are easier to pick up and play, while the games in our other kit offer more **strategic depth**. The age range for each game varies, but there are games in each kit suitable for ages 8 and up, with some games for ages 12 and up.



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For another fun, low-tech activity, check out our **crochet kit**! This kit comes with the basic supplies you'll need to get started, although you'll want to purchase your own yarn for larger projects. It also comes with a variety of crochet books for inspiring ideas, beginning instruction, techniques and tips.



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We have other new kits available containing multiple sets of a single game or puzzle, for use in a classroom setting. Most of these games are geared towards younger students:

SmartCar Puzzles
Bunny Peek-a-Boo Puzzles
Treasure Island Puzzles
Cats & Boxes Puzzles
Grizzly Gears Puzzles
Monza Car Racing Game
First Orchard Game
Rhino Hero Junior Game
STEM Explorers Brainometry



LEGO SPIKE Essential

Newly added to the Media Center: **LEGO® Education SPIKE™ Essential** sets. Unlike our **SPIKE™ Prime** sets, which are for grades 6 through 8, these SPIKE™ Essential sets offer a hands-on STEAM learning experience for primary school students.

Each 449-piece set comes with 4 minifigures with their own personalities, who act as storytellers to make problem-solving relatable to all students. Icon- and word-based block coding with simple hardware – including an intelligent 2-port Hub, 2 Small Motors, a Light Matrix, and a Color Sensor – also bring students' creations to life.

Part of the LEGO Learning System, SPIKE Essential offers 5 units of 8 x 45-minute, standards-aligned STEAM lessons. Each lesson includes comprehensive online lesson plans with math and language arts extensions.

