Discovering STEM Program

Patterned Pathways

Materials & Consumables Inventory List

Teachers:

Please check the inventory list when you receive the kit and recheck it after use. Thank you!

Each kit is supplied with enough materials for a classroom of 30 and the game is based on 1-4 players per game board.

Quantity	Material Description	Notes	Received	Returned	Replaced Consumables
1	Direction Binder				
8	Activity Directions				
8	Sets of (4 foam) game pieces with (1) tetrahedral die				
10	6 by 7 game board (1)				
10	6 by 7 game board (2)				
1	Set of The Family Game of Visual Perception cards				

^{*} Indicates consumable item. Please note that it is your responsibility to replace all consumable items before the kits are returned to the Regional Math and Science Center.

Regional Math and Science Center Grand Valley State University