A Better STEM Toy Noble Jones ©Curtis Noble Jones, 2025 All Rights Reserved





Who here remembers their favorite toy growing up?







Who here remembers their favorite toy growing up?







Who here remembers their favorite toy growing up?

Who here still has that toy?







Who here remembers their favorite toy growing up?

Who here still has that toy?









Who here remembers their favorite toy growing up?

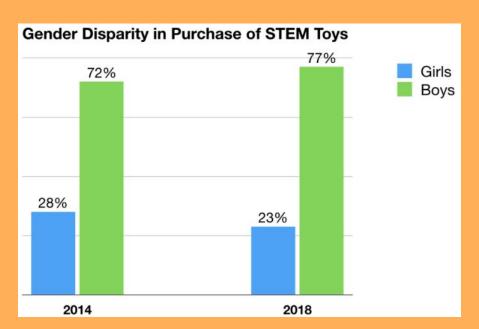
Who here still has that toy?





Because we are here in this program, and in this career field, I can make a general guess that the majority of the toys we thought of tied to creativity and problem solving, but this gender spread is not case with the majority of Americans. In fact...











Challenge

For children aged 3-5 years old, there is a large gender gap in which children are getting STEM toys, with boys getting the overwhelming majority of the STEM toys. This is both fueled by and reinforces the current stereotypes and the gender gaps in STEM careers and toys today.

My challenge was to design and create a new STEM toy or line of toys that work towards shrinking this gender gap, and promotes a more equitable future.









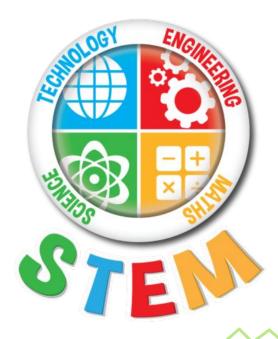
Challenge

4

For children aged 3-5 years old, there is a large gender gap in which children are getting STEM toys, with boys getting the overwhelming majority of the STEM toys. This is both fueled by and reinforces by current stereotypes and the gender gaps in STEM careers and toys today.

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Current Literature

"[Our research] suggests that exposing students to STEM at a young age goes a long way in capturing their imagination and keeping them interested in science, technology, engineering, and math jobs in the early stages of their career." - LittleBits

"While overall, male students performed better than female students on the test, the young women and men who played with construction-based toys and spatially demanding video games performed equally well.

In other words, when researchers
controlled for the impact of childhood
play patterns, gender differences
disappeared. " - The Swaddle

"Research by the Institution for Engineering and Technology (IET) found that toys with a science, technology, engineering and maths (Stem) focus were three times as likely to be targeted at boys than girls. And despite high-profile recent campaigns that have had some success, toys for girls are still overwhelmingly pink." - The Guardian



Thank You

Academic Experts

P.H.D.s, Published Researchers, and Professors in Early Childhood Edu.





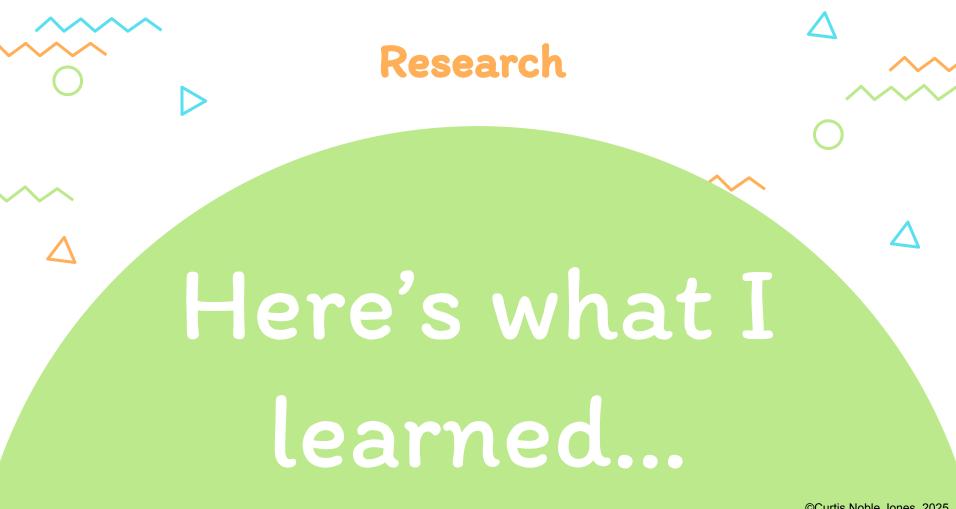






Industry Experts

Toy Designers





Well-meaning parents often use language like
'it's okay' for girls to play with STEM toys, but
this phrasing unintentionally reinforces the
stereotype that STEM is a male domain,
requiring girls to seek permission . Instead,
girls should feel empowered to explore STEM
fields as if they belong in that space, because
they do.

"It's okay if she likes to fix things with wires and rubber bands and it's okay if he likes to fix things with a needle and thread... at least we're saying it's okay."

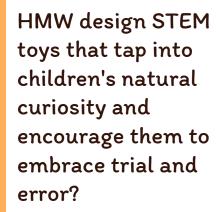
- Frances Judd, Principal of the Bennett Day School

HMW create play experiences that empower girls to see themselves as capable STEM learners without needing external validation?





Open-ended play and child-led exploration foster a deeper understanding of STEM by encouraging children to set their own challenges and learn from mistakes. However, while STEM toys for boys often embrace these principles, those for girls frequently do not, potentially undermining their confidence in problem-solving and exploration.







While many buyers desire STEM toys for their daughters, they are often put off by the heavily gendered STEM toys, and feel that overly "girly" toys are inauthentic and inferior, which they fear will limit their child's opportunities or reinforce harmful stereotypes. Instead, children and buyers tend to prefer toys and activities that they feel are relevant to their interests and meet them where they're at.

"Gender-specific marketing and content was seen as less authentic and inferior, especially when you start adding the color pink for the sake of trying to reach girls." - Khushbu Kshirsagar; S.T.E.M. Toy Designer & Learning Sciences PhD HMW design STEM toys that aren't gendered, but is appealing to buyers that are buying for any child, especially girls.



Play = Learning

One thing you will hear often when talking to teachers and parents is that enjoyment and fun have to be the first priority; children won't engage and learn if they aren't having fun at the same time.

Play = Learning

Magical

One thing you will hear often when talking to teachers and parents is that enjoyment and fun have to be the first priority; children won't engage and learn if they aren't having fun at the same time.

Interactive

Foster
Creativity and
Imagination

Eye

Catching

I Sat Off to Design..

a new and exciting kid's toy that helps shrink the gender gap in STEM by encouraging curiosity and exploration while fostering confidence and a sense of



General Product Requirements = Brainstorming Prompts



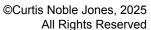
Functional

- Emphasize Open-Ended Play and Child-Led Exploration
- Integrate Simple Cause/Effect
- Various Forms of Play
- Aesthetic Versatility and Neutrality
- Durability and Safety

Emotional

- Must be FUN and Engaging
- Nurture a Sense of Agency and Ownership
- Encourage Curiosity and Exploration
- Promote Perseverance and Problem-Solving





△ **~**

Using my design requirements as prompts, I led multiple group brainstorming sessions and we came up with a whole host of ideas.







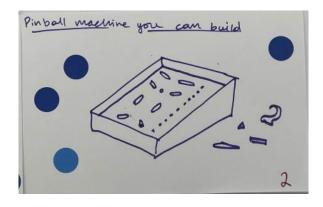












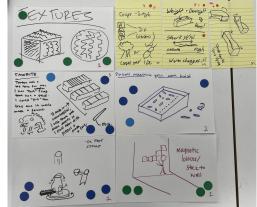












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Final Concept

"A toy that is constructed by the user that plays sounds and lights based on its construction."



Final Concept - The Why



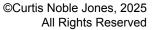
Open-Ended Play and Child-Led Exploration

Construction-type
toys allow for
open-ended play, and
they promote a lot of
foundational STEM
skills like Problem
Solving and
Creativity.

Music is Fun for All Children

Musical toys are enticing to children of all genders, ensuring that we can reach as many children as possible.





Final Concept - The Why

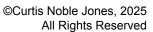
Δ

A Rare Gap in the Toy Market

There are currently no toys in this age group that do this, a rare gap in the oversaturated toy market.



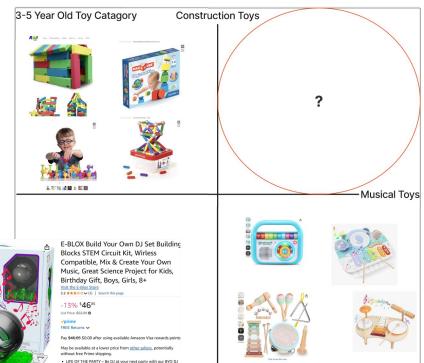




Final Concept - The Why

A Rare Gap in the Toy Market

There are currently no toys in this age group that do this, a rare gap in the oversaturated toy market.





- MP3 player or smartphone. Once connected, play your own mus out the HI-DEF speaker and insert DJ sounds to your own music.

 DJ CONSOLE INCLUDED The box transforms into your own DJ table. Fasy to huild in 2 simple sters! Lock in your favorite DJ.
- sounds with a push of a button.

 STEM TOY Designed to stimulate creativity and teach kids to investigate the world through creative reasoning and the

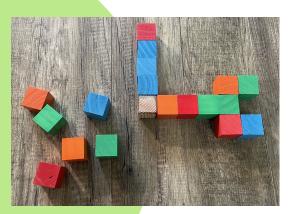
Parent Interviews





Prototype Iterations





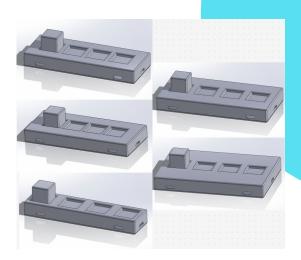




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Prototype Iterations







First Priority:

- The composition of the tune must be determined based on the construction of the toy set, and that construction must be determined by the child/person playing with the toy.
- The toy must be appealing to purchasing adults and children of all genders.
- Power must come from a single location

Second Priority:

- The child must be able to play with the toy alone, interacting with at least the most basic functions and play journey.
- The sound played must be pleasing
- The toy should have various ways to play with it

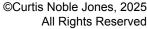
Product Requirements By Priority

Nice to Have:

- The toy should only play the music when it is wanted, indicated by intentional prompting
- The storage of the toy should be easy to manage and keep all parts of the toy together
- The toy should be playable to those that are color blind

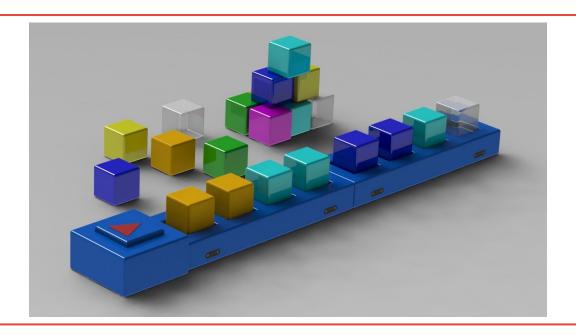
Mandated:

- The toy must meet ASTM standards for safety
- The toy must be durable enough to be knocked over, pushed, and even thrown without compromising functionality, and cause minimal harm to who/whatever it was thrown at
- The toy must be easy to clean





The Build-A-Song



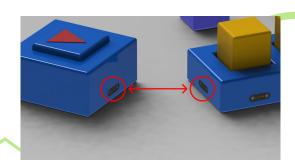
A toy that allows children to build their own songs while developing foundational STEM skills like creativity, problem solving, pattern recognition, and more!



Key Design Features

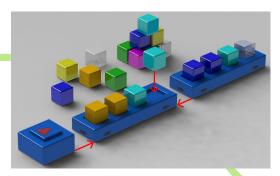
Easy Quick Connect

Start Block and
Boards snap together
with the easy
Magnetic Connectors



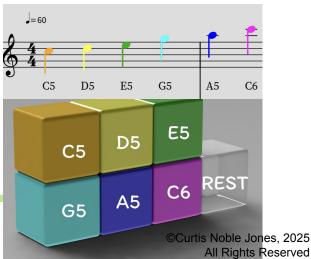
Expandable

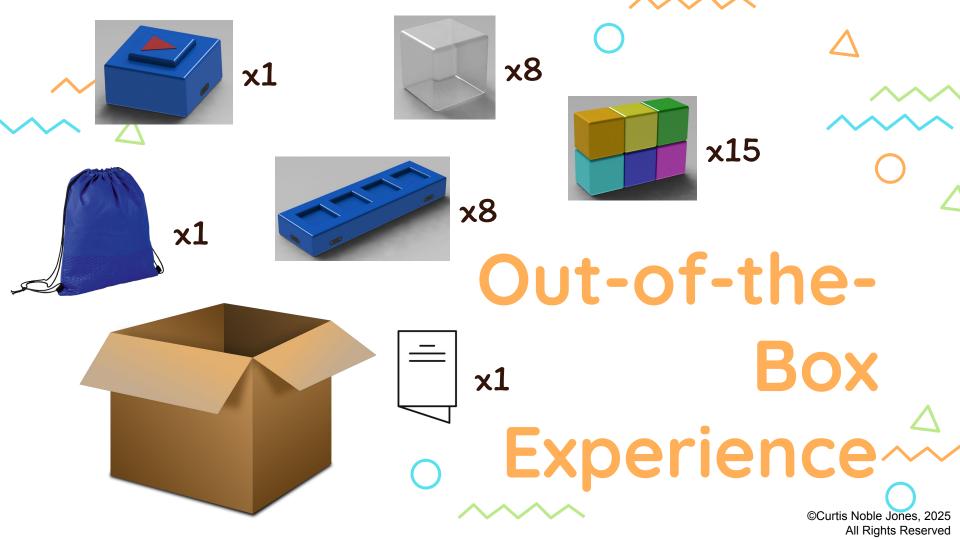
Connect more boards together for longer songs, and fill the slots with the colored blocks



Creative

Each block color plays a different note, allowing the child to build their own songs

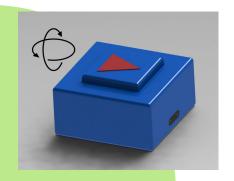


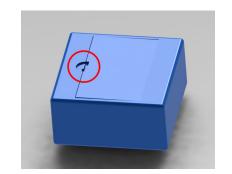




Batteries

Let's open the underside of the **Play Button** and put in 3 AA batteries!





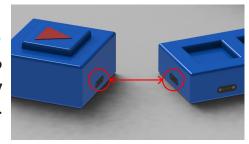






Let's Build A Song!

First, let's connect the **Play Button** to our first **Board**. We can do this by putting the magnetic plugs together.

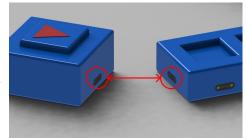


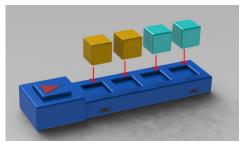




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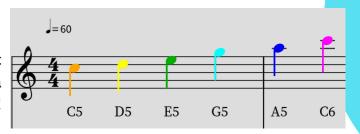


Let's Build A Song!

Now we can put **Blocks** into the **Board**'s slots. Try using different **Blocks** and see what sounds they make when you hit the **Play Button**!

Let's Build A Song!

Hey! Different colors play different notes! This chart shows what note each **Block** plays!

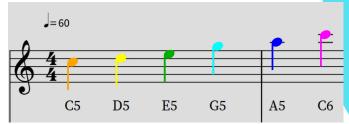


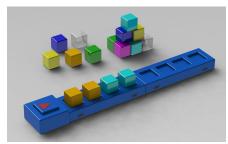




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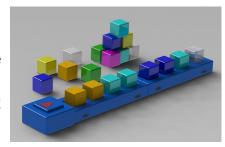


Let's Build A Song!

Let's add a second **Board** to make a longer song! We can add a **Board** to any plug on the other side of the **Play Button**.

Let's Build A Song!

Now try building with the **Blocks** like they are shown here, and hit the **Play**Button!

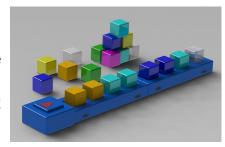






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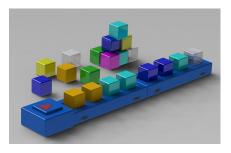






Let's Build A Song!

Now try building with the **Blocks** like they are shown here, and hit the **Play Button!**





Let's Build A Song!

Hey! I know that song! That's the beginning of Twinkle Twinkle Little Star! What other songs can you build?



△ **~**

Expansion Set

This will contains 4
Boards, 4 Clear Rest
Blocks, and 8 of each
Colored Blocks.

Additional Play Button

This contains an additional **Play Button** in case your child wants to play with their siblings or friends and build different songs.







Price of Starter Set

The Base Set will cost \$49.99

Prices



Price of Expansion Set

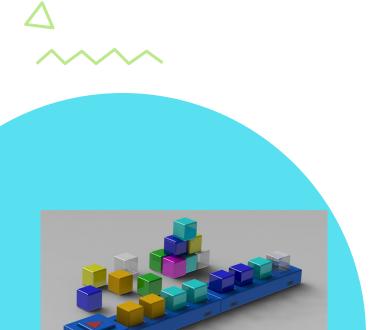
The Expansion Set will cost \$25.99



Price of Additional Play Button

The Additional Play Button will cost \$9.99

The Build-A-Song



Open-Ended

The child can create their own songs that they can be proud of!

Fosters Creativity

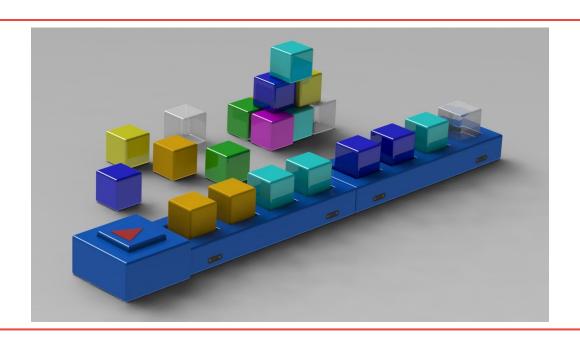
Fosters creativity with a near limitless possibilities that'll never get old!

Reaches out to all genders

Fun, engaging, and approachable for every kid!



Thank You!



Are there any Questions?





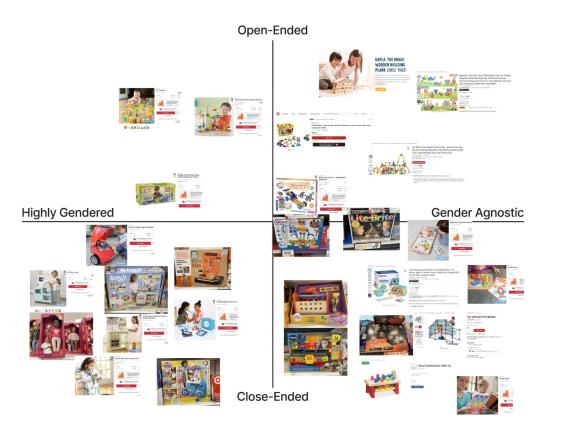
Appendix





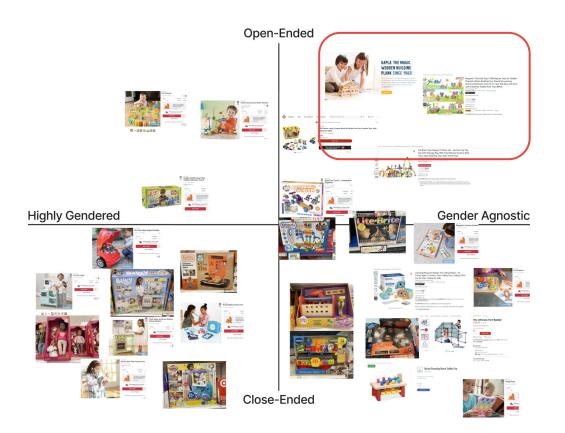
Research: Market Research





Research: Market Research







Research: Market Research





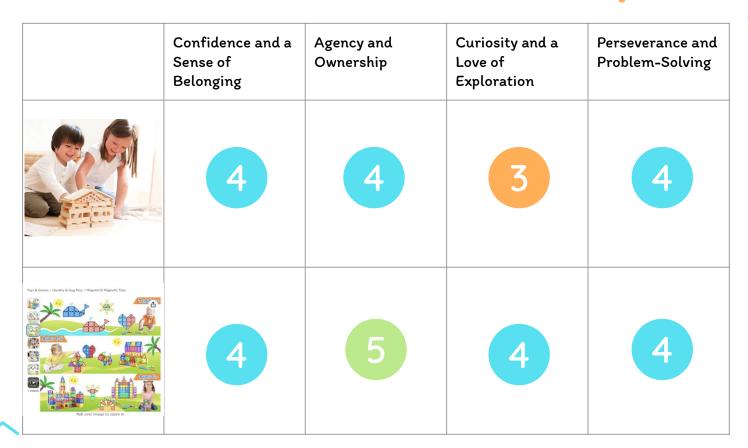




Research: The Leaders in the Space



Research: The Leaders in the Space



Research: The Leaders Are Outdated





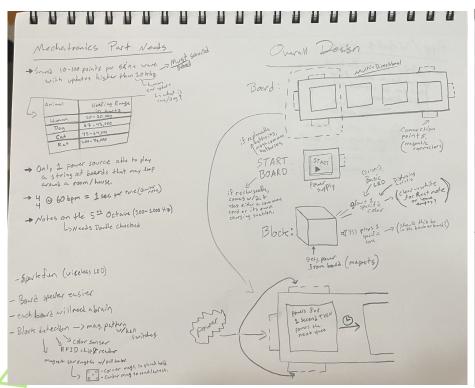
Hasn't Changed Since 1982

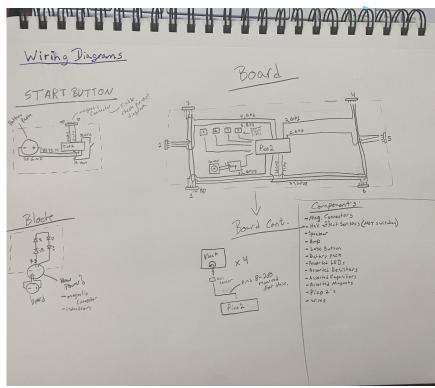


Hasn't Changed Since 1997



Design Notes and Diagrams

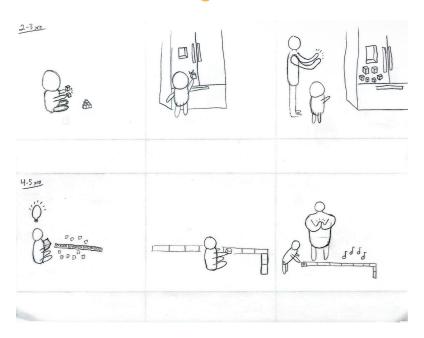






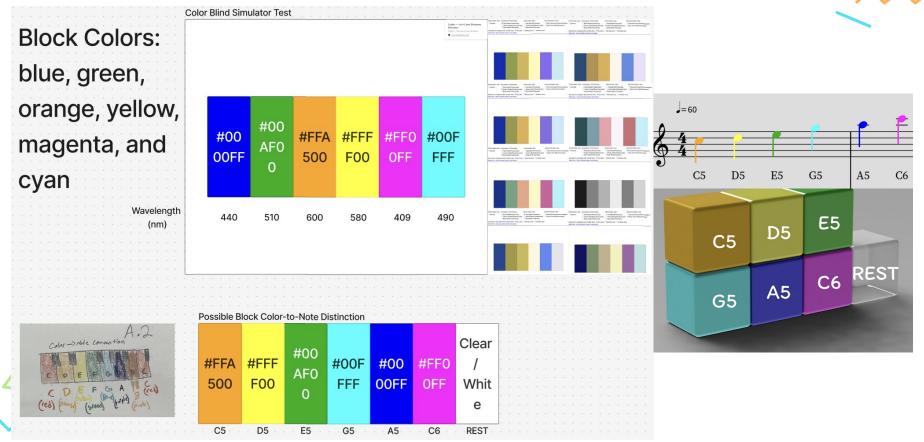
The Toy Can Grow With The Child A Storyboard







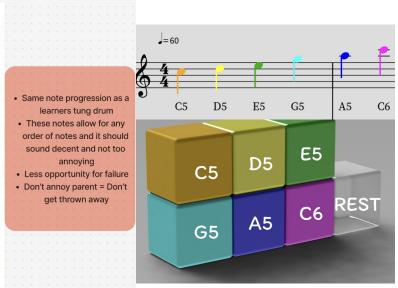
Choosing Block Colors



Choosing Block Tones



	NOTE FREQUENCY CHART HEROIC AUDIO										
	Octave 0	Octave 1	Octave 2	Octave 3	Octave 4	Octave 5	Octave 6	Octave 7	Octave 8	Octave 9	Octave 10
C	16.35	32.70	65.41	130.81	261.63	523.25	1046.50	2093.00	4186.01	8372.02	16744.04
C#	17.32	34.65	69.30	138.59	277.18	554.37	1108.73	2217.46	4434.92	8869.84	17739.69
D	18.35	36.71	73.42	146.83	293.66	587.33	1174.66	2349.32	4698.64	9397.27	18794.55
D#	19.45	38.89	77.78	155.56	311.13	622.25	1244.51	2489.02	4978.03	9956.06	19912.13
E	20.60	41.20	82.41	164.81	329.63	659.26	1318.51	2637.02	5274.04	10548.08	
	21.83	43.65	87.31	174.61	349.23	698.46	1396.91	2793.83	5587.65	11175.30	
F#	23.12	46.25	92.50	185.00	369.99	739.99	1479.98	2959.96	5919.91	11839.82	
	24.50	49.00	98.00	196.00	392.00	783.99	1567.98	3135.96	6271.93	12543.86	
G#	25.96	51.91	103.83	207.65	415.30	830.61	1661.22	3322.44	6644.88	13289.75	
A	27.50	55.00	110.00	220.00	440.00	880.00	1760.00	3520.00	7040.00	14080.00	
Α#	29.14	58.27	116.54	233.08	466.16	932.33	1864.66	3729.31	7458.62	14917.24	
В	30.87	61.74	123.47	246.94	493.88	987.77	1975.53	3951.07	7902.13	15804.26	





Quick Start Guide

Build-A-Song Quick-Fun Guide



This toy needs power. Let's put in the batteries!





Mind the + and - on the AA batteries



Let's open the underside of the Play Button and put in 3 AA batteries!

Now Let's Build A Song!



First, lets connect the Play Button to our first Board. We can do this by putting the magnetic plugs together.



Now we can put Blocks into the Board's slots. Try using different Blocks and see what sounds they make when you **hit the Play Button**l



Hey! Different colors play different notes! This chart shows what note each Block plays!



Lets add a second Board to make a longer song! We can add a Board to any plug on the other side of the Play Button.



Now try building with the Blocks
d like they are shown here!



Hey! I know that song! That's the beginning to **Twinkle Twinkle Little Star!** What other songs can you build?

Build-A-Song Quick-Fun Guide



Troubleshooting:

- If the toy doesn't turn on, check that the connectors are pressed together and the batteries are good.
- If one colored block doesn't glow, or its note is not played, make sure the block is fully in the slot

Example Songs:

Each color corresponds to a note. The example songs will use the colors for simplicity. Any time you see a "-", this means a "rest" or a pause in the music. These are played with clear blocks.

Color	Traditional Note	Color	Traditional Note	
Orange (O)	C5	Cyan (C)	G5	
Yellow (Y)	D5	Blue (B)	A5	
Green (G)	E5	Magenta (M)	C6	

Twinkle Twinkle Little Star

00CC|BBC-|GGYY|000-| CCGG|YY0-|CCGG|YY0-| 00CC|BBC-|GGYY|000-|

Mary Had A Little Lamb

GYOY|GGG-|YYY-|GCC-|GYOY|GGGG|YYGY|O---



Thank You

I hope you enjoyed this presentation on my project, The Build-A-Song.

If you are interested in learning more about this project or any other project of mine, feel free to reach out!
You can reach me at:
Jonescn@rose-hulman.edu

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