

ZOXDEAL EXCLUSIVE BONUS

Snap Circuits Jr Project Roadmap

The manual's 100+ projects build real skills in order. Use this roadmap to pace them - one or two a day beats a weekend binge - and to see what your child is actually learning at each stage.

Stage	Projects	What they learn
1. First circuits	Start of the book: simple lamp and fan circuits	What a circuit is, switches, and why a loop must close for anything to work.
2. Series vs parallel	Projects #5 and #6	The single most useful idea in basic electronics, learned by snapping, not reading.
3. Sound	Musical Doorbell (#15), Police Siren, Alarm Circuit	How integrated circuits store and play sounds; inputs vs outputs.
4. Light & sensors	Flying Saucer (#11), Voice-Controlled Lamp, photosensitive whistle projects	Photoresistors, motors, and cause-and-effect control.
5. Conductors & logic	Later book: conductor tester, AND / OR / NOR gate projects	Materials science basics plus the logic ideas computers are built on.

Pacing tip

Engaged kids can finish the book in one unpaced weekend. Stretch it: after each project, ask what would happen if one part moved - then let them test it. That question turns a kit into an education.

Free bonus from ZoxDeal — zoxdeal.com. Project numbers from the official SC-100 manual, checked October 2026.