

YES to all confirmations.

ANTI-SPEC: Passive books/videos on conservation; bug catchers/jars (capture harms in-situ focus); indoor terrariums or toy zoos (ex-situ); single-outcome crafts without real habitat feedback; generic nature toys lacking active protection.

IDEAL (drafted pre-search): Shippable kit with real durable materials (e.g. wood) for 5yo to build functional insect/pollinator hotel; all components + simple instructions included; child assembles/paints/personalizes then places in garden/yard; real ongoing feedback from local insects using it; open-ended observation/care; basic adult setup only; exact age fit; year-round ready; high agency, specific to in-situ habitat provision for biodiversity.

RANKED LIST (scored via full funnel; #1 by priority gates then identity/quality):

#1 (91): SparkJump Bug Hotel Woodworking Kit (Premium Bug Hotel Kit). ~32 EUR. Amazon/global. FSC cedar, pre-cut pieces, kid-safe glue, 6 paints + brushes, screwdriver, video instructions. ~30x20x15cm assembled. Durable multi-season wood. Place in garden for real local bugs/pollinators.

Safety: 4+ with supervision; no unmanageable hazard (general toy standards ASTM/EN71 proxy [needs verification]).

Sanitize: Wipe damp cloth + dry; sun/air between rotations.

Gap: None (exact fit). Augment optional: simple ID card.

Wins: All gates 1 (procurable, exact age with help per reviews 4.5yo, in-situ bug feedback, year-round outdoor, safe with arrangeable adult). All identity 1 (node-specific habitat creation not generic; proper garden environment; active builder/observer; non-replicable enrichment; sparks internal curiosity via real arrivals; enables family value via pollinators; catalyst vs caregiver baseline; real materials/open-ended; high transferable ceiling to ecology; divergent use). Quality mostly 1 (evidence for habitat kits category; complete/minimal; durable; 7-day arc possible; low barrier).

7-day arc: Day 1 assemble/paint/place; Days 2-7 daily checks for residents, note changes, share with family.

Engagement: Unprompted checks, questions on bugs arriving, experiments with position. Absence: Static toy after build.

Trajectory: Direct precursor to habitat restoration, citizen science, biodiversity management.

#2 (82): Craft-Tastic Make A Bug Hotel Kit (PlayMonster). ~15-20 EUR. Ages 4+ help. Card-board/frame + stickers/natural fill. Easier but less durable.

Gap vs #1: Weaker materials/feedback (cardboard vs real wood proprioception + longevity); lower LIFESPAN/PACKAGE_COMPLETENESS. Still passes gates/identity core.

#3 (76): Similar entry-level wood bug hotel kits (generic Amazon/Etsy equivalents).

Gap vs #1: Less complete instructions/tools/paints; variable quality/durability.

#4+ (55-68): Basic nature observation kits (magnifier + journal); pollinator seed starters (weather/planting stretch). Pass some but miss specificity or durability.

ANTI-RECOMMENDATIONS (- scores): - National Geographic Bug Catcher Kit: Fails Q3_DOMAIN/PROPER_ENVIRONMENT (capture disrupts in-situ, not conserve/protect). - Conservation storybooks/videos: Fails DEUTSCH_AGENCY/OPEN_ENDED_PLAY (passive consumption). - Indoor bug terrariums/toy hotels: Fails Q3_DOMAIN (ex-situ, not in-situ habitat). - Single-path craft kits (e.g. pre-made posters): Fails DIVERGENT_EXPLORATION/OPEN_ENDED_PLAY.

#1 ships.