

BEFORE/AFTER SCHOOL STEM Clubs

STEM (Science - Technology - Engineering - Math)



Enrichment Programs

Learning Pods and Class Visits Programs

Ready for some socially distanced, *In-person or Virtual* programs? Bring hands on STEM to your Learning Pod or to create a Pop up Event for your friends or school or bring hands on to your Classroom. You provide the space; we provide the STEM.

- Customized programs for each event
- 1-1.5 hour programs
- Socially Distanced—limited to 12 students
- Teacher Led—all teachers wear masks and bring all supplies.
- Run a program once for a special event or regular session
- Prices start at \$100 per visit plus supply fee & postage

Projects Include:

- Bristle Bots—Draw Bot
- Slimeology—Stoplight Slime
- Machine Madness—Monster Jaws
- Pop Bang Fizz—Electrolysis
- Super Science Smorgasbord—Science Magic



Other Choices Available to fit any situation or theme. (See back for other possibilities. Limited spaces available.)



Call us at 866 KIDZ FUN or 303 805-9287

PS—Virtual Clubs also available—for more information check out our website

www.ScienceMatters.tv

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Enrichment Programs



Learning Pod/Pop Up Options

In person: 45-55 minutes

Virtual: 30-45 minutes

Grades K-1

- Amazing Animals – Meeting at Unusual animals. Projects: Angler Fish game, dissect an owl pellet, make a Shark Hat
- Perfect Polymers – Experiment with polymers of different sorts. Projects: Make a Polymer Kit – Insta snow, rainbow tubes, fortune fish, make a bouncy ball or slime.
- Musical Sounds – Make Noise. Project: Harmonica, spoon chime, Strip cup/clucker cup

Grades 2-3

All Above plus

- Rubberband Mania: Experiment with rubber bands. Projects: Spool Racer and Rubber Band Car
- Simple Machine: Learn about simple machines. Projects: Monster Jaws, pneumatic crane (Hammer Required)
- Magic and Illusions: Use science for magic. Projects: Magic Cup and Quarter through the cup, Balancing Barnaby.
- Magnets and Electromagnets: Explore magnetic force. Projects: Bouncy Magnets, Make an Electromagnet, Magnet Racers.
- Flight: Four Forces of Flight. Projects: Rolling Cans, Rubberband Glider, Hoopster Airplane

Grades 4-8

All Above plus

- Far Far Flung: Explore Catapults. Projects: Viking, POPSICLE Stick catapult
- Electric Zap – Electrifying fun with Electricity: Simple circuit and switch, electric wand Static Electricity – Merry Go Round.
- Maker's Workshop Study the Inventions of Leonardo DaVinci – Camera Obscura, Robot Drum, Invention in Motion. (Student Fee \$9) (hammer required)

Grades 5 and above

- Mouse Trap Car (Student Fee \$10)
- Soldering 101 (Student Fee \$10)

