

CLASS DESCRIPTIONS JULY 2018		
A: class title	Class description	
Ancient Greek Archaeology: Digging into the mysteries of the past	Learning experiences include:	
Years 5-6	 What is Archaeology? Garbage talks: looking at material found on "digs" and how to use this to answer questions Visit to the Ancient History Museum 	
	Piecing it together: finding broken artefacts and how to put them back together	
	What lasts in the ground?	
	How to do a dig: excavation	
B: class title	Class description	
Bright Sparks	Learning experiences include:	
Years 3-4	 Human circuits Testing conductors and insulators Fruit batteries 	
	 Circus relay Building circuits – lights and buzzers 	
	Steady hand game	
Bubbleology	Learning experiences include:	
Years K-1	 The science of bubbles What ingredients make the best bubbles? 	
**Learning activities will go until 4.00pm only.		
Care is available until 5.30pm and children wi	I'm in love with the shape of bubbles!	
play inside and outside from 4.00pm - 5.30pm You can collect your child anytime from 4.00pm - 5.30pm.**	Sunshine, rainbows and GIANT BUBBLES	



C: class title	Class description
Call the Dr	Learning experiences include:
Years 6-7	 Principles and practice of electrophoresis Whose DNA was left behind? (Fake) Blood-based cancer diagnostics Detecting sickle-cell anaemia Which orange juice has the most vitamin C? Community immunity Genetic engineering and disease
Coding with Processing	Learning experiences include:
Years 4-6	Learn to code using Processing (Java language) Processing is a visual programming language designed for creative people incorporating digital multi-media. Processing is based on Java so you learn Java coding Learn to draw shapes in different colours and move them around the screen Create your own avatar Interact with your creations Check out processing.org for more information
CSI	Learning experiences include:
Years 5-6	 Collect evidence fingerprinting dental forensics footprint analysis chromatography handwriting analysis Solve a crime in your group!



D: class title	Class description
Day of the Dinosaur	Learning experiences include:
Years K-1 "Learning activities will go until 4.00pm only. Care is available until 5.30pm and children will play inside and outside from 4.00pm - 5.30pm. You can collect your child anytime from 4.00pm - 5.30pm."	 Fizzing dinosaur eggs Make fossil imprints T-rex tag Bird feather bonanza Touch and feel bird experience Pasta skeleton How big is a dinosaur's foot?
DNA and Evolution	Learning experiences include:
Years 4-6	 Alike but different Tree of genetic traits DNA model Dog DNA: interpreting the code Extracting strawberry DNA Preying on beans: evolution and natural selection Bird beak adaptations
E: class title	Class description
Earth and Solar System	Learning experience include:
Years 2-3	 Making Earth's defence - our magnetic field The charged particle game How do moon craters form? Oreo moon cycle Make a model of the Earth, Sun and Moon Check out a solar telescope



F: class title	Class description
Falling with Style (Flight)	Learning experiences include:
Years 2-3	 What is flight? Flight and forces Perfecting the paper plane: dart planes, hang gliders, circular planes Flight contest: furthest and longest Making a paper helicopter The flight of hot air balloons
Flight (3 day course)	Learning experiences include:
Years 4-6	 Explore concepts related to flight. Time to play/have fun with things that fly. Time to make a model of something that flies Provide opportunities for students to engage with all ideas and time and support to investigate some in more depth Activities to develop skills of Working Scientifically and Working Technologically Day 1 "Get to know you" games (but related to things that fly) General safety, rules and expectations What does it mean to say something flies? Adaptations of living things that can fly Design and make a seed casing Intro to forces: drag, thrust, lift, gravity (explored mostly in one dimension) Play with things that fly Continued Next Page



	 Drama activity: how flight forces act on a paper plane; flying paper planes safely indoors/outdoors Intro to paper plane construction: Nakamura lock plane Air has weight and can apply pressure Exploring ways to generate lift related to changes in air pressure Modifying paper plane to change its flight path by changing way air moves over the wings Play with things that fly Day 3 More paper planes: which one can fly the furthest? For longest time? In a circle? Upside down? Land on a target? Exploring ways to generate thrust: propellers, stored energy (elastic bands - paper plane launcher), electrical/chemical energy (batteries) Powered flight for paper planes Flight forces in space: how are they the same/different?
	 Play with things that fly SHOWCASE: parents will be invited for a Showcase at the end of the 3rd day, where the children will share and present on the fun of the past 3 days.
Float My Boat Years 5-6	 Learn about buoyancy, gravity and other water forces Discover who Archimedes was and why he loved taking baths! Will it sink or float? experimenting with buoyancy Design your own cargo boat challenge. Sticky water! Learning about water cohesion and adhesion Experiment with gravity and the use of sails and keels.



Funky Physics

Years K-1

"Learning activities will go until 4.00pm only.
Care is available until 5.30pm and children will
play inside and outside from 4.00pm - 5.30pm.
You can collect your child anytime from
4.00pm - 5.30pm."

Learning experiences include:

- We'll explode ... safely!
- We'll apply force and propel and hit targets
- We'll push and pull and drop and explore gravity
- At the end of today we will understand Earth a little better!

G: class title	Class description
Geology Rocks!	Learning experiences include:
Years 3-4	 The rock cycle What rock is that? Rock abrasion Minerals under the microscope and looking at mineral density Build an earthquake resistant building Meet a real, live geologist! What do they do anyway?
Good Vibrations	Learning experiences include:
Years 3-4	 Sensing Sound: using your ears What's that Sound? Good Vibrations: learning that sounds are vibrations Making different sounds Sound Travels: making a string telephone Water and Sound The Science of Music Sound Art



H: class title	Class description
The Human Circulatory System	Learning experiences include:
Years 2-3	 Make a heart, a lung, and blood Model the circulation of blood around the body Sheep heart and lung dissection What can you see in the chest x-ray of a child?
	Experiment: what gets our heart pumping the most?
Human Movement	Learning experiences include:
Years 4-5	 Strike a pose The human skeleton Our bones The human hand Our lungs Depth perception and reaction time
I: class title	Class description
Incredible Forces	Learning experiences include:
Years 2-3	 Balloon rockets Egg-citing science Push and pull dance Magnetic forces Make a bridge that can withstand strong push forces



L: class title	Class description
Lets Get Physics	Learning experiences include:
Years 3-4	Will Egg-bert survive the day? Use your newfound knowledge and skills to make sure Egg-bert makes it (or not, that's fun too!). • Do activities and games on energy • Test your reaction time • Know your hand preference • Learn about how you balance
Light of My Life Years 5-6	 Learn about wavelengths and the rainbow of colours that make up white light Experiment with colour mixing, comparing paint vs. light Play with coloured shadows Understand the concept of persistence of vision looking into optical illusions Make your own optical illusion Learn about the Stroop Effect Understanding colour: Why is the Sky blue?

M: class title	Class description
Matter Mayhem	Learning experiences include:
Years K-1 "Learning activities will go until 4.00pm only. Care is available until 5.30pm and children will play inside and outside from 4.00pm - 5.30pm. You can collect your child anytime from 4.00pm - 5.30pm."	 It's all about adding and subtracting and making something new Do elephant's use toothpaste? Is slime really slippery? Do cupcakes really need all those ingredients?



Magic Tricks	Learning experiences include:
Years K-1 "Learning activities will go until 4.00pm only. Care is available until 5.30pm and children will play inside and outside from 4.00pm - 5.30pm. You can collect your child anytime from 4.00pm - 5.30pm."	Make some magic (it's really just science)! • First, make your wand • Walking on water • Lemon volcano • Magic potion • Heat changing slime • Electric eels • Put on a show!
P: class title	Class description
Paper Science	Learning experiences include:
Years 3-4	 Paper is one of humanity's great inventions and we are still learning more about its uses! Examine paper under a microscope Test paper's strength Engineer a paper plane Make your own paper Learn the Miura-ori fold and discover how it is revolutionizing design
Programming Electronics with Micro:Bit	Learning experiences include:
Years 3-4 Years 5-6 ** Two separate classes will be run dividing the students into years grouped by Stage. Teachers will deliver content targeted for the appropriate age groups. **	 Learn to think like a Computer Scientist! Discover the hardware and software concepts behind everyday objects like TV's, microwaves and traffic lights Learn the difference between hardware and software Create 'new technologies' and solve problems using hardware and software Learn to program electronics with the Micro:bit!



R: class title	Class description
Rube Goldberg Machines	Learning experiences include:
Years 3-4	 Learn about and make: Levers, inclined planes, wheel and axels, pulleys, wedges, screws and gears Create a simple Rube Goldberg machine and exhibit it to the class Check out Rube Goldberg machines on You Tube for the kinds of things that you could make!

S: class title	Class description
Science is Real	Learning experiences include:
Years 1-2 "Learning activities will go until 4.00pm only. Care is available until 5.30pm and children will play inside and outside from 4.00pm - 5.30pm. You can collect your child anytime from 4.00pm - 5.30pm."	 Purple celery experiment How much does an insect eat? Marble physics Where is my tree? Film canister rockets It's all natural
Slick Science	Learning experiences include:
Years 1-2 "Learning activities will go until 4.00pm only. Care is available until 5.30pm and children will play inside and outside from 4.00pm - 5.30pm. You can collect your child anytime from 4.00pm - 5.30pm."	 Experiment: clean up an oil spill Make oil art (marbling) Move a cardboard boat through water without touching it Water density: what floats and what sinks What dissolves in water? What doesn't? Experiment: which fabrics absorb more water than others?



Smart Materials	Learning experience include:
Years 5-6	 Exploring the key concepts of chemistry What are atoms, molecules and elements? What are polymers and plastics? What are smart materials? Experimenting and playing with polymers Thermochromic polymers – colour change slime!
Special Effects Science	Learning experience include:
Years 4-5	 Making Spooky potions that change colour Making and using a variety of invisible inks A brain dissection Spreading the Zombie virus Making fake blood Creating fake wounds
Super Science	Learning experiences include:
Years 1-2 **Learning activities will go until 4.00pm only. Care is available until 5.30pm and children will play inside and outside from 4.00pm - 5.30pm. You can collect your child anytime from 4.00pm - 5.30pm.**	 Proprioception – your place in space Animal athletes – can you jump as high as a flea? Sock walk – what do our feet find in the bush? Whose scat is that? Make animal scat (playdough) Looking at our ears and how we hear – make an amplifier



V: class title	Class description
The Vikings: Longships, Compasses and Magnetism Years 5-6	 Learn who the Vikings were and why were their ships the best of their time? Make your own Viking longship Investigating the compass Discover magnetism with magnetic sand and magnetic slime Create your own compass Use your new skills to take part in a Treasure Hunt!
W: class title	Class description
The Wonder Gears	Learning experiences include:
Years 3-4	 Simple machines- why use gears? How to make working gears DIY Building gear train models using different gear types Gaining control- how gears impact torque, direction and speed Being an engineer- designing and building complex machines to solve everyday problems with gears
Weaponry of Ancient Rome: Catapults	Learning experiences include:
Years 4-5	 Science of catapults: Forces, Motion and Energy Build a Roman Shield Ancient Roman Weaponry Show at the Ancient History Museum Flying Balloons Build a mini catapult Romans vs Barbarians: The battle has begun! Your only weapons are marshmallows to attack and a cardboard shield to protect you and your team. Use your knowledge of forces, motion, and energy to seize the day!



What's the Matter?	Learning experiences include:
Years 3-4	 Making a thermometer Chemistry magic show Molecule tag Dancing ooblek See an invisible gas Classic candle experiment Test items: are they acids or bases?
Z: class title	Class description
Zippy Balloon Science	Learning experiences include:
Years 3-4	 The exploding bag Flushed away Making ice-cream Making sherbet Heat conduction activity Make a hovercraft Marshmallow puff tube experiment