



EUREKA!

Invention



Do Like da Vinci

Inventing means curiosity! Children learn about da Vinci's many discoveries and try his experiments, from writing notes backwards, building devices and measuring human proportions. The da Vinci-inspired take home is designed to help inspire them to imagine their own creations.



Forts and Catapults

Inventing means discovery! Children learn the difference between a catapult and a trebuchet. They learn how to adjust for distance and accuracy, and they have the chance to launch projectiles with catapults and a large trebuchet! The inventors bring home their own catapult to experiment with.

ET Phone Home

Inventing means practicality! Inventors Bell, Edison and Tesla were locked in several battles over electrical inventions of their era. Children work together to form circuits and recreate Edison's invention of the phonograph. They talk about sound and learn that anyone can be an inventor.



Crazy Contraptions

Rube Goldberg became famous for his drawings of complex machines that perform very simple tasks. Children will learn about simple machines and devices to transfer energy, then design, build, and test their own wacky Rube Goldberg machines using every-day materials

Creative Creatures

Inventing means creativity! Using the skills that they are cultivating as inventors, children will build a flying dragon, will launch sticky creature flingers and be inspired to design their own model creatures.

Into the Future

Inventing means reaching for the stars! Kids race in a robotic relay and build their own sci-fi inspired light sticks that they can take home, along with their dreams of the future!

Kids get a cool science take-home every week!

*Note not all topics may be covered depending on length of program.

Sparkling Imaginative Learning

Bridge-O-Rama

Inventing often involves trial and error: kids will build a bridge of their own design using everyday materials, then test its ability to span a divide. They will also build an arch bridge without using glue and nails, and get a mysterious propeller take-home that demonstrates fundamental forces.

Survivor

How would you survive on a deserted island? Kids explore and discover solutions to challenges like finding and transporting water and food. Kids will build, test and take home their own (safe!) Mad Science blow dart.



Sub Space Transportation

Jules Verne imagined what it would be like to travel in space and underwater. Written long before modern travel, these books got a lot right. Kids will experience how humans been very creative in designing transportation and living environments for both space and underwater, and build their own model of a space-station with artificial gravity.

Shipwrecked

Inventing means necessity! This day puts children on a deserted island in which they must work together to invent solutions to collect food and water, and to build shelters. They also create messages in a bottle and learn how the ocean currents might carry them.

Smooth Sailing

How do you get off that deserted island?! Kids will design, build and test their own sailboats and build a navigation device.



Mad Machines

Most mechanical inventions involve one or more simple devices such as levers, pulleys and inclined planes. Kids will explore simple machines and get their very own rubber-band powered racer to take home.



Give your child the best

BIRTHDAY PARTY EVER!



Call MAD SCIENCE: (413) 584-7243 or (800) 338-5711