HOW DOES IT GROW?
Grades K & 1 - Can you believe how much your students grow in one year? Neither can we, which is why growth is a great topic for exploring what living things need to grow and survive. Build a window greenhouse for a seed and add everything it needs to grow.

WHAT’S THE MATTER?
Grades K, 1 & 2 - Explore properties of solids, liquids, and gases in this hands-on workshop about matter.

SUN, MOON, AND STARS
Grades 1 & 2 – What causes day and night? Why can we see different constellations at different times of the year? Aren’t the Earth’s rotation and revolution the same thing? Student will become astronomers as we answer these questions and more with a variety of hands-on activities.

MAGNIFICENT MAGNETS
Grades 1, 2 & 3 - From the refrigerator door to rollercoasters - magnets are everywhere! But what exactly is a magnet? Explore magnetism and its effects in this workshop.

OZOBOTS AND CODING
Grades 2 & up - Learn the basics of coding with our Ozobot robots.

PAPER STRUCTURES
Grades 2 & up - Student engineers will be challenged to construct the tallest freestanding structure that they can in a limited amount of time and with a limited amount of supplies.

LITTLEBITS AND ELECTRICITY
Grades 3 & up - Learn the basics of electricity, circuits, and electrical engineering with our littleBits circuit kits.

CANDY SKYSCRAPERS
Grades 3 & up - Challenge your construction engineers with this sweet skyscraper-building workshop. Students will analyze the strength of different shapes, measure, collect data, and utilize their observations to construct a sturdy building that can withstand the forces of nature.

BUCKETS TOWERS
Grades 3 & up - Students will collaborate in groups to design a tower that is sturdy and strong. Each tower will be put to the test - how many washers can we add before the tower collapses? Learn about 3D shapes, variables, and construction engineering.

MARBLE ZIPLINES
Grades 3 & up - Fight gravity in this STEM workshop designed to challenge your best engineers. Can you work as a group to build a safe yet fast zip line for our marble passenger? Use your math and engineering skills to safely deliver your marble to the landing zone.

DISSECTION (OWL PELLETS)
Grades 4 & up – Introductory dissection activity that helps students understand predator-prey relationships and the food cycle. Identify an owl pellet’s content, practice recording and analyzing data.

FORENSICS
Grades 4 & up – Use techniques of forensic science to gather and analyze evidence left behind at a crime scene. Use deductive reasoning to evaluate the evidence and determine the criminal’s identity.