



SERIOUSLY FUN!



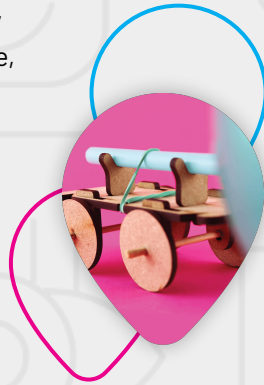
23 AFTER SCHOOL
24 PROGRAMME 

SUMMER TERM



SUPER GADGET

With this project, we learn a new way to communicate, through Morse code, to converse through light signals.



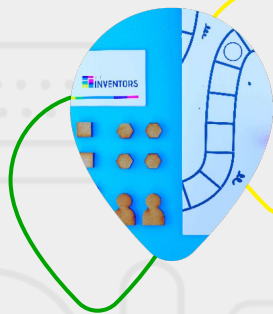
FAST AND CURIOUS

Inventors, prepare the balloon! Let's compete in the craziest races where cars are powered by balloon propulsion.



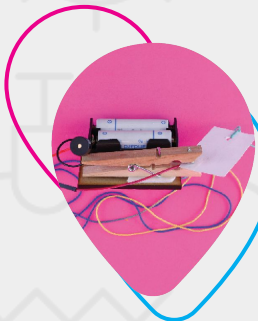
MY MIRROR

The electronic mirror gives us much more than our reflection: it also hides a secret message.



BOARD GAME

Better than playing a board game is playing a board game created from scratch. Our rules, our characters, and our adventure!



SPRING ALARM

How to prevent intruders from entering our room? Equip a spring with electronic components and turn it into an effective alarm.



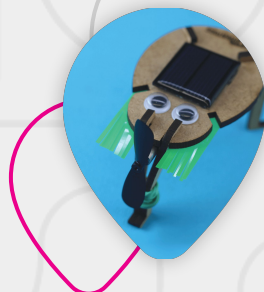
SPIROGRAPH

With the Spirograph, we make Geometry fun. We don't need to know how to draw to create exceptional drawings filled with colourful patterns.



PARACHUTE

A fearless monkey is set to parachute jump. With our knowledge of gravity and air resistance, we'll cushion his fall.



SOLAR BEETLE

This time, the energy is different. Instead of the usual batteries, our electronic environmentalist friend needs sunlight to function.

23 AFTER SCHOOL 24 PROGRAMME



SERIOUSLY FUN!



HANDS-ON ACTIVITIES AND PROJECTS THAT INSPIRE THE INVENTORS OF THE WORLD

This programme is not arranged chronologically and may be subject to change or adjustment during the course of the school year.

The photos shown are for demonstration purpose only. Actual projects may have their final presentation changed.

