

24 AFTER SCHOOL 25 **PROGRAMME** 

**SPRING TERM** 

## AFTER SCHOOL 24 PROGRAMME 25



### **LIGHTSABER**

With this project we will create a fantastic lightsaber that is able to defend against any stormtrooper army.



#### **RESISTOR-O-TRONIC**

Did you know that your body can be a vehicle for music? Let's create an instrument that helps you understand how!



### **CATAPULT**

We will enjoy fun competitions with the assistance of elastic potential energy and the first law of thermodynamics.



### **TABLE FOOTBALL**

Let's explore physics and mechanics concepts as we build a table football game. After the project is assembled, get ready... because the game is about to really begin!



### **RANDOMAGNET**

The magnets have the answers even to the most trivial questions. Should I skip a rope or ride a bike? The Randomagnet answers!



### BASICS OF ELECTRONICS

Electronics is a whole world just waiting to be explored. But to create the most incredible inventions, there is always a need for good basic knowledge.



### **ROBOT BUG**

This electronic insect will only rest when its magnetic legs have caught all the magnets it can find.



### **ELECTRONIC CLOUD**

A journey on a cloud which takes us through the world of electronics and gives us a guided tour of the primary colours of light.



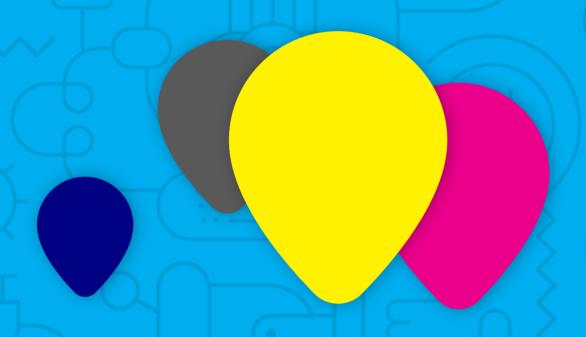
#### **UV LAMP**

We will turn ourselves into real spies and discover the secrets of UV light with a secret messaging device.

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**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.



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