



SERIOUSLY FUN!



24 AFTER SCHOOL
25 PROGRAMME

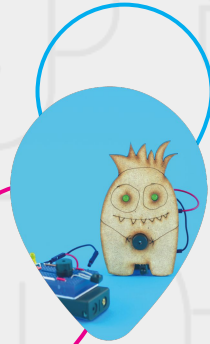


SUMMER TERM



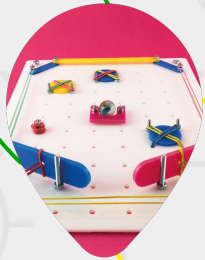
SPIT FIRE

We built a dragon that spits out light and who taught us that LED's are not all the same after all.



IR BEEPER

Let's build a noisy electronic friend that communicates with us whenever it senses infrared rays near it.



PINBALL

In this project we are going to give our own personal twist to this classic game!



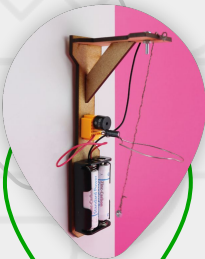
WIRE LOOP

A surgically thorough mission: with our knowledge of electronics, we will create a challenging Wire Loop to train our fine movements.



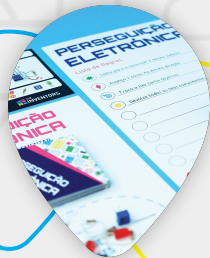
FROG FILIPE

With this project we build a frog that not only jumps but defies the laws of physics!



HANG ALARM

No intruder goes unnoticed. Our bedroom door will always be safe with the ultra-sensitive alarm that we will create.



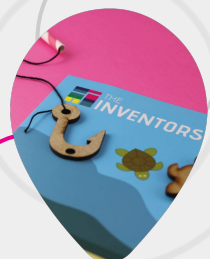
ELECTRONIC PURSUIT

The electronic components moved onto the board. In this game, we'll create our rules and, along the way, collect the components we need for the circuit. Will you be the first to turn on the LED?



BLINKING LAMP

This lamp is not energetic, it is ultra-energetic. The challenge is to assemble the circuit that does not make it stop blinking.



FISH THEM ALL

With the help of magnetic forces, we learnt about environmentalism, while fishing trash out of the sea.

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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.