

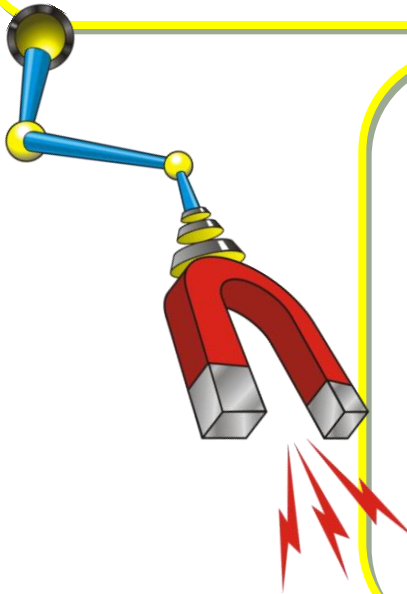
After-school programs



Mad Science is sponsored by Standish Recreation

ENGINEERING MANIA!

Program Description: Do you have an excessive enthusiasm for science? Or as we call it, "Mad Science Maine-ia"! Let us nourish that passion and upkeep that curiosity with some exciting exploration into the many aspects of Engineering! Become a junior architect and engineer by building model bridges and arches. Discover how airplanes defy gravity as you make a rotor kite twist and an airship twirl. Create a large child-operated pulley system and build a rubber band dragster. Make chemical engineering come to life as you mix up a few reactive ingredients for some sensational results. Get hands-on with rocket propulsion and blast off rockets across the room. Explore magnetism with swinging compasses and motorized devices. Put the "loco" in motion with crash test dummies and rubber band propelled rockets. Imagine, build, design, and have a scientific blast as we convert your excessive enthusiasm into fun as you experience the world of Engineering!



PROGRAM INFORMATION

LOCATION: George E. Jack School

DAY: Wednesday

DATES: 4/11-5/23/18 (6 WEEKS) No session on 4/18/18

TIME: 3:15-4:15 pm

ROOM: Art Room

GRADES: K-5th

COST: \$85.00

MINIMUM/MAXIMUM: 12/20

REGISTRATION DEADLINE: 4/9/18

REGISTER ONLINE: www.standishrec.com



MAD SCIENCE OF MAINE

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PH: 207-878-2222 Email: taryn@madsciencemaine.com

www.maine.madscience.org

CLASS DESCRIPTIONS

Moving Motion-Catapult into Newton's three laws of motion! Yank a cloth from under dishes, send crash test dummies flying, and launch mini-rockets across the room. See action–reaction forces at work with your twirling Newton Spinner Take-Home.

Mad Machines- Discover the six different types of simple machines: the screw, lever, inclined plane, wedge, pulley, and wheel and axle. Launch with levers, secure with screws, and work with wedges through hands-on activities! Apply your newfound mechanical knowledge by building your own Drag Racer Take-Home!

Fantastic Fliers- Fly through flight and aerodynamics basics! Discover the four forces that affect flight. Make and test various plane designs to see these forces in action. Build the Sky Hawk foam plane and fling it forward!

Magnetic Magic- Discover the “force” with swinging compasses and motorized devices. Learn how and why magnets behave in certain ways and gain a better understanding of how humans benefit from the Earth’s magnetic force. Take home your own Magnet Lab, using this cool force to make magnetic rings float!

Rocket Science- Follow a detailed construction plan to build your very own model rockets while exploring the science of rocketry. Play a fun game illustrating the four forces of flight.

Space Travel- Launch your investigation of rocket propulsion using the compressed air inside balloons for thrust. Race balloon rockets, launch straw rockets, and be challenged to devise a balloon-powered rocket car. Experiment with the fast moving air produced by spinning propellers and build a unique Shuttle Copter to take home.

Super Structures- Act like junior architects and engineers! Test out shapes for strength. See if a paper column can withstand the Column Collapser! Construct a structure from scratch with your own Bridge Basics kit.

Junior Reactors- Learn the atomic make-up of matter! The relative size of an atom is introduced in a cutting edge race to reduce a strip of paper down to its atomic size! This creative molecular session turns radical when you mix up your own chemical reactions. Explore how atoms join together and how molecules react using your own Atomic Coins take-home kit.

Fun Starts AFTER SCHOOL With MAD SCIENCE

Spark your child's imagination when school is out! Our After-School programs offer unique and engaging hands-on science experiences for your child. They will engage in exciting hands-on activities, watch spectacular demonstrations, participate in inquiry-based discussions, and take home correlated projects for extended learning opportunities at home. Visit our website to learn more: maine.madscience.org/afterschool-enrichment-info.aspx

OUR MISSION

Mad Science is on a mission to spark the imagination and curiosity of children by providing them with fun, interactive and educational programs that instill a clear understanding about science and how it affects their world.

PAYMENT POLICIES

- Registration and Payment must be processed by Standish Recreation. Please do not give payment to your child's school.
- A \$20 fee will be charged for any bounced checks.
- LATE PICKUP will be charged at the rate of \$1.00 per minute and must be paid in cash/check directly to the Mad Scientist prior to the start of the next class in order for your child to continue.

PROGRAM POLICIES

- A minimum of 12 children per class must be met in order for the class to run.
- All supplies and materials are included in the class fee.
- Mad Science has a zero-tolerance policy regarding violence of any kind.
- Mad Science is not responsible for children before or after the stated class times.
- Please pick your child up promptly at the classroom door upon dismissal.



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of scientists one class at a
time in Maine since 2001!

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www.standishrec.com

Visit our homepage maine.madscience.org
to learn about our Science Parties,
Workshops, Summer & Vacation Camps, and
Assembly Shows that we offer throughout
Maine.