## **SPRING CAMP 2025**



LITTLE EXPLORERS

**AGES 4-6** 



Week

Activity 1 (9:30 to 10:30 am) Activity 2 (10:45 am to 12:15 pm) Activity 3 (12:45 to 2 pm)

Week 1

24 - 28

Mar 2025

2x2 Rubik's Cube Wizards

Introduce young minds to the magic of solving a 2x2 Rubik's cube! With simple moves and colourful patterns, this delightful challenge fosters logic and coordination in a playful way

**Jungle Adventures with KUBO** 

Discover the wild through <u>coding</u> <u>with KUBO</u>'s coding activities like animal encounters, safari storytime, scavenger hunt, and obstacle course designed to enhance coding skills and understanding of the natural world.

Exploring Animal Habitats with LEGO WeDo

Children will build simple models of animals using the <u>LEGO WeDo Kit</u>. They'll explore different animals and their unique features This activity promotes creativity, fine motor skills, Through interactive play.

Week 2

2 - 4 Apr 2025 (3 Days Only) <u>Water Wonders: Splash, Sink &</u>
<u>Fizz</u>

Young scientists will explore the wonders of water through handson experiments! They'll mix colours, test which objects sink or float, make raisins dance in fizzy water, and rescue frozen toys with salt, learning science in a fun and interactive way. **Magical Adventures of mTiny** 

Explore interactive fun with activities like Animal Safari, Emotional Expressions Storytime, shape sorting puzzles, robot dance parties, and mTiny races.

**STEM Fairy Tales** 

Design and engineer an engineering solution to the problem of the central character in popular fairy tales like designing a house for the Three Little Piggies that can withstand the huffs and puffs of the 'wolf'

Week 3

7 - 11 Apr 2025 <u>Magnet Magic: Attract, Repel &</u>
<u>Explore</u>

Kids will explore the wonders of magnetism through fun, hands-on activities.

**Robo City: Build & Explore!** 

Using the LEGO Spike Essential
Kit, with The children will create
their own city with different
robotic elements, learning basic
engineering and coding concepts
while having fun

**Around The World** 

Learn about the famous
landmarks around the world!
Travel through Australia, Italy,
Egypt, Sweden and France,
building the famous landmarks
from these places.

Timings:

Drop-off timings: 8:30am onwards

Break timings:

9:30am to 2 pm

10:30am to 10:45am (short break) 12:15pm to 12:45pm (lunch break)

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## **SPRING CAMP 2025**



**FUTURE READY** 

**AGES 7-9** 





Week

**Activity 1** (9:30 to 10:30 am)

**Activity 2** (10:45 am to 12:15 pm)

**Activity 3** (12:45 to 2 pm)

Clean Water, Clear Future

Green Energy City - Building a **Smart Eco-System** 

Space Lab: Sun, Moon, and Stars

24 - 28 Mar 2025

Week 1

Young scientists will design and test water filters, exploring filtration, absorption, and sustainability. Through hands-on experiments, they'll learn the importance of clean water and real-world problemsolving.

This theme allows children to explore how wind energy and solar power are integrated into a smart city or eco-system using WeDo 2.0 robotics

kit, teaching them about sustainability while also providing hands-on learning about how renewable energy systems work.

Young explorers will discover the wonders of space through hands-on activities! They'll launch straw rockets, model moon phases, and act out Earth's rotation around the Sun to understand celestial movements in a fun and engaging way.

Week 2

2 - 4 Apr 2025 (3 Days Only)

**The Magic of Math** 

Kids will explore how shapes and math are everywhere! Through fun activities, they'll create patterns, build 3D structures, and discover how geometry connects to science, art, and engineering.

**Mega Machine Makers** 

Young inventors will explore the **LEGO Simple & Powered Machines** kit to build and test machines using gears, pulleys, motors, and levers. They'll create exciting projects like vehicles, cranes, and windmills, discovering how simple machines make life easier.

**Mega Machine Makers** 

(continued)

Week 3

7 - 11 Apr 2025

**Rubik's Cube Challenge** 

This exciting program includes hands-on learning, step-by-step solving techniques, pattern recognition, and friendly competitions, all tailored to make mastering the Rubik's Cube a fun and rewarding experience.

**Exploring Self-Driving Cars** 

Kids will dive into the world of autonomous cars and discover how robots, like self-driving vehicles, navigate and make decisions on their own! They'll learn how realworld autonomous cars use sensors and programming to follow paths, avoid obstacles, and drive without human control.

**Global Warming: The Pollution** Catcher

Kids will develop a Scratch game, Learn about global warming by catchina pollutants like carbon dioxide while avoiding eco-friendly items. Through gameplay, they'll discover the importance of reducing emissions and protecting our planet.

Timings: Drop-off timings: 8:30am onwards **Break timings:** 

9:30am to 2 pm

10:30am to 10:45am (short break) 12:15pm to 12:45pm (lunch break)

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## **SPRING CAMP 2025**



REAL-WORLD READY AGES 10-14



Week

**Activity 1** (9:30 to 10:30 am)

**Activity 2** (10:45 am to 12:15 pm)

**Activity 3** (12:45 to 2 pm)

Week 1

24 - 28 Mar 2025 **Rubik's Cube Challenge** 

This exciting program includes hands-on learning, step-by-step solving techniques, pattern recognition, and friendly competitions, all tailored to make mastering the Rubik's Cube a fun and rewarding experience.

Sumo Showdown: Engineer, Code & Conquer

Students will design, build, and program <u>LEGO EV3</u> Sumo Robots to battle in the ring! Through hands-on challenges, they'll explore engineering, strategy, problemsolving, and teamwork while refining their robots' strength, speed, and intelligence.

**IoT Smart Home: Automate Your** World

Dive into the world of <u>IoT</u> and learn how everyday home devices can be transformed into smart, connected gadgets

Week 2

2 - 4 Apr 2025 (3 Days Only)

**Aerospace Experiments** 

Participants will explore key aerospace concepts through handson experiments, discovering the science behind flight and space exploration.

Aerospace App Development

Participants will learn how to <u>design</u> and code their own mobile app using MIT App Inventor. They will create an interactive aviationthemed app, applying basic programming skills like buttons, animations and sensors to engage with aerospace in a fun and handson way!

**Aerospace App Development** 

(continued)

Week 3

7 - 11 Apr 2025

**Game Design with Python** 

Master programming fundamentals through a project-based learning approach, creating daily projects with engaging turtle graphics and game design techniques.

**Game Design with Python** 

(continued)

**Game Design with Python** 

(continued)

Timings:

9:30am to 2 pm Drop-off timings: 8:30am onwards

> 10:30am to 10:45am (short break) 12:15pm to 12:45pm (lunch break)

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