

Alien Arrival

Breaking news: We've contacted alien life, and they need our help landing on Earth! In Alien Arrival, we'll use our engineering skills to build and test a shock-absorbing landing craft for our extraterrestrial friends.

It's time to move mountains, pixel by pixel! In Aseprite Animation, we'll use Aseprite, a piece of software used to create art in real video games, to create our own custom pixel art animations!

Aseprite Animation

Zippering Ziplines

Our passengers would like to travel with safety, and style! In Zippering Ziplines, we'll design a zipline cart that can safely carry miniature passengers down a zipline, using drag and friction to plan the safe descent.

That hurricane is coming in quick; we need to prepare! In Safe House, we'll use cardboard, straws, and popsicle sticks to design and build a structure that can withstand the wild winds of a hurricane!

Safe House

Invisible Ink

Do you wanna know how to write secret messages? It's actually quite basic! In Invisible Ink, we'll use an acid-base reaction to write secret messages on paper, which we'll then reveal using grape juice!



Do you know what's more fun than animations? Animations you can control! In Frame Flipping Fun, we'll use Micro:Bits and block-coding to create a custom animation that can change with the press of a button!

Frame Flipping Fun

Terrific Towers

Your ambitions may be tall, but your tower won't be unless you have a plan! In Terrific Towers, we'll have to work together to plan and build a freestanding structure that can withstand wind, snow, and projectile!

With math and art combined, we can make great things happen! In Graph Paper Graphics, we'll use graphing and coordinates to plot points and create pieces of artwork!

Graph Paper Graphics

Cabbage Cooks

Red cabbage may seem unassuming, but it has a secret power... no matter how acidic or basic, no pH level can hide from it! In Cabbage Cooks, we'll use red cabbage water to test and track the pH levels of household liquids!

Don't get lost in the jungle... the urban jungle that is! In OzoCity Builders, we'll use OzoBots to code pathways onto pieces of paper, creating a mega city for our tiny robot friends!

OzoCity Builders

In Bridges we Truss

Sometimes it's not the destination that's important, it's the bridges we cross along the way! During In Bridges We Truss, we'll use popsicle sticks and strong shapes such as triangles to build bridges that can withstand as much weight



Plan carefully, or else your chance of victory will go down the drain! In Frantic Fishing, we'll work together to design and build a fishing contraption that can lift objects out of a drain!

Frantic Fishing

Slow and Steady Wins the Marble Race

An object in motion stays in motion, preferably for as long as possible! In Slow and Steady Wins the Marble Race, we'll have to put their heads together to design a marble track that can keep a marble in motion for as long as possible. The team with the longest run time wins!

It's time to fuse coding and ecology! In Eco Coding, we'll learn about ecosystems and the negative effects human trash have caused on them, and then remix a game using Scratch to teach the importance of cleaning up after ourselves!

Eco Coding

Scam Safety Hotline

I'll be a millionaire and all I have to do is send you my credit card info? Seems legit! In Scam Safety Hotline, we'll learn how to spot traits of scams and keep ourselves safe in this hotline-themed gameshow!

We're outnumbered. Quick, run the escape function! In Code Combat, we'll use Python to program our way to victory in this coding game, collecting gems and dodging traps along the way!

Code Combat