

# Sneak Peek!

## Tri Sci Stations

Buckle up for some fun in the three major branches of science: Biology, Chemistry, and Physics! Explore how forces act, how pH reacts, and how precipitates form.

An eccentric tycoon is pitching their idea for a new and improved game that will revolutionize professional sports. It's your job to make their dream come true by bringing their idea to life through a circuit.

## Getcha Head in the Game

## Musical Technocracy


Goodbye to the boring old days of explaining science using letters, sounds, and words, and say hello to a new method: using music! We are using digital music software to create music that expresses not only feelings but also ideas.

The CSA is hiring new engineers to design the Space Station of the future to replace the ISS. They need you as engineers to construct their models to account for living space, power generation, and experimentation.

## International Space Station

## Making Waves

Get your architecture hat on as we design buildings for locations at risk of flooding. Using Minecraft, we are creating several working designs to combat rising sea levels and the reduction of coastal housing.




Voice-activated software, something you can't code on your own? Not anymore! We are creating our very own AI to create a game on Scratch!

**Scratch Says**

**Designing for Disaster**

City planning versus a fiery end! We are learning about the disastrous effects of volcanic eruptions and designing and building barriers for neighboring cities.




Learn all about what it's like to live in space and work as a team. We are having a friendly competition to see which team is best suited to life in orbit.

**Space Stations**

**Predator vs Prey**

Eat, survive, and thrive in this classic outdoor game of not just cat and mouse, but predators, prey, and the elements. We are learning about ecological interactions that define our natural world.



We are working on making things around us more accessible to everyone by creating designs on the software TinkerCAD!

**WIP TinkerCAD**

**Fold-a-scopes**



Observe the biological world in never-before-seen detail. Using portable microscopes, we are looking at cells and seeing them frozen in time!



Get your robot on as we learn about how to design and test increasingly quicker designs for a robot. We are using LEGO Spike Prime and coding it to see how we can implement the engineering cycle.

**Hopping Homunculus**

**Elevating Business**

Oh no! A wealthy executive is trying to build a highway through a forest! We are building a model of an elevator to hopefully show him exactly what he wants to build on top of.

Explore the spectrum of electromagnetic waves and UV light and to see how they interact in this classic ESQ beading activity!

**Bead Buddies**

**Morse Code Superspy**

Secret codes and computer science! We are using Micro to see just how safe a secret code can be.

Observing the world without one of your main ways of taking in information can be difficult, but using your other senses can help! We are learning about and making our own texts in Braille to see how the systems of the human body interact.

**How To Be Braille-iant**

**Secure the Network**

Yikes! Being online can be so overwhelming sometimes! In this activity, we are seeing how to keep our data secure and things private online.