

Discovery Cambridge Sneak Peek!

Alien Arrival

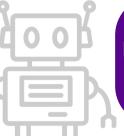
Breaking news: We've contacted alien life, and they need our help landing on Earth! In Alien Arrival, we'll use our engineering skills to build and test a shockabsorbing landing craft for our extraterrestrial friends.

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

Zipping Ziplines

Our passengers would like to travel with safety, and style! In Zipping 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 acidbase 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

