



Rosedale Heights Public School

Mad Science Extracurricular Programs will amaze your child and show them just how cool science, chess, and engineering can be!

The following program is being offered at your school this season:

Program	Grades	Day & Time	Dates	Fee
Brixology	Gr 1 - Gr 6	Wednesday 12:10 PM – 1:10 PM	Jan 21 – Mar 11 8 weeks	\$174.00 + HST

Program Description

In this exciting program, children will build a different LEGO® project each week. Each program has been developed by a LEGO® Certified Professional. Mechanical engineering will be explored as students build boats and vehicles. Aerospace engineering will come alive as they assemble a space station. A wide array of scientific principles will be explored through Lego builds: carnival rides, drawing machines, mechanical animals, truss bridges, and so much more. Your future engineer will foster their creativity through fun and hands-on design challenges. Let the tinkering begin!

Weekly Topics: Aerospace, Carnivals, Creatures, Vehicles, Towers, Boats, Bridges, and Machines

Register Online

Toronto.MadScience.Org



**Registration is first-come, first-served.
Register early to secure your spot!**

All registrations must be completed through Mad Science.
Registrations will not be accepted at the school.

For assistance please contact:
contactus@madsciencetoronto.ca
416-630-5282



8 CLASSES FEATURING LEGO® BRICKS

AEROSPACE

Launch your imagination to new heights as you explore **aerospace engineering**! Discover the secrets of working in space – efficiency and compact design. Create a trussed space station module, then connect it with others to create a massive modular spacecraft.



TOWERS

Reach for the sky! Find out how **structural engineers** use ideas from physics to solve problems. Work together to build a structurally sound tower with a working elevator, then test and improve your design for strength and stability.

CARNIVALS

Feel the thrill as you build a spinning swing ride! Learn about the forces and **mechanical engineering** concepts behind some of your favorite amusement park rides. Then improve and test the design to create an even wilder ride.

BRIDGES

How can you build the strongest bridge? Work together with your fellow **civil engineers** to build and test different bridge designs. Then use what you've learned to create the strongest bridge possible.



CREATURES

Discover nature's engineering secrets as we investigate **biomimicry**! We can learn a lot about efficient design from observing plants and animals. Build a walking insect machine then test different ways to help it climb up the steepest branch.



BOATS

Create a sea-worthy vessel as you set sail with **nautical engineering**! Build and test a boat powered by potential and kinetic energy. Then try changing specific variables to improve speed, buoyancy, and stability.

VEHICLES

Get in gear as an **automotive engineer**! Build a motorized vehicle and learn how to optimize it. Use wheels, axles, and gears to reduce friction and make it work better. Then shift things into a higher gear to get a hands-on understanding of transmissions and gear ratios.

MACHINES

Engineering is creative! Learn how gears, levers, and pulleys are useful tools for **mechanical engineers** then combine them with art and design to create and test a motorized drawing machine.



Mad Science of Toronto
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