

2019–2020 School Year **Hands-on STEM Programs**



All STEM programs will be at the Osterville Village Library, 43 Wianno Ave, Osterville, MA. Class size is limited to 12 students per program. Please pack a snack, drink, and lunch.

Beginner Coders –Part 2

This workshop is for students with some code.org experience.

We will use fun coding and game challenges in code.org to bring your skills to the next level! Concepts used include coding, debugging, functions, and loops while building fun games. Strengthen your soft skills in problem-solving, creativity, persistence, communication, and teamwork. Six hours of fun!

Saturday, October 26, 2019

Time: 9:00 am – 3:00 pm

Grades: 5–6 with prior code.org experience

Fee: \$68

Designing Solutions for Real-World Problems

Think, solve, design, make!

Social engineering is an emerging field requiring people from all backgrounds to work together and solve problems. You will use the design-thinking process to become social engineers, and then design solutions to authentic problems in your home, school, or community. Join the fun developing an idea, building a low-tech prototype, and completing a working prototype. Six hours of fun!

Saturday, November 2, 2019

Time: 9:00 am – 3:00 pm

Grades: 5–7

Fee: \$75 (Includes materials)

Science and Engineering Wonder Lab

Magnetic field force magic, floating orbs, splitting sunbeams, balloon powered cars, springing catapults, and more! Experience a fun winter day full of hands-on science, engineering activities, and engaging projects! Six hours of fun!

Saturday, December 7, 2019

Time: 9:00 am – 3:15 pm

Grades: 4–6

Fee: \$75 (Includes materials)

Whole Lot a' Machines

Unhinge the inner engineer in you! Join in the fun day using a wide range of materials to design, build, and learn about machines! You will build mini-bridges, gliders, trebuchets, and have fun in a grand finale challenge. Six hours of fun!

Saturday, January 25, 2020

Time: 9:00 am – 3:00 pm

Grades: 4–6

Fee: \$75 (Includes materials)

It's All About Towers

It's going to be a tower-crazy day!

Join the fun as we use many different materials to see who can build the tallest or strongest towers! Projects include cup-stacking, toothpick, spaghetti, and tennis ball towers; plus, enter the end-of-day team challenge designing and building a tower made of newspaper! Six hours of fun!

Saturday, February 8, 2020

Time: 9:00 am – 3:00 pm

Grades: 4–6

Fee: \$75 (Includes materials)

Invention Camp

February Vacation Camp

Unleash your creative, inventive, and imaginative senses during this two-day Invention Camp! We will use raw materials, the Makey Makey electronic invention kit, and do some coding using Scratch to make all inventions. You will design no-tech, low-tech, and high-tech mazes during the Amazing Mazes activity. You will build musical Playdough keyboards! Yes, keyboards that play musical sounds using Playdough! Bring out your creative side, making interactive artwork and then applying coding to your artwork with Scratch to create silly things! You will invent working Rube Goldberg game controllers using everyday materials like bananas or Playdough! Twelve hours of fun!

Thursday and Friday

February 20 & 21, 2020

Time: 9:00 am – 3:00 pm

Grades: 5–6

Fee: \$144 (Includes materials)

Beginner Coders

Back by popular demand! April Vacation Camp

Start early building skills in coding, sequencing, debugging, loops, and conditionals while having fun building games and completing challenges. Learn to think like a computer plus develop soft skills in problem solving, creativity, persistence, communication, and teamwork. Eighteen hours of fun!

Tuesday through Thursday

April 21–23, 2020

Time: 9:00 am – 3:00 pm

Grades: 4–6

Fee: \$179

REGISTRATION

Register online using PayPal or credit card via juniortech.org/stem-programs/current-offerings/.

For space availability if paying by check call (774) 994-2097. juniortech.org | info@juniortech.org

Thank you to our 2019–2020
School Year Program Sponsor

nationalgrid

Jr.Tech's mission is to engage 4th–12th grade students in Science, Technology, Engineering, and Math (STEM) education. We broaden students' awareness of career paths in STEM, increase skills, and encourage a lifelong interest in these fields. Jr.Tech, Inc. is a 501(c)(3) nonprofit corporation.

Thanks to our facility host partner

Village
Library

POLICIES: Classes may be cancelled due to low enrollment. Workshop enrollment is non-refundable unless a four-week electronic notice is provided before the date of the workshop. A \$40 processing fee is applied to cancellations. A code of conduct and waiver must be completed at registration. Our organization does not discriminate on the basis of race, color, sex, disability, religion, national origin, or sexual orientation.