Thank you to our generous sponsors!

Destination Exploration Youth Science Programs

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A network member of actua.ca

Youth · STEM · Innovation

Actua provides training, resources and support to its national network of members located at universities and colleges across Canada in the delivery of science, technology, engineering and mathematics (STEM) education outreach programming. Each year, these members engage over 225,000 youth in 500 communities nationwide. Please visit Actua at www.actua.ca.

2016 Actua National Funders

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Destination Exploration is proud to be participating in Codemakers, a national program powered by Actua and Google. Actua's network members at post-secondary institutions across Canada will empower 100,000 youth with critical computer science skills and prepare them for their future roles as innovators in technology. www.actua.ca/codemakers.

The Traveling Lab Coats

2017 Workshops

destination exploration

UNIVERSITY OF LETHBRIDGE

University of Lethbridge

FIAT LUX

For Grades K– 8

Science Workshop Topics:

Science Sampler! (Gr. K)

This workshop is designed to introduce students to the wonderful world of science and to introduce them to some of the concepts that they will be learning in grade 1.

Reasons for the Seasons (Gr. 1)

Topic: B and E

Students will look beyond themselves and immediate weather in order to discover and investigate that there are larger patterns of change that affect the life habits of many living things. Through hands on activities, students will explore how the changing seasons directly affects the world around us.

Water: The Weightlifting Champion (Gr. 2)

Topic: A and B

Through building and testing students will discover what sinks and floats. Whilst learning the importance of appropriate material choice, students will discuss buoyance through the creation of a boat.

Do You Hear What I Hear? (Gr. 3)

Topic: D

Students will explore the human ear and how we hear, comparing it to other creatures with self-made devices.

Reinventing the Wheel (Gr. 4)

Topic: C

Designing and creating a device that moves is only step one. Students are then challenged with creating a circuit using *littleBits* to add lights and an electric motor to their device.

A Current Event: Exploring Electricity and Magnetism (Gr. 5)

Topic: A and B

Students will investigate electricity and magnetism through the creation of a *littleBits* circuit. Using knowledge gained in the creation of their circuits, students will create an electrical device with a purpose. Along the way students will explore conductors, insulators, switches, electromagnets, and simple motors.

Galactic Explorers (Gr. 6)

Topic: A, B and C

Students will investigate and learn about objects in the day and night sky. From exploring the principles of flight, to unravelling the mysteries behind the motion of stars, moons, and planets; this workshop takes students on a journey that is out of this world.

Planet Earth (Gr. 7-8)

Unit: E

What lies below the Earth's surface? How do water, land and climate interact? These are only a couple of the questions students will investigate in this hands on workshop all about the planet we call home.

Codemakers Technology Workshop Topics:

/code:makers_

actua Google

These Codemakers workshops are available to grades 3—8.

SCRATCH programming

forever imagine program share

SCRATCH

This workshop introduces students to computer programmed animation. Using technology, students bring their own 2D creations to life!

Cubelets /NXT Robots

cubelets

Cubelets are magnetic blocks that snap together to make an endless variety of robots with no programming or wiring. You can build robots that respond to light and sound, or even spin around. Further this knowledge by programming a 5-step NXT robot.

littleBits

littleBits

Using magnetic, snap-together circuits, students will design, test, and create interactive machines and devices.

What is a Traveling Lab Coats Workshop?

Two energetic university students enter the classroom equipped with enthusiasm and supplies for a jam-packed, two-hour science or technology workshop!

As a grass roots program from Southern Alberta, our workshops follow the Alberta curriculum.

When are they?
May 1—June 14, 2017

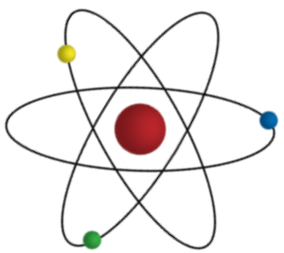
Choose from two time periods:
Morning (9 – 11 AM) or
Afternoon (1 – 3 PM)

Dates are subject to change, and are dependent on availability.
Different school schedules can be accommodated!

How much do they cost?

$110 – One 120 minute workshop for up to 20 students.

$3 for each additional student.



How to register

Please check a workshop, fill in the requested information and email to destination.explor@uleth.ca

School Info

School Name: _____

Address: _____

City: _____ PC: _____

Phone: _____

Fax: _____

Help us tailor our presentation to your class! Please let us know if you have the following:

☐ Computer and Projector

☐ Sink in the room or near by

☐ Adequate table space for student work

Check this box if you require an invoice:

☐ Invoice should be made out to:

_____

If you **do not** require an invoice please have a cheque payable to the 'University of Lethbridge' on your scheduled workshop day.

Workshop #1

Teacher: _____

Contact #: _____

Email: _____

Grade: _____ Students: _____

Time Preferred: AM or PM

Dates Preferred (in order):

_____

_____

Dates Unavailable (PDs, etc.):

_____

_____

Is this workshop:

☐ Introducing the topic?

☐ Reviewing previous learning?

Any additional information you would like to provide us?

_____

_____

_____

_____

_____

_____

Workshop #2

Teacher: _____

Contact #: _____

Email: _____

Grade: _____ Students: _____

Time Preferred: AM or PM

Dates Preferred (in order):

_____

_____

Dates Unavailable (PDs, etc.):

_____

_____

Is this workshop:

☐ Introducing the topic?

☐ Reviewing previous learning?

Any additional information you would like to provide us?

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