



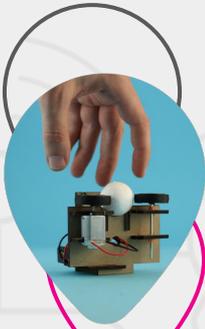
SERIOUSLY FUN!



25 AFTER SCHOOL
26 PROGRAMME



SUMMER TERM



SPFIUMMM

The Spfiummm is not a modern slingshot. It is, indeed, a sophisticated ball launcher that puts any slingshot to shame!



MONSTER FACTORY

We will use flowcharts to create monsters and optimise production as a team. They will learn to break down complex tasks into simple steps and coordinate the assembly efficiently.



GUITAR

From stringing the strings to customizing its base, this guitar will be entirely tailored to the inventors' specifications!



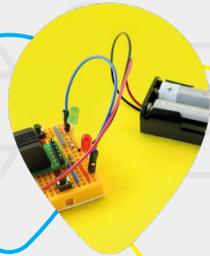
SPEEDY DRAGON

In this project, we are going to build the Speedy Dragon, a marble slide, in an amusement park! All of this while learning about fundamental physics concepts of speed, acceleration, and relative motion.



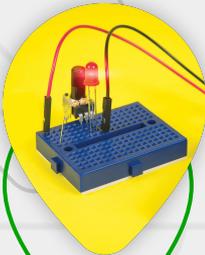
MY MIRROR

The electronic mirror gives us much more than our reflection: it also hides a secret message.



TELEGRAPH

With this project, we learn a new way of communicating through Morse code to converse using light signals.



BASICS OF ELECTRONICS

Electronics is a whole world waiting to be explored. We'll learn about each component we use to create the most incredible inventions.



THAUMATROPE

This project is a Victorian Era creation that we wanted to bring back into the 21st century. For those who enjoy optical illusions, the thaumatrope is definitely a must-do!



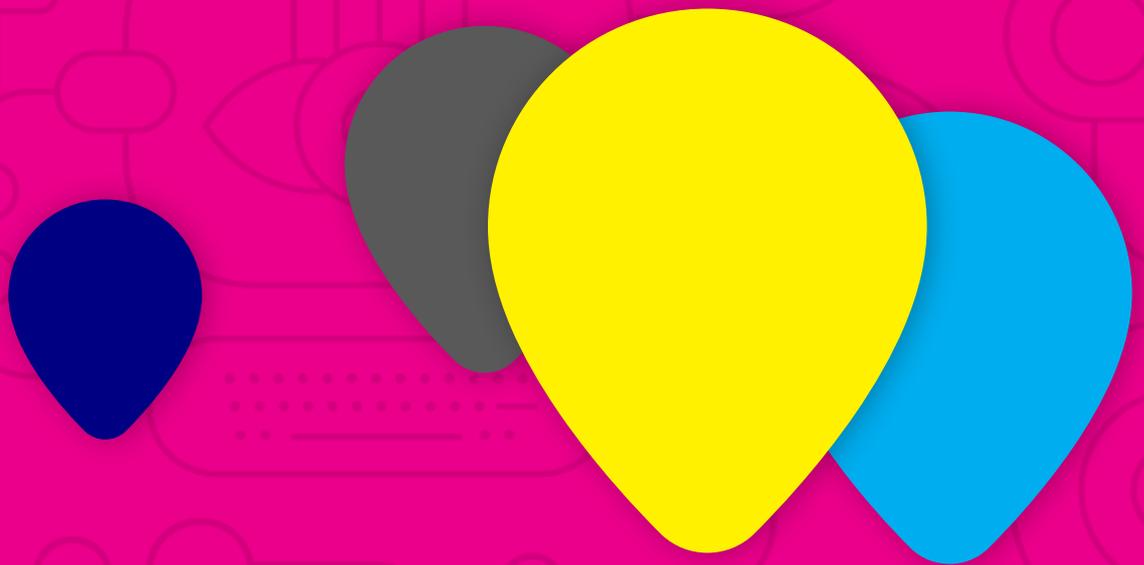
SECRET VAULT

An exciting project where inventors will assemble their very own vault! With sturdy materials and creativity at hand, participants will assemble and customize their vaults, making them uniquely their own!

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**HANDS-ON ACTIVITIES AND PROJECTS THAT
INSPIRE THE INVENTORS OF THE WORLD**

This programme is not arranged chronologically and may be subject to change or adjustment during the course of the school year.

The photos shown are for demonstration purpose only. Actual projects may have their final presentation changed.



 **THE
INVENTORS**

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