

Creativity Nurturing Activities

“STEAM WORKSHOPS & CAMPS”

(Joy of learning)

Skill Building Experiential learning through Hands on activities in the area of Science, Technology, Engineering skills, Art and Math

Attraction

- * *Mind opening Sessions filled with joyful Hands on Activities.*
- * *Exposure to basics of scientific principles used in homes and industries.*
- * *Take home self-designed models.*
- * *Boost your confidence and understanding of mechanisms.*
- * *Special workshops for Teachers.*

General Information

Duration - *2 hours /4 hours of fun filled*

Classes - *Group 1 – Classes 1 to 2*

Group 2 – Classes 3 to 5

Group 3 – Classes 6 to 8

Open for All Teachers

- **Register** - *For 2 hours or 4 hours on any one or more of the activities.*

TOPICS FOR STUDENT –

School can choose any one topic per day or more, depending upon the requirement.

1. SMALL MACHINES, BIG JOBS

Hands-on learning experience to understand basic components of machines, Electronics, electrical appliances, magnetism.

2. ENGINEERING SKILLS –STRUCTURES & STABILITIES

Discovering STEM: Making Structures and finding their stabilities.

3. ENHANCING OBSERVATION POWER

Demonstration of some tricks followed by discussion on scientific understanding followed by experiential repeat.

4. FUN WITH FLYING OBJECTS

Making aeroplanes and/or DRONES.

5. CREATIVE EXPRESSIONS

Exercises on developing comic strips, advertisements also taken up.

6. WONDERS OF POTENTIAL ENERGY FORCES

Experiences from Potential Energy Stored in rubber band, springs and their conversion to kinetic energy.

7. NURTURING LIFE SKILLS

Creativity, Critical thinking, Leadership qualities, Coordination, Spontaneous Decision skills

8. ENLARGING THE SIZE- MAGNIFICATION MYSTERY

Understanding of lenses.

9. SCIENCE OF MOVING UP AND FAR

Learning about change of force directions.



TOPICS FOR TEACHERS –

1. INTRODUCING INNOVATION IN CLASS ROOM
2. NEURON ACTIVATION AND LIFE SKILLS
3. SESSIONS ON 'BASICS OF DEVELOPING GOOD SCIENCE PROJECTS

