



THIS IS SERIOUS FUN!



22 EXTRACURRICULAR PROGRAM

23 **PRESCHOOL**

This program is based on a project-based methodology, focusing on **STEAM** areas





MARBLE RACE

In this activity we will build several platforms to turn a simple marble race into a huge adventure!



LIZARD

It's all about balance and concentration! Balancing all lizards is no easy task, but for us inventors, nothing is impossible.



CHRISTMAS STAR

The shiniest star on the Christmas tree will be the one our inventors will light up with their own hands.



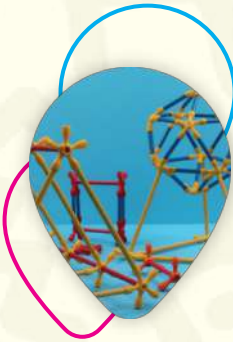
PROGRAM A ROBOT

We'll work on communication and problem solving by programming new paths with the incredible Botley. As well as challenging our imagination by exploring the sounds Botley makes.



AROUND THE WORLD

Pack your bags to go around the world and get to know the diversity of habits of other cultures. All this in a creative and dynamic way.



CREATIVE GEOMETRY

With the power of imagination, "bamboo" rods and flexible connectors, building a variety of shapes and structures has never been so much fun.



PROGRAMMING TO DRAW

This little robot walks along lines and recognizes their colors. The challenge will be to program it.



I WANT TO FISH

In this activity our inventors use magnetic forces to fish trash out of the sea, like real environmental superheroes.



TURN THAT TURN

What does the centrifugal force do? And what happens when it is faster or slower? With this project we will understand this concept while exploring our creative side! A true festival of colors.



SPACE PAINTER

Robots can also be great artists and the Space Painter is the perfect example of that! Or at least a fundamental part of the making of a grand masterpiece.



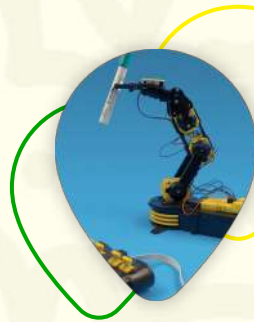
CONDUCTIVE PLAY-DOH

Did you know that play-doh can be electrically conductive? We will explore new ways to use play-doh and create more challenging electric circuits with it.



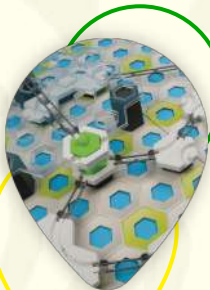
ROBOTIC EXPLORERS

This robot will walk the path we draw. Will the Cyber Crawler be able to accomplish the challenges and overcome the obstacles?



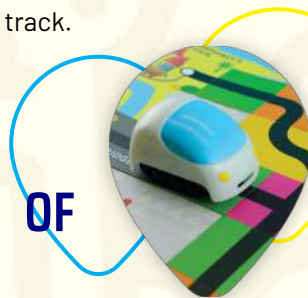
ROBOTIC ARM

There are no physical limits when we build our robotic arm.



GRAVITATIONAL ARCHITECTS

In this activity, we will explore the concepts of Velocity and Magnetism and create the most epic marble track.



WHICH WAY

Inventors gather! When we're a team everything is more fun, especially when you have to find mysterious paths behind the world of programming!



THE MAGIC OF ELECTRIC ENERGY

LEDs, breadboards, capacitors, pressure buttons, buzzers... We will create diverse electric circuits and find out each component's role.



WHERE IS THE CAT?

A card and dice game that will entertain, teach how to use spatial notions and describe positions relative to objects.



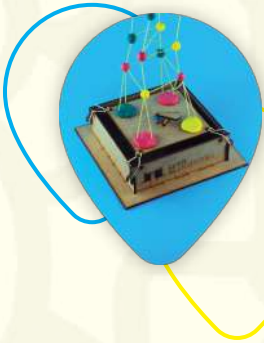
TROPICAL ISLAND

A pirate ship has sunk and taken with it a big treasure. The adventure is finding out where it is hidden and creating a bridge to go find it.



JUNIORS DISC

With Juniors Disc, we will broaden our imagination and create our own electric rhythm. Who knows, maybe we'll discover real music talent.



QUAKE SHAKER

We'll idealize and create resistant structures, able to withstand the strongest "earthquakes".



CODE PANDA

This robot needs our help! We'll explore the world of programming and give it directions so that he can finish the circuit.




WOODEN RACETRACK 2033

A special car and a track are essential elements to overcome diverse challenges and understand a bit more about physics!

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

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

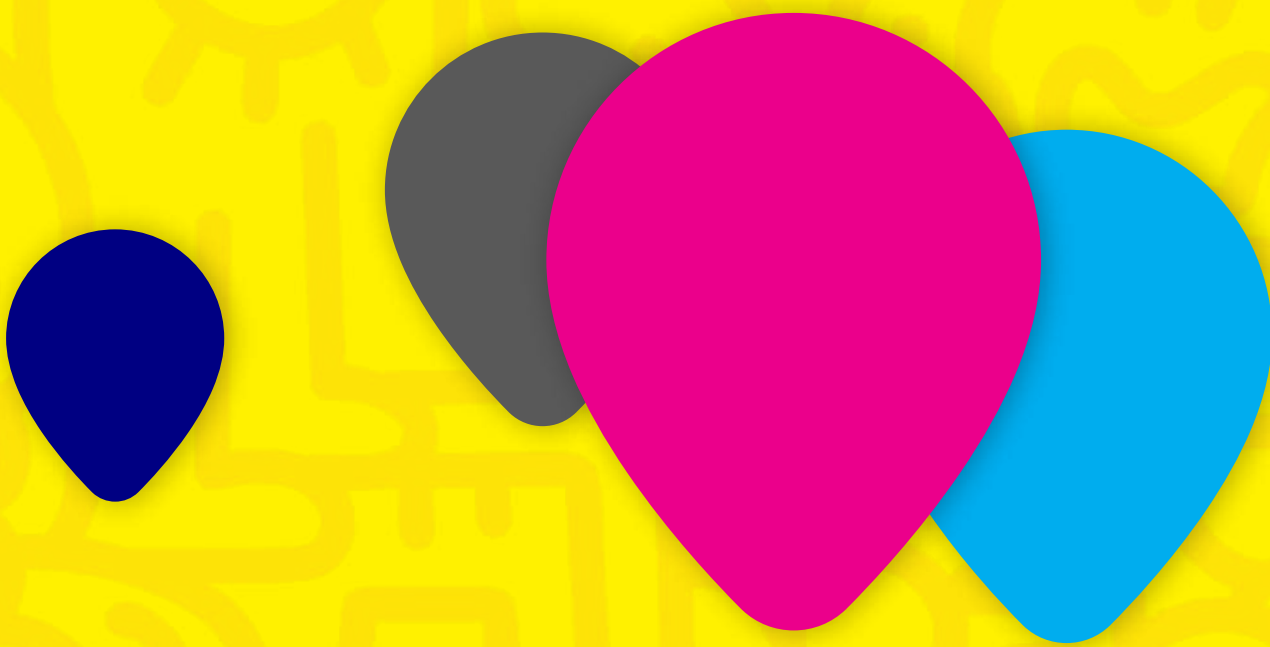
The photos shown are for demonstration purpose only. Actual project may have their final presentation changed.



22 EXTRACURRICULAR 23 PROGRAM

PRESCHOOL

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