



**THIS IS
SERIOUS
FUN!**



23 EXTRACURRICULAR PROGRAM

24 **1st and 2nd Cycles**

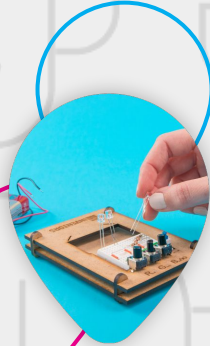


1st and 2nd Cycles



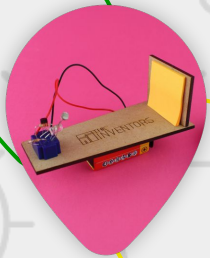
CATAPULT

By building our catapult and with the help of elastic potential energy and the first law of thermodynamics, we will have fun competitions.



RGB LAMP

A lamp whose color we can change by combining the intensity of the three primary colors of light: red, green, and blue.



UV LAMP

We will transform into authentic spies and discover the secrets of UV light with a secret messaging device.



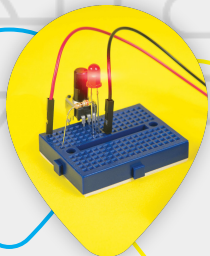
TELEGRAPH GADGET

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



3D PENS

3D pens offer infinite possibilities and with them, we will explore the infinity of space.



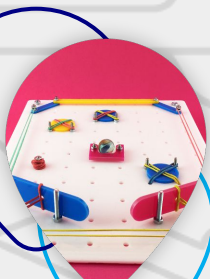
BASICS OF ELECTRONICS

Electronics is a world waiting to be explored. And to create the most incredible inventions, we always need good basic knowledge.



SPLIT FIRE

We will build a dragon that spits light and teaches us that LEDs are not all the same after all.



PINBALL

This classic game has a new version...
Built by us!



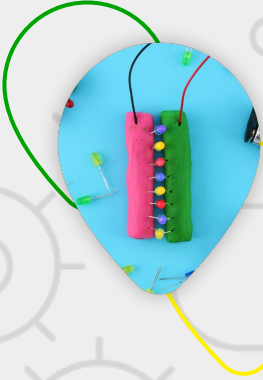
SOLAR HOUSE

Students will assemble a solar house consisting of a solar panel and an energy condenser that stores solar energy.



ELEVATOR

An activity for gadget enthusiasts, motor lovers, and mechanical aficionados! With a rotating shaft, we can make an elevator work!



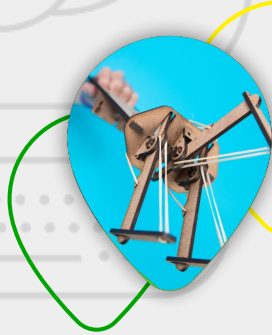
CONDUCTIVE PLAY-DOH

We will discover that play-doh can conduct electricity and create the most challenging electrical circuits with it.



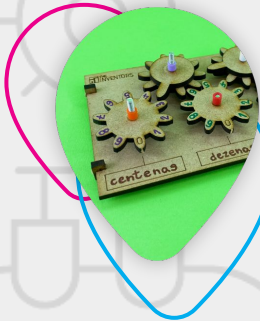
ELECTRONIC CLOUD

A cloud that takes us on a journey through the world of electronics and gives us a guided tour of the primary colors of light.



BIONIC ARM

There are no physical limits when we build our bionic arm, capable of reaching anywhere.



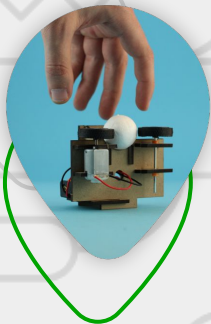
PASCALINE

The Pascaline is a mechanical calculator that allows you to add and subtract numbers using a system of gear wheels.



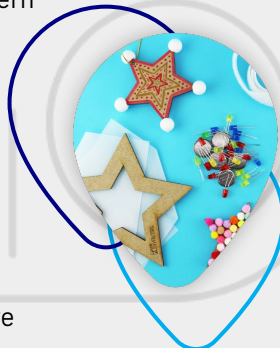
WIRE LOOP

A surgically meticulous mission: with our knowledge of electronics, we will create a challenging Wire Loop to train our fine movements.



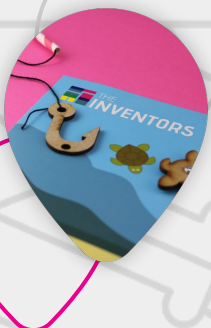
SPFIUUM

In the past, slingshots were used to shoot various projectiles at random targets. The Spfiuum is not a modern slingshot, but a sophisticated ball launcher!



CHRISTMAS STAR

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



FISH THEM ALL

With the help of magnetic forces, we will learn more about environmentalism by fishing garbage from the sea.

1st and 2nd Cycles



IR BEEPER

Let's build a noisy electronic friend that communicates with us whenever it senses infrared rays nearby.



BOARD GAME

Better than playing a board game is playing a board game created from scratch. Our rules, our characters, and our adventure!



ROBOT BUG

This electronic insect will only rest when its magnetic legs catch all the magnets it finds.



TUBARALHAS-ME

With a human chain, we will let electricity flow and with a simple touch, light up an LED!



QUAKE SHAKER


Let's design and create strong structures capable of withstanding the strongest earthquakes!

HAND-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.

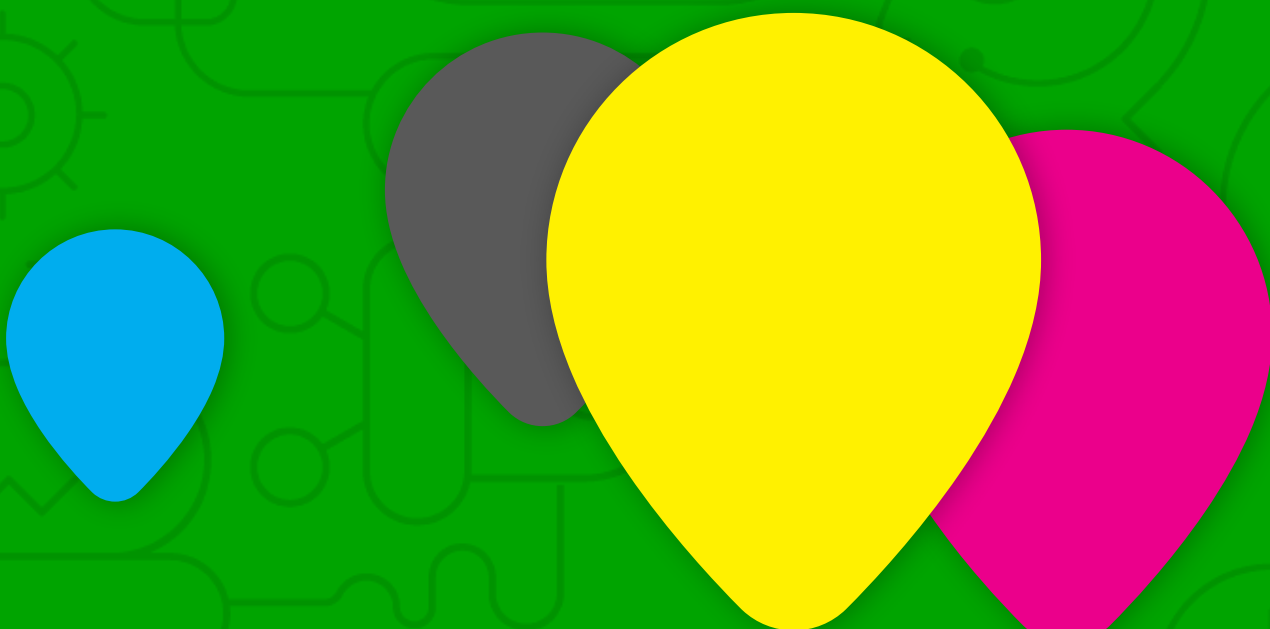
The photos shown are for demonstration purpose only. Actual project may have their final presentation changed.

23 EXTRACURRICULAR 24 PROGRAM



1st and 2nd Cycles

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