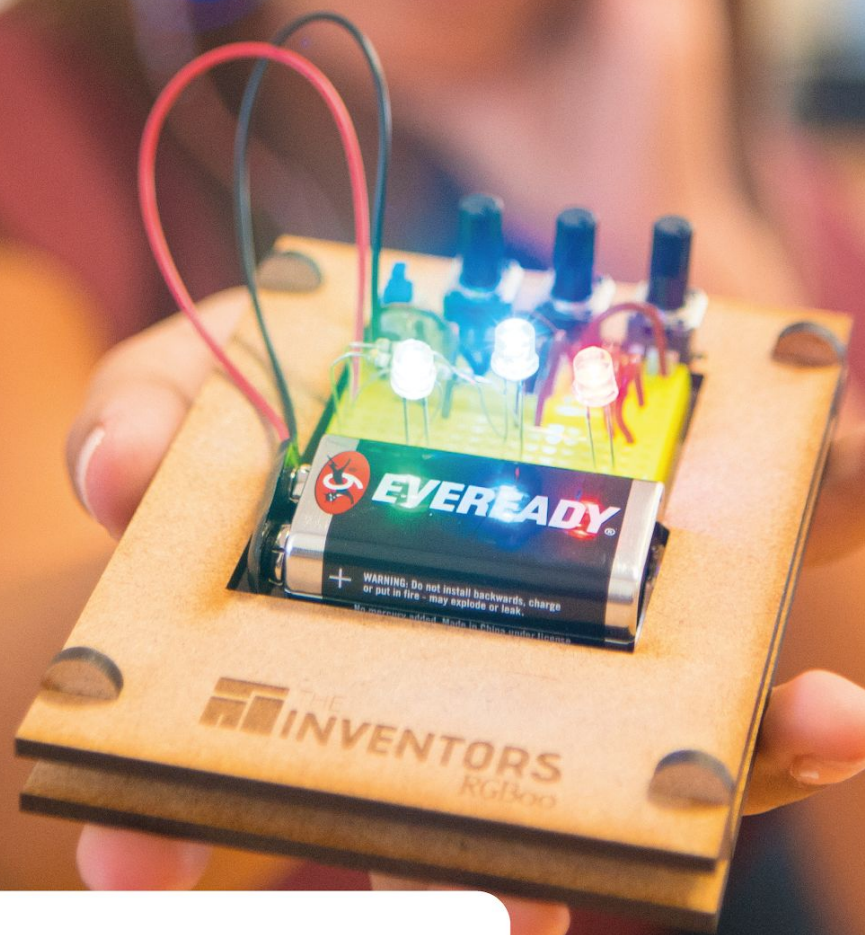


1ST AND 2ND CYCLES



 **THE
INVENTORS**

24
25

**EXTRACURRICULAR
PROGRAMME**



1st and 2nd Cycles



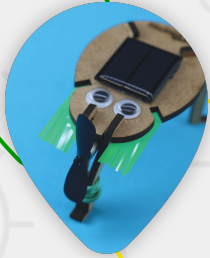
PARACHUTE

A fearless monkey want to go skydiving. With our knowledge of gravity and air resistance, we will break their fall.



QUAKE SHAKER

Beware! The Earth is shaking! Let's see if you can build a structure that can handle the vibrations.



SOLAR BEETLE

This time, the energy is different. Instead of your typical batteries, our environmentalist electronic friend only needs sunlight to work.



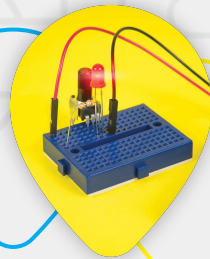
KALEIDOSCOPE

This project will not only teach more about the reflection of light, it really is a party for our eyes.



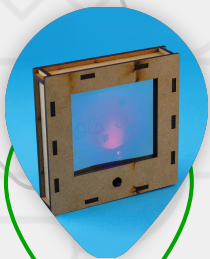
3D PENS

With the 3D pens anything is possible. It's a matter of using imagination, then you'll have the power of construction in your hands.



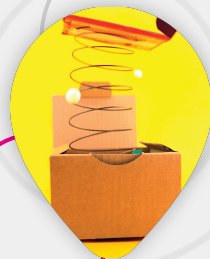
BASICS OF ELECTRONICS

Electronics is a whole world waiting to be explored. To create the most incredible inventions, there is always the need for good basic knowledge.



MY MIRROR

The electronic mirror gives us back way more than our reflexion: it also hides a secret message.



MERRY CHRIS'BAM!

Christmas is the time for surprises and this project is no exception. With the help of physics we will make a very explosive surprise!



GUITAR

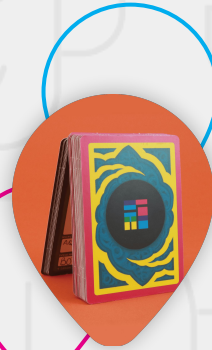
We want our inventors to become super stars, therefore we're going to build our own guitar and throw ourselves into the world of music.

1st and 2nd Cycles



LIGHTSABER

With this project we will create a fantastic lightsaber that's able to keep away any stormtrooper army.



CARD GAME

Card games there's many, but ours is special. We're going to test our creativity and create a card deck with our own rules and characters.



RANDOMAGNET

The laws of physics are put to test when we ask them the most trivial questions. Should I go jump rope or ride a bike? The Randomagnet answers!

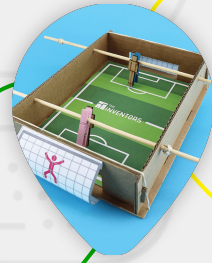


TABLE FOOTBALL

Let's explore physics and mechanics concepts as we build a table football. After the project is assembled, get ready... because the game is going to begin!



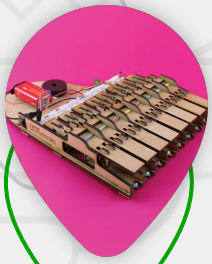
WIND MILL

This is a project that the big bad wolf would love. The Windmill will only light up with a big whiff.



ELECTRONIC PURSUIT

Electronic components moved to the board. In this game, we will create our own rules and, along the way, collect the components we need for the circuit. Will you be the first to turn on the LED?



PIANO

We're going to create our own piano with mechanics and electronics. Mixing inspiration and curiosity we get great artists. From there... It's music for everyone's ears.



PAWN

Let's explore the world of physics and mechanics by creating a pawn in a track for intense competitions.



BLINKING LAMP

This lamp is not energetic, it's ultra-energetic. The challenge is to build a circuit that won't make it stop flashing.

1st and 2nd Cycles



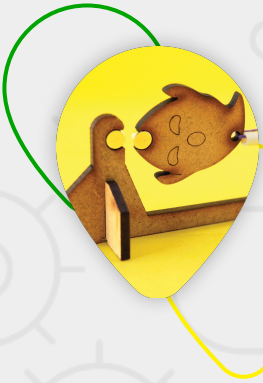
CHROMA SHIFTER

Is blue really blue? And green, is it really green? Let's build an electric optical illusion that will test our perception of colour!



RESISTOR-O-TRONIC

Did you know that your body can be a vehicle for music? Let's create an instrument that helps you understand how!



SUPER MAGNETIC

Let's defy the laws of physics with a special magnet! Our fridges are going to have an accessory that only a trip to one of our activities can get you.



STOP MOTION

Lights, camera, action! The seventh art will be revolutionized by the directors of The Inventors. Creativity to build a story allied to the concept and application of stop motion can only have one outcome... an Oscar worthy animation.



FAST AND CURIOUS


Inventors, get the balloon ready! We are going to compete in one of the most crazy races where cars are moved by the propulsion of a balloon.

HAND-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.

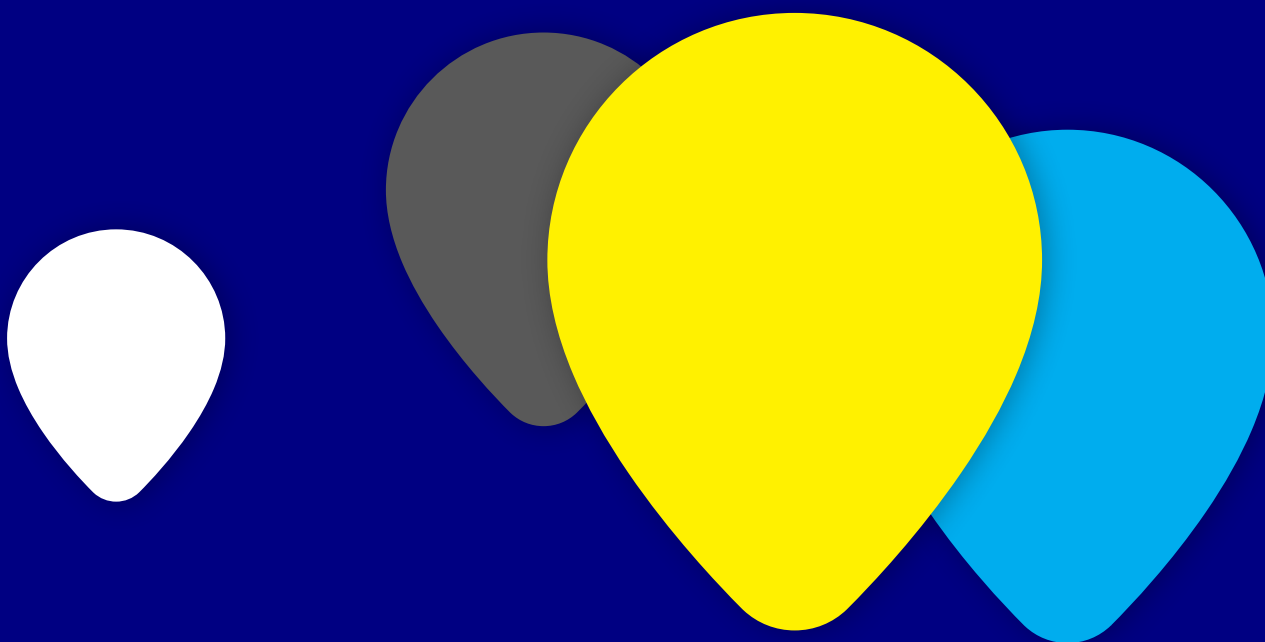
The photos shown are for demonstration purposes only. Actual projects may have their final presentation changed.

24 EXTRACURRICULAR 25 PROGRAMME



1st and 2nd cycles

FOR YOUNG INVENTORS WITH BIG IDEAS



 THE
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