

 THE
INVENTORS

EXTRACURRICULAR PROGRAMME 1st CYCLE

2025/26



INVENTORES

***FROM SMALL INVENTORS
TO SCIENCE SUPERHEROES!***

This is a project-based programme, focused on **STEAM** areas.

HANG ALARM

Unwanted villains?! The best solution is to build an alarm resistant to unexpected visitors.

QUAKE SHAKER

If the ground starts to shake, we need to build structures that can withstand the vibrations.

BIONIC ARM

A superhero with bionic powers, ready to grab every opportunity for fun.

3D PENS

A unique opportunity to design works of art that come to life off the page.

SOLAR HOUSE

An adventure through the universe of clean energy, where solar power light up imagination and creativity!

CATAPULT

Through the power of physics and elastic potential energy, it's possible to launch curiosity to infinity... and beyond!

SAFE

Every superhero has a safe, where they store their greatest secrets and treasures.

LIFT-O-FUN

An experience where creativity rises and boredom drops, in a joyful rhythm of discovery.

CHRISTMAS STAR

Design a Christmas where, just like in any superhero movie, it's the stars that shine the brightest.

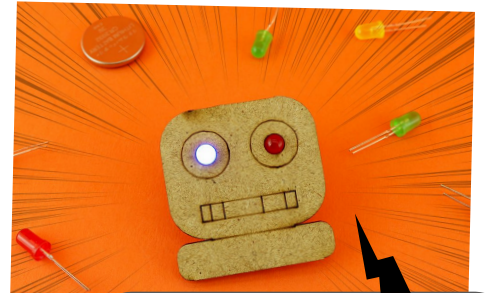


**PLAYDOUGH
FACTORY**

Creating a playdough factory is the first step towards shaping the universe into more playful forms.

FROG FILIPE

Some superpowers can defy gravity, and Frog Filipe is not afraid of heights!

GADGET TELÉGRAFO

Modern superheroes use this experiment to decode the cryptic messages of any villain.

GUITAR

A moment where music meets music creativity, setting imagination into motion.

IR BEEPER

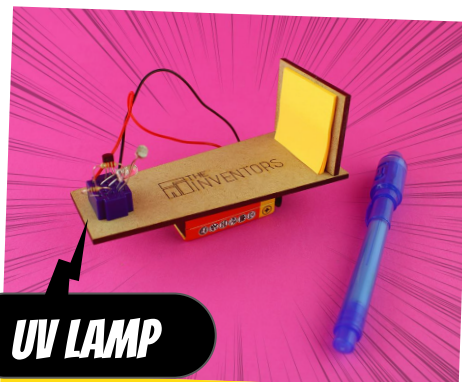
A true beeper orchestra that guarantees a sound spectacle for the whole audience.

BOARD GAME

Learn to use strategy as a fun way to make winning decisions.

**MAGNETIC
LAUNCHER**

Fun is drawn to this magnetic experience, which pulls everything closer to knowledge.

UV LAMP

Even the most invisible riddles can be solved using the powers of this lamp.

WIND MILL

This is a project the Big Bad Wolf would love. The windmill will only light up with a might puff.



ELECTRONIC CLOUD

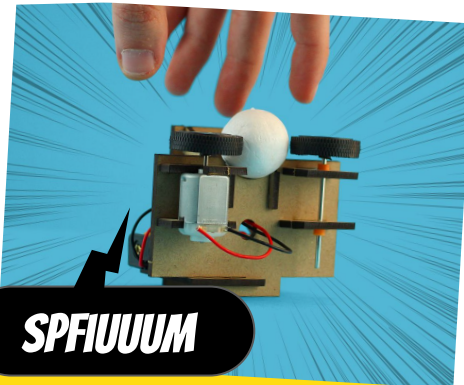
Turn a cloud into a light show, where the glow of an LED lights up knowledge.

PINBALL

Speed and acceleration are an unstoppable duo in a game that doesn't need algorithms to deliver fun.

CONDUCTIVE PLAYDOUGH

Conduct electricity through a colourful playdough highway.

SPFIUUUM

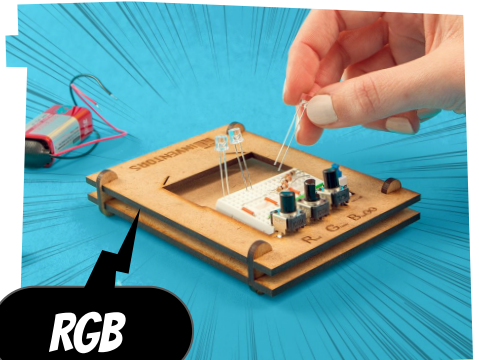
Launch objects so far that even the strongest slingshot would blush with envy.

PASCALINE

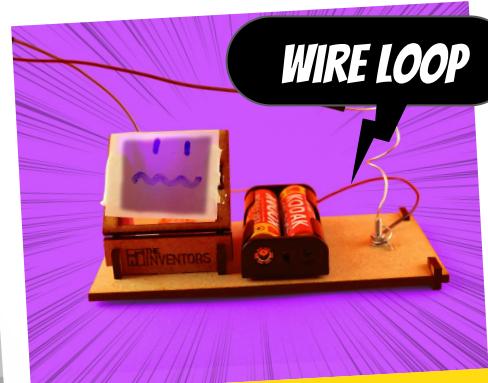
Live the Blaise Pascal experience by building a calculating machine only using a gear system.

**FISH THEM ALL**

Everyone want a more eco-friendly world. Let's go fishing for rubbish and pull it out of this universe!

RGB

Among resistors and LEDs, there's a lamp that works using a system similar to TVs or computers.

WIRE LOOP

Light up any moment with a "hug" that requires coordination between eyes and hands.



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

This programme is not presented in chronological order and may be subject to changes or adjustments throughout the school year.
The photos shown are for demonstration purposes only. The final presentation of the actual projects may differ.



**THE
INVENTORS**

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