



Mad Science of Washington DC
301-593-4777 Register on-line at dc.madscience.org

**DON'T DELAY...
ENROLL TODAY!**

**Spark your child's
imagination even
when school is out!**

School:
Concord Hill School

Registration Deadline:
Thursday, August 30th, 2018 (1st class)
Thursday, October 11th, 2018 (2nd class)

Details: Thursday 3:20 – 4:20 PM
1st class: 9/13 – 10/25
2nd class: 11/1 – 12/13

Cost:
6 weeks: \$150
12 weeks: \$300

For more information, please contact:
Terra Byrne at terra@madscienceofdc.com

Policies:

- Classes may be cancelled due to low enrollment. If class is canceled due to exigent circumstances (e.g. inclement weather), we will try to reschedule, but cannot guarantee a make-up class.
- A full refund (less a \$10 processing fee) will be given if requested in writing and received by Mad Science within 5 business days after the first class. Email info@madscienceofdc.com.
- MS is not responsible for your child prior to and after the scheduled class. Please make sure you pick up your child on time. We do allow a 10-minute grace period, and will charge you \$1/minute thereafter based on the school clock. This should be paid directly to the instructor.
- Please send a note with your child on the first day of Mad Science to remind their classroom teacher to send them to Mad Science. Mad Science does not pick children up from the individual classrooms.

Experimentamania:

Bugs!

Engross yourself in entomology! Inspect authentic insect specimens. Update your insect anatomy know-how. Match up insects with their habitats. Get bug-eyed with the **Insect-A-Vision** kit.

Detective Science

Help crack a case. Inspect fingerprints, mystery powders, ink samples, and teeth impressions. Create a composite from memory. Use the **Personal Profile** kit to build an identity.

Earthworks

Dig into Earth Science! Uncover rock samples and discover how they formed. Inspect fluorescing minerals. Model the moving plates that cause bends and breaks. See how sediment stacks with the multi purpose test tube.

Kitchen Chemistry

Cook up a chemical reaction! Blow up a balloon with yeast. Go on a nutrient hunt. Act out digestion from start to finish. Get a glimpse of your guts-in-action with the **Digester Inspector** kit.

Zip Zap Boom!:

All About Animals

Children explore the animal kingdom and learn about the habitats, adaptations and life cycles of their favorite creatures. They experiment with animal calls, camouflage, and create their own **Animal Tracks** to take home.

Life In The Sea

Learn about diverse life forms—from plankton to whales! They discover underwater habitats, and learn how humans can help protect ocean life. The **Anaglyph Sea Puzzle** lets children dive in and take the ocean home.

Energy Burst!

Students will pop, jump and flip with hopping, swimming and swinging toys. They check out the kinetic energy in rubber, band-wound gadgets and reach their potential with the **Catapult** Take-Home.

Get Connected

Let's talk about telecommunications! Students link to a network and work with radio signals. Children wind through a cell tower relay and track cell phone users. They bring home the **Wired World**, an optical fiber telecommunications model.

Mad Machines

See how simple machines lighten your load! Launch with levers, secure with screws, and work with wedges. Use pulleys to move heavy objects with ease. Wind up the **Drag Racer** car for some zooming action.

Movie Effects

Discover why science is the real star on the big screen. Create cool sound effects. Toy with 3-D technology. Make motion pictures come alive. Sketch a short feature in the **Cartoon Creator** flipbook.

Science of Toys

What makes toys work? Move out of the way for motorized toys. Take a spin with kinetic tops. Balance a bird to reveal its center of gravity. A twist of the wrist sets your **Yo-yo** toy spinning!

Walloping Weather

Get weather-wise. Uncover the reason for seasons. Create three-day weather forecasts. Stage a statically-charged indoor storm. Spot the sun's invisible UV rays with the **Sun Beads** kit.

Mix It Up

It's time to shake up solutions and explore chemical mixtures. Children sort out mixtures, create color from a watery solution and see how useful a suspension can be. The **Super Sorter** gives children the tools to sort mixtures at home.

Moving Motion

Children catapult into Newton's three laws of motion! They yank a cloth from under dishes, send crash test dummies flying and launch mini-rockets across the room. They see action-reaction forces at work with the twirling **Newton Spinner** Take-Home.

Radical Robots

Children become wrapped up in the world of robotics! Volunteers act out a robot, remote control device and an automaton. Children control an automaton through sound and make a soccer robot score a goal! They build their own **Robot Hand**—a human-like end effector.

Super Power Sources

How do we make electricity? Children explore renewable and non-renewable resources for power generation. They use mechanical force to turn on fans, and find out what makes a battery work. The **Crank'n Shine** gives children a chance to generate light!

