

By KidsSTOP™ @ Science Centre Singapore







www.science.edu.sg/kidsstop 21 Jurong Town Hall Road, Singapore 609433

PROGRAMMES

Suitable for K1-K2 students (ages 5-6)







Design Thinking



Fun hands-on activities with tech tools



Conducted in vour school



Through creativity and collaboration, STEAM Playshop aims to spark young learners' interest in STEAM and empower them with relevant problem solving skills.



Spark



Learn the

fundamentals of

Design thinking

through S.W.I.P.E









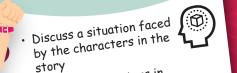








Spark and Wonder



- Help the characters in the story through hands-on science activities
- Experience open-ended hands-on activities

Ideate and Prototype

- child-initiated ideas with chiltators' guidance
- Explore with a variety of learning resources

Execute and Pitch



Light up the Village!

Due to a power outage and the lack of resources to rebuild the facilities, KidsSTOP™ Village has been living in darkness. Join us this holiday to explore the use of Light-Emitting Diode (LED), Electroluminescent Light (EL Light) and other tech tools to help light up the village and let it beam with life again!

PROGRAMME DETAILS

Programme Fee

\$200 /child

9am - 1pm/ session

- Led by 1 educator and assisted by facilitators
- Classroom ratio: 3 students to 1 facilitator
- Minimum capacity: 12

Hiahliahts:

(inclusive of GST)

- Tinker and explore tech tools and a wide variety of materials provided by KidsSTOPTM
- Complimentary take-home STEAM activity kit

Requirement:

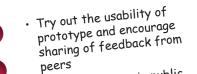
Playshop space required: 1 classroom





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speaking

