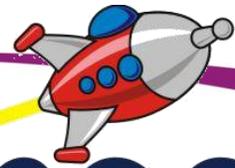
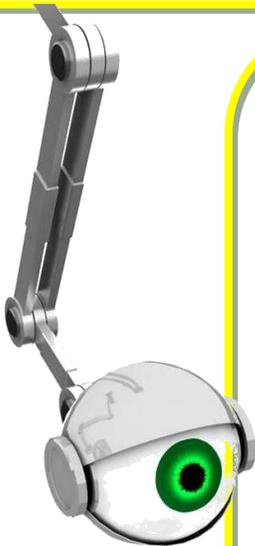


# After-school programs



## JUMP INTO THE FUTURE

**PROGRAM DESCRIPTION:** Calling all creators, innovators, and future explorers...it's time to jump into the future after school!! Embark upon a quest for alternative energy and experiment with solar power and fuel cells. Explore the planet's atmosphere and make a meteorological station. Learn about robots as you laugh hysterically at an animated automaton. Hop on board the chemistry express and perform split-second chemical reactions that go like mad. Get charged up about current electricity by building circuits. Conduct hair raising experiments and watch flying saucers skyrocket from our Van De Graff Generator! Wire your brain by creating a real telephone network to talk to your classmates. Experiment with lasers and learn the principles of radar technology. We don't just look to the future in this program, but blast off into the 21<sup>st</sup> century by inspiring you to be the one to create it!



### PROGRAM INFORMATION

**LOCATION:** North Yarmouth Academy

**DAY:** Tuesday

**DATES:** 1/23-3/27/18 (7 WEEKS) No class on 2/20, 3/6 and 3/13/2018

**TIME:** 3:15-4:15 pm

**ROOM:** Mertz Science Center Room 611

**GRADES:** K-5th

**COST:** \$125.00

**MINIMUM/MAXIMUM:** 12/20

**REGISTRATION DEADLINE:** 1/23/18

**REGISTER ONLINE:**

[www.register.madscience.org/maine/afterschool.aspx](http://www.register.madscience.org/maine/afterschool.aspx)

\*Payment Plans only available in some locations! Call us at 207-878-2222 to customize your plan!



# [www.maine.madscience.org](http://www.maine.madscience.org)

**MAD SCIENCE OF MAINE**

105 Main Street, South Portland, ME 04106

PH: 207-878-2222 Email: [taryn@madsciencemaine.com](mailto:taryn@madsciencemaine.com)

**WE HAVE FUN DOWN TO A SCIENCE!**

## CLASS DESCRIPTIONS

**Radical Robots-** Discover how robots work in our place and learn all about robotic systems. Act out a programmable robot, remote control device and an automaton and experiment with these types of robots. Move through robot learning centers to test and differentiate between a robotic dog and hand, biomimetic creatures, humanoids, and much more. Take home a mechanical robot hand.

**Super Power Sources-** Explore renewable and non-renewable resources for power generation. Use mechanical force to turn on fans, find out what makes a battery work, and convert solar energy into power. Take home the Crank'n Shine flashlight to continue energy conversion at home.

**Get Connected-** Learn all about telecommunications. Interactive activities include seeing the sound of your voice, testing out telephone lines, chatting on a telephone network, and winding through a cell tower relay. Take home a Wired World project, an optical fiber telecommunications model.

**Space Technology-** Explore space-related technologies used on Earth. Help laser light through a maze, use principles of radar technology, and see the technological advances that improve our exploration of the universe. Go home with a Mad Science Stereoscopic Viewer containing a set of stereoscopic images transmitted from probes and rovers in space.

**Watts Up!-** Make indoor lightning and conduct hair-raising experiments with our electro-static generator. Discover an electric charge's basic properties and take part in a tactile lesson in charging and discharging objects with static electricity. Witness and play with the "repulsive" forces at work with the Static Stick take-home.

**Current Events-** Investigate conductors, insulators, and other elements in the world of circuit electricity. Learn how electrons power many things and put problem-solving skills to use to create series and parallel circuits. Take home a Circuit Maze to test your family and friends "current" skills.

**Atmosphere and Beyond-** Discover the properties of air and explore the atmosphere of Earth and other planets. Be challenged to keep "Arny the Aquanaut" dry during an underwater walk and even create a sunset with your group. Take home a Meteorological Station to monitor weather patterns here on Earth.

**Chem In A Flash-** Discover several fields of chemistry and explore the ways in which different chemical processes can be sped up through the use of catalysts. Witness quick-acting reactions such as precipitation and acid-base reactions. Get hands with a balloon-expanding experiment and explore crystallization. Take home an Action Flask to continue explorations into chemistry at home.



Spark your child's imagination when school is out! Our After-School programs offer unique and engaging hands-on science experiences for your child. They will engage in exciting hands-on activities, watch spectacular demonstrations, participate in inquiry-based discussions, and take home correlated projects for extended learning opportunities at home. Visit our webpage to learn more:  
[maine.madscience.org/afterschool-enrichment-info.aspx](http://maine.madscience.org/afterschool-enrichment-info.aspx)

## OUR MISSION

Mad Science is on a mission to spark the imagination and curiosity of children by providing them with fun, interactive and educational programs that instill a clear understanding about science and how it affects their world.

## PROGRAM POLICIES

- Registration and Payment must be processed by Mad Science of Maine. Please do not give payment to your child's school.
- Payment Plans are available in some locations. If you wish to enroll in a payment plan, you will be subject to an additional \$5 fee if using a credit card. Plans will require a minimum of half of the registration fee up front and the remaining balance half way through the program. Call us at 878-2222 to your customize a plan.
- Program fee must be paid in full one week prior to the start of the class.
- A \$20 fee will be charged for any bounced checks.
- Please pick your child up promptly at the classroom door upon dismissal.
- LATE PICKUP will be charged at the rate of \$1.00 per minute and must be paid in cash/check directly to the Mad Scientist prior to the start of the next class in order for your child to continue.
- A minimum of 12 children per class must be met in order for the class to run.
- All supplies and materials are included in the class fee.
- Mad Science has a zero-tolerance policy regarding violence of any kind.
- Mad Science is not responsible for children before or after the stated class times.
- Mad Science will contact you prior to the start of the program to confirm your child's registration.



# STEM

Education wrapped  
in entertainment.

Inspiring the next generation  
of scientists one class at a  
time in Maine since 2001!

## REGISTER ONLINE

[www.register.madscience.org/maine/](http://www.register.madscience.org/maine/)

Visit our homepage [maine.madscience.org](http://maine.madscience.org)  
to learn about our Science Parties,  
Workshops, Summer & Vacation Camps, and  
Assembly Shows that we offer throughout  
Maine.