



In Your Community

Libraries

STEM doesn't need to be all 'whiz-bang' explosions. We can coordinate a selection of different workshops. From coding to chemistry. There's a whole host of scientific wonders we can bring to your local library.

Our explosive, 30-minute shows deliver a lively mix of explanations interactions and demonstrations, bringing science to life with all the "whys, whats and hows?". It's high energy, with higher learning.

A series of follow-on workshops are available too, designed to ensure science sinks in with hands-on challenges and engaging experiments.

Ages 0-5

Early Childhood Workshop

This unique travelling program encourages adults and young children to play, explore and discover together. The program fosters young children's natural curiosity and encourages them to ask why, how and what if?

The hour-long workshop is divided up into four learning areas that children can explore at their own pace.

- Light
- Living Things
- Push and Pull
- Sound

Activities include playing with shadows and light, creating sounds, identifying smells, investigating invertebrates and more

Early Years Learning Framework Outcomes

- Children are confident and involved learners
- Children are effective communicators

Western Australian Curriculum links

- Biological, physical and chemical sciences
- Science inquiry skills
- Science as a human endeavour

Ages 5-8

Junior Robotics and Coding

This engaging workshop inspires children in robotics and will build their foundation skills in coding such as creating basic algorithms and debugging. Children will work together to complete a set of challenges from unplugged coding activities to manipulating Blue-Bot robots through a maze.

Move It

Playing with toys leads to all sorts of amazing science experiments. Question, predict and test as we learn about motion using the best scientific equipment of all: from the toy box!

Mix & Make

Chemistry happens in many different places – let's journey together and have a go mixing things together and making something new! From the kitchen to the bathroom, students explore what happens when we combine different things, both following a recipe and making up some of their own.

Party Animals

A group of animals threw a party at your school last night! Can we figure out who was there by the clues they left behind? Together we will need to be scientific detectives and solve the mystery.

Ages 9-12

Edison™ Robotics

Explore the fascinating world of robotics and computer programming using Edison™ robots. Students will learn how sensors work and how to program a robot.

Prove It

Physics can be described as a set of rules that explain what is happening around us. But should we just believe everything we read? Together, we test and experiment with some of these rules and find out that there is often more to consider than what we first think

Nature's Ninjas

Ninjas need to have excellent hunting and hiding skills. Together let's observe, try out and learn from a variety of amazing living things using these skills to survive in their environment – just like ninjas!

Element of Surprise

We love learning so much that we have built tools that allow us to extend our senses and discover even more. See the world around you in a whole new light! Together, we'll use some of the different tools to explore chemistry and reveal unseen properties.

Duration

Science's Library workshops run for 30 minutes to 1 hour.

Conditions

All of our community programs require an undercover or indoor space with access to power.

Quotes include travel charges for regional events.

Program Requirements

It is compulsory that a member of your organisation meet our staff on arrival for a venue induction to address any potential occupational, health and safety issues that may arise.

Location

All Scitech programs require an indoor, ground-floor area.

Please ensure that your venue(s) are not booked 1 hour before and after the program to allow for set up and pack down.

Junior Robotics requires an indoor space, with access to power. The space should be cleared of tables and chairs.

Edison Robotics requires an indoor space, with access to tables and chairs, power and a smartboard or projector.

To comply with Occupational Safety and Health regulations, presenters have the right to ask for alternative locations or refuse a program if your venue does not fulfil the above requirements.

Workshops require a cleared, sheltered area with access to power and large enough to accommodate a maximum of 35 students per session. Tables and chairs are not required and should be cleared prior to the visit.

bookings@scitech.org.au
Or call 9215 0740



RioTinto

