

THE ART OF SPEED ON THE ROAD II

PROGRAMME OUTLINE

INTRO

Children are provided with a synopsis of past Art of Speed sessions while discussing different forms of energy (i.e. Potential, Kinetic, Mechanical and Gravitational Energy) and interacting with real-life examples of where and how the energy exists.

WHAT'S UP?

Playeum's playmakers will discuss the aims of their exploration and present the mission to solve - to design a vehicle that can travel through rugged terrain (a track with various uneven surface challenges).

LET'S EXPLORE! PLAYTIME or PLAYTIME?

Children will be invited to take a mini 'walk through' on the terrain platform. Based on what they see and feel, they will be asked open-ended questions that will help in their observations and ideation process.

TECH TIME

They will get to add technology to their creations – playing and exploring with motors, breadboards, LEDs and more.

TINKERING TIME

Children will break into smaller teams to start designing, making and testing their vehicle creation(s).

SHOWTIME!

Teams will be invited to present their end product and share about their design before placing it on the track for a test-spin!

