## **Registration Information**

Policies: By registering your child, you acknowledge that you have read and agree to the policies found on our website.

Reminder: Announcements will be made at the beginning of each class to remind all registered children to attend the Mad Science program. We suggest to write a reminder in your child's daily planner to let their classroom teacher know your child is registered.

Program Cost: \$155 until Tuesday, April 15th. Save \$20 by Registering Early! \$175 after Tuesday, April 15th.

Payment: All Major Credit Cards & Visa Debit are accepted. Please call the Mad Sci office if you prefer a different method of payment.

Questions: Please direct all questions to the Mad Science office rather than your school office.

Behaviour Expectations: We are committed to offering a quality program for every child registered in Mad Science. Your child should be able to interact safely and appropriately with the Presenter, the other children in the class, and the equipment in both group and individual activities. While we make every effort to assist each child in having a great experience, children who display behaviour not within these guidelines may be withdrawn.

Program Details: This fun, safe and interactive course is suitable for Grade 1-6 students. Your children will be working with our professional, trained Presenters. Each class is filled with dynamic demonstrations, tons of hands-on activities and weekly take-homes! If the program is happening during lunch or nutrition break, your child will eat during the first part of class.

## Find us in the following places:

Telephone: 905-335-6746 ext. 23

Email: hamilton@madscience.on.ca

Website: hamilton.madscience.org



Mad Science (Hamilton & Kitchener)

## The 8 Awesome Topics For Brixology Are:

BOATS Create a sea-worthy vessel as you set sail with nautical engineering! Build and test a boat powered by potential and kinetic energy.

BRIDGES How can you build the strongest bridge? Work together with your fellow civil engineers to build and test different bridge designs.

VEHICLES Get in gear as an automotive engineer! Build a motorized vehicle and learn how to use wheels, axles and gears to reduce friction.

CREATURES Discover nature's engineering secrets! We build a walking insect machine then test ways to help it climb up the steepest branch.

TOWERS Reach for the sky! Find out how structural engineers use physics to solve problems. Build a structurally sound tower with a working elevator.

CARNIVALS Feel the thrill as you build a spinning swing ride! Learn about the mechanical engineering concepts behind your favorite amusement park rides.

AEROSPACE Discover the secrets of working in space! Create a trussed space station module, then connect it with others to create a massive modular spacecraft.

MACHINES Engineering is creative! Learn how gears, levers, and pulleys are useful tools for mechanical engineers then combine them with art and design to create and test a motorized drawing machines.

Extend your child's learning experience!

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