STEAM EXPLORERS

5 - 6 Years Old

10 Jul - 28 Aug 2025, Thursday, 4:00pm - 5:00pm

Explorers will create, experiment, and engineer with different projects. Building on the foundation of STEM topics, our curriculum integrates new topics such as Sustainability, AI and robotics.

PROGRAM OBJECTIVES

Build up **knowledge and gain exposure** in disciplines of **Science, Engineering**, and **Technology**

Explore and **connect knowledge** in **meaningful ways** through our proprietary **STEAM interdisciplinary approach**

Learn through fun **hands-on and interactive activities**, **experiments**, and **craft projects**

PROJECTS INCLUDE:

Forces and Interactions

- Magnet Explorers: Magnetic or Not?
- Magnetic Push & Pull: Magnet Cars
- Gravity: Air Resistance
- Balancing Act: Centre of Gravity

Simple Machines

- Pulley System
- Wheels & Axle
- Infinity Loop – Möbius Strip Exploration

*PROGRAMME OUTLINE IS SUBJECTED TO CHANGES DUE TO UNFORESEEN CIRCUMSTANCES

STEAM EXPLORERS

PROGRAM OUTLINE

WEEK 1

Magnet Explorers: Magnetic or Not?

Which everyday things are magnetic? Find out with magnet sticks and a super fun fishing game! Discover how magnets attract and learn to classify different materials.

WEEK 2

Magnetic Push & Pull: Magnet Cars

Discover how magnets can both attract and repel through a hands-on demonstration of magnetic poles! Create and race magnet-powered car, observing how repulsion moves objects.

WEEK 3

Gravity: Air Resistance

Compare how a helicopter pinwheel and a flat paper fall through the air. Explore how air resistance slows objects down, connecting to real-life examples like parachutes and leaves falling.

WEEK 4

Balancing Act: Centre of Gravity

Build a balancing paper robot on a stick! Discover how the position of weight affects balance and stability, just like playground equipment and incredible circus tightrope walkers.

WEEK 5

Simple Machines: Pulley I

Discover how pulley make lifting heavy things feel light. Create a simple pulley to lift a paper robot, observing how effort is reduced with this simple machine.

WEEK 6

Simple Machines: Pulley II

Learn how pulley make tasks easier and see how they're used all around us by constructing a working flagpole to raise and lower a paper flag!

WEEK 7

Simple Machines: Wheels & Axle

Engineer a simple cardboard car using wheels and axles. Through this activity, discover how wheels reduce friction, making it easier to move heavy objects across surfaces.

WEEK 8

Infinity Loop – Möbius Strip Exploration

Create a Möbius Strip and discover the surprising secret of a loop that never ends while exploring patterns, continuous paths, and simple geometry concepts.

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