



FALL/SPRING '23-24



**WICKED COOL
FOR KIDS**

WWW.WICKEDCOOLFORKIDS.COM



MEET THE TEAM

Since 2007, Wicked Cool for Kids has offered amazing kids' programs that blend STEAM (science, technology, engineering, art, and math) education goals with the kind of fun that kids need. We champion a great mix of focused lessons and structured play that maintains academic integrity within a creative environment.

Our programs integrate STEAM components that create a rich and intentional learning environment with fun challenges and hands-on activities that reinforce grade expectations and beyond.

LOGISTICS

A minimum of 8 children
needs to be met 2 weeks
prior to the start date
for ALL programs

Max for ALL programs is
14 children.

Fall programming runs
between September 25th -
December 15th

Winter/Spring begins
January 16th -
June 10th

Our programs run for 1
hour / once a week

Option 1:

5 weeks \$125/child

Option 2:

10 weeks: \$225/child

see next page for programs

WEEK OPTIONS

Programming

5 weeks / \$125 per child
visit the page number for descriptions

Science

- 05 ARCHITECTS & ENGINEERING
- 06 PAWS, JAWS & CLAWS
- 07 POTION MAKERS
- 09 HISTORY'S MYSTERIES
- 10 SPLAT!

LEGO

- 11 LEGO JR BUILDERS
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- 14 LEGO ENGINEERING CONCEPTS

Online

- 15 ONLINE TYNKER GAME DESIGN

Science

08 STEAM SQUAD

Potion Makers,
—— Splat

06 WILD WORLD MYSTERIES

Paws, Jaws & Claws,
—— History's Mysteries

05 DESIGN & DISCOVERY CLUB

Architects & Engineers,
—— Potion Makers

LEGO

11 LEGO JR BUILDERS STEM

12 LEGO ENGINEERING JR. IMAGINEERS

13 LEGO ROBOTICS 1 & 2

14 LEGO ENGINEERING MACHINE POWER

Online

15 ONLINE TYNKER GAME DESIGN 101 & 102

Combos

10 weeks / \$225 per child
visit the page number for descriptions



Architects & Engineers

AGE RANGE: K-5TH
5 WEEKS

In this STEAM based approach to building, experiment with engineering principles to learn what makes structures strong. Create and test classic architectural shapes such as columns and arches. Select designs to build bridges and soaring skyscrapers. Put your skills to the test to build houses for superheroes, and construct a simple catapult.

MAKE IT A TEN WEEK COMBO

DESIGN & DISCOVERY CLUB

**ARCHITECTS & ENGINEERS (5 WEEKS),
POTION MAKERS (5 WEEKS)**

Kids will love this engineering and chemistry club. Experiment with engineering principles to learn what makes structures strong. Create and test classic architectural shapes such as columns and arches. Select designs to build bridges and soaring skyscrapers. Next unlock the secrets of the laboratory to create customized soaps, lotions and potions. Explore how chemists create formulas and make your own cool products to take home. Learn about chemical properties and reactions while making fizzing potions and secret solutions!



Paws, Jaws & Claws

AGE RANGE: K-5TH
5 WEEKS

Take a look at some of your favorite wild animals and determine if they are predators or prey. Learn to identify track patterns of canines and felines (dogs and cats) and compare animals in the wild to our domesticated pets. Creep with big cats and lope like coyotes. Be sly like a fox as you learn about local predators and what they eat. Each week you'll focus on a specific species to become a wildlife expert.



MAKE IT A TEN WEEK COMBO

WILD WORLD MYSTERIES

PAWS, JAWS & CLAWS (5 WEEKS),

HISTORY'S MYSTERIES (5 WEEKS)

Take a look at some of your favorite wild animals and determine if they are predators or prey. Learn to identify track patterns of canines and felines (dogs and cats) and compare animals in the wild to our domesticated pets. Creep with big cats and lope like coyotes. Be sly like a fox as you learn about local predators and what they eat. Next go back in time to ask "How did volcanoes form? Where can I find real dinosaur fossils? What did all these rocks come from?" Kids become sleuths of natural history and dig deep to decode geological clues to see how the earth has changed over time.





Potion Makers

AGE RANGE: K-5TH
5 WEEKS

Engaging hands-on chemistry projects will encourage kids to be junior scientists. Unlock the secrets of the laboratory to create customized soaps, lotions and potions. Explore how chemists create formulas and make your own cool products to take home. Learn about chemical properties and reactions while making fizzing potions and secret solutions!



**next page:
for combo
options**

Make It A Ten Week Combo

Design & Discovery Club

ARCHITECTS & ENGINEERS /

POTION MAKERS

Kids will love this engineering and chemistry club. Experiment with engineering principles to learn what makes structures strong. Create and test classic architectural shapes such as columns and arches. Select designs to build bridges and soaring skyscrapers. Next unlock the secrets of the laboratory to create customized soaps, lotions and potions. Explore how chemists create formulas and make your own cool products to take home. Learn about chemical properties and reactions while making fizzing potions and secret solutions!

STEAM Squad

POTION MAKERS / SPLAT!

Engaging hands-on chemistry projects will encourage kids to be junior scientists. Unlock the secrets of the laboratory to create customized soaps, lotions, and potions. Explore how chemists create formulas and make your own cool products to take home. Next, create and design colorful art-based projects while learning science concepts. Construct a kinetic motion-based marble painting, colorful kaleidoscopes, and use chromatography to find hidden colors. Experiment with primary and secondary colors while growing polymers and create a shimmering undersea scene.





History's Mysteries

AGE RANGE: K-5TH
5 WEEKS

Investigate Earth's awesome powers in the form of wind, water, weather, and sunlight as we solve history's mysteries. How did volcanoes form? Where can I find real dinosaur fossils? What did all these rocks come from? Kids become sleuths of natural history and dig deep to decode geological clues to see how the earth has changed over time. Science goes into action as junior geologists and elementary engineers harness Earth's extremes.

MAKE IT A TEN WEEK COMBO

WILD WORLD MYSTERIES

PAWS, JAWS & CLAWS (5 WEEKS),

HISTORY'S MYSTERIES (5 WEEKS)

Take a look at some of your favorite wild animals and determine if they are predators or prey. Learn to identify track patterns of canines and felines (dogs and cats) and compare animals in the wild to our domesticated pets. Creep with big cats and lope like coyotes. Be sly like a fox as you learn about local predators and what they eat. Next go back in time to ask "How did volcanoes form? Where can I find real dinosaur fossils? What did all these rocks come from? " Kids become sleuths of natural history and dig deep to decode geological clues to see how the earth has changed over time.



Splat!

AGE RANGE: K-5TH
5 WEEKS

Splat! Is where science and art meet. We will create and design colorful projects while learning science concepts. Construct a kinetic motion-based marble painting, colorful kaleidoscopes, and use chromatography to find hidden colors. Experiment with primary and secondary colors while growing polymers and create a shimmering undersea scene.



MAKE IT A TEN WEEK COMBO

STEAM SQUAD

POTION MAKERS (5 WEEKS) & SPLAT! (5 WEEKS)

Engaging hands-on chemistry projects will encourage kids to be junior scientists. Unlock the secrets of the laboratory to create customized soaps, lotions and potions. Explore how chemists create formulas and make your own cool products to take home. Next, create and design colorful art-based projects while learning science concepts. Construct a kinetic motion-based marble painting, colorful kaleidoscopes, and use chromatography to find hidden colors. Experiment with primary and secondary colors while growing polymers and create a shimmering undersea scene.





LEGO



LEGO JR. Builders

AGE RANGE: K-1ST



5 WEEKS LEGO JR Builders

This introductory K-1 LEGO set allows learning through creativity and constructionism using STANDARD-SIZED LEGO bricks, plates, and mini-figures. Activities focus on cross-curricular learning through design, building & classification. Earn your builder's license to construct a bridge, build a wheelchair, and create a machine that you invent. Use language skills to set a scene and build with sounds.

10 WEEKS LEGO JR Builders STEM

This introductory LEGO set allows learning through creativity and constructionism using standard sized LEGO bricks, plates, and minifigures. Activities focus on cross-curricular learning through design, building, and classification and then shifts to STEM based activities, critical thinking, and problem solving. Make your own math game, build symmetrical designs, and learn about simple machines by building a lever. Design structures, animals, and communities in collaborative and educational challenges.



LEGO Engineering Junior

AGE RANGE: K-1ST

5 WEEKS

LEGO Engineering JR

LEGO Engineering Junior is an introductory program designed especially for kids in grades K-1. The activities promote teamwork and critical thinking skills as kids investigate basic engineering concepts using DUPLOs. Perfect for the young builder with tiny hands to build a seesaw, vehicle, and spinning top and other fun working mechanisms.

10 WEEKS

LEGO Engineering JR Imagineers

A Wicked Cool For Kids exclusive! Using LEGO Duplos, learn basic engineering skills. Next, we will listen to stories based on popular fairy tales. Using the engineering design process, we will then create solutions to help solve their hero's problems using simple machines. Help LEGO Sam and Sara create Rapunzel's tower and a pulley system to lift her lunch! Prince Charming's buggy is busted - can Sam and Sara build a Charming Car to carry the Prince's blocks and save the day? This program will emphasize creativity, cooperation, engineering, math and literacy skills.



PROGRAMS





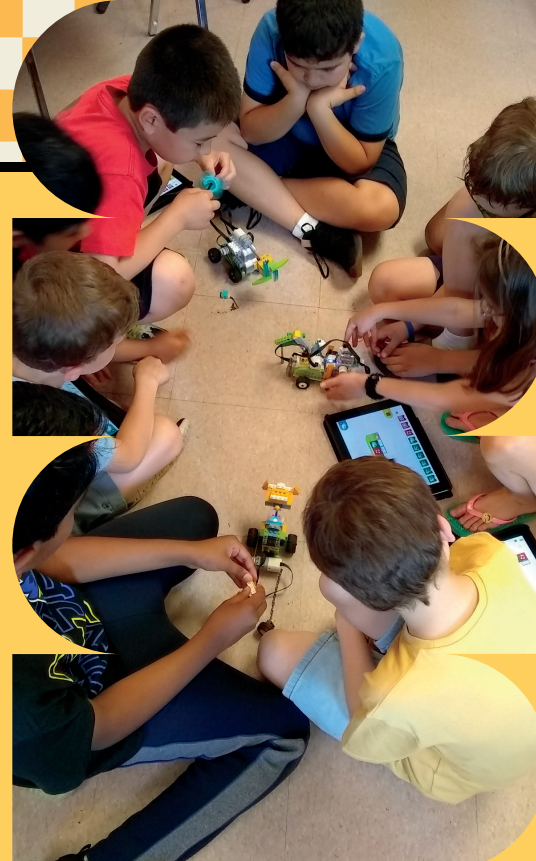
LEGO



13

LEGO Robotics

AGE RANGE: 1-5TH



5 WEEKS

LEGO Robotics

The We-Do Robotics system features LEGO models that incorporate working motors and sensors with simple programming software. Kids will work as scientists and engineers to build, program, and test working models. Building dancing birds, drumming monkeys, and roaring lions to learn about simple machines, complex motion, and the concept of randomness.

10 WEEKS

LEGO Robotics 1 & 2

Kids work as scientists and engineers to build, program, and test working LEGO robotics models. Building dancing birds, drumming monkeys, and roaring lions to learn about simple machines and complex motion. Create bots that compete in soccer games, and fans to cheer them on. Incorporate tilt sensors, cams, and motion sensors and attempt a daring airplane rescue and sail a boat in a storm. Complete your We-Do adventure by designing your own interactive robots to compete in challenges you and your team dream up!



LEGO Engineering

AGE RANGE: 1-5TH

5 WEEKS

LEGO Engineering Concepts

LEGO Engineering is more than brick building - it helps kids learn to incorporate parts that move or have a function. This LEGO Concepts program covers basic simple machines through the Investigation of gears, pulleys, cams, levers and ratchets. Kids learn by building working street sweepers, hammers, fishing rods and scales!

10 WEEKS

LEGO Engineering Machine Power

After learning Engineering Concepts, continue with Machine Power to look at the uses of energy to power machines. We'll use wind power, mechanical energy, and chemical energy to propel our drag racers, dogbots, and land yachts. Find out which leg design will help your bugbot win the race. Determine what gear combo will let your car pull the heaviest object. Test wheel sizes to see which can help get a power car up a steep hill the fastest!



PROGRAMS



5 WEEKS

Online Tynker Game Design 101

Learn programming using a fun scenario-based approach and build games! Side Scroller Survival introduces the basics of motion and animation using puzzle modules to reinforce coding concepts (e.g., sequencing, loops) to help an astronaut collect supplies, navigate a friendly dragon through obstacles, and apply knowledge of angles to navigate a spaceship Actor on a grid. Create scenes with actors that jump, tell stories, and interact with inputs.

10 WEEKS

Online Tynker Game Design 102

Continue the programming fun with BeatBot Battle and program a robot to make it dance. Create fun musical projects and minigames with a variety of instruments and tempos. Learn about sequencing, patterns and logic to prepare you to go on a mission to navigate Red Baron's Adventure through the desert collecting medals.



CONTACT

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