

COLLEGE FOR KIDS & TEENS



SCIENCE. TECHNOLOGY. ENGINEERING. ARTS. MATHEMATICS.

Full STEAM Ahead Fair

The Full STEAM Ahead Fair offered by the College for Kids & Teens provides students with the opportunity to attend Science, Technology, Engineering, Arts and Mathematics (STEAM)-focused programming during the school year. The hands-on, project-based learning gives students a taste of the College for Kids & Teens summer program experience, and all of the fun that comes with it!

Saturday, March 21
8:30am-4:30pm

Register: uwm.edu/sce/kids
Contact: cfkids@uwm.edu, 414-227-3360



208410-M1

FULL STEAM AHEAD FAIR **SCHEDULE**

Spring 2020

Saturday, March 21
UWM Union

Register: uwm.edu/sce/kids



8:30-9am

Check-in and Welcome

9am-12pm

Printmaking (Grades 3-5)

ART

Join us in the lost art of printmaking – the artistic process of transferring images from a matrix onto another surface. In this class, you work with the different types and styles of printing and tools. Create a piece of artwork that you can take home with you.

Saving Bob! (Grades 3-5)

ENGINEERING

Help! Bob has gotten himself into another crazy situation! In this class, use your engineering, creativity, teamwork and imagination to rescue our hero Bob from one sticky situation after another – from evading coyotes by crossing the Grand Canyon to escaping a building inferno. You use engineering skills and everyday materials to help Bob to safety.

Data Science for Teens (Grades 6-8)

SCIENCE/MATH

Data science is the revolutionary new career path that infuses math, statistics and probability to better understand all aspects of our lives. It is a way of using data in everyday life for problem-solving. Join us in learning how to use data science to better inform yourself and your future.

Harry Potter Club:

Science, Art and Imagination (Grades 6-8)

ART/HUMANITIES

Experience the wonder of the magical world of Harry Potter through science, art, literature and role-play. You create your own wands, make dragon eggs, mix edible potions, solve puzzles and riddles, and make a character to duel against your friends. All of these activities happen while listening to J.K. Rowling's stories of Harry Potter and Hogwarts. So jump on board the Hogwarts Express and into the magical world of Harry Potter.

12:15-1:15pm Keynote and Lunch – Catered buffet

Keynote Presentation –
Cass Street School STEM Center

Students from Cass Street School have been focused on STEM education for the last 10 years. With the guidance of teachers such as Monique Bates, these students have learned how they can use the knowledge gained in STEM and apply it to their future careers. Students study STEM-related topics utilizing Project Lead the Way curriculum and coaching focused on design and modeling, energy in our environment, automation and robotics, and coding.

In collaboration with Rockwell Automation and the Boys & Girls Clubs of Greater Milwaukee, the Cass Street School opened a new STEM Center on October 3, 2019. This new STEM Center provides students with the tools needed to take their study and engagement in STEM education to the next level.

Past and present students of Cass Street School join us to discuss their experiences with STEM education, Project Lead the Way and the new STEM Center.

1:30-4:30pm

Sportistics (Grades 3-5)

MATH

Are you fascinated by numbers? Do you like sports? Combine the two, and find out how one links to the other. In this class, we go outside and play sports, track our stats and do the math!

Escape the Classroom (Grades 3-5)

HUMANITIES

In this class escape room, also known as an "escape game," you engage in a physical adventure game. Players solve a series of puzzles and riddles using clues, hints and strategy to complete the objectives at hand. Players are given a time limit to unveil the secret plot, hidden within the rooms. Solve the clues for the day and escape the classroom!

Printmaking (Grades 6-8)

ART

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Crime Solvers (Grades 6-8)

HUMANITIES/SCIENCE

Learn how to be a crime solver by exploring the fascinating world of forensic science – the study of objects and evidence that relates to a crime. Transform into a forensic scientist and investigate a re-created crime scene. Analyze the evidence with your powers of observation, classification, prediction, measurement and data comparison to solve the crime.