EDUCATION PROGRAMS

25-26

www.scienceeast.nb.ca

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ABOUT US

Science East has been providing youth and educators in New Brunswick with hands-on STEM experiences since 1994. We work both inside and outside the school system to reach students, teachers, families and communities in every region of the province.

The key to Science East's high demand in the school system is our inquiry-based and hands-on programs. These are thoughtfully designed and delivered by our experienced staff. Through partnerships, we work with teachers and districts to adapt to their constantly changing needs.

Science East offers a multitude of STEM workshops that complement the K-12 curriculum by matching outcomes with unique hands-on workshops. Our activities cover several topics, such as coding, robotics, environment, engineering, math, space and more!

Workshops

Our workshops are dynamic 45 to 60 minute STEM sessions designed for students from kindergarten through grade 12. Each workshop blends engaging instruction with interactive, hands-on activities, allowing students to explore science, technology, engineering and mathematics in a fun and memorable way. The activities are tailored to be linked to the curriculum, ensuring younger students build curiosity and foundational skills, while older students are challenged to think critically, solve problems, and apply their knowledge.

My First Robot

Pre-K - Grade 5

Introduce your student to robots and coding with this engaging screen-free workshop. Develop your students' computational thinking skills with robots adapted to their age. We offer multiple robots such as Code-a-Pillar, Botley and Ozobots.

Using Your Senses

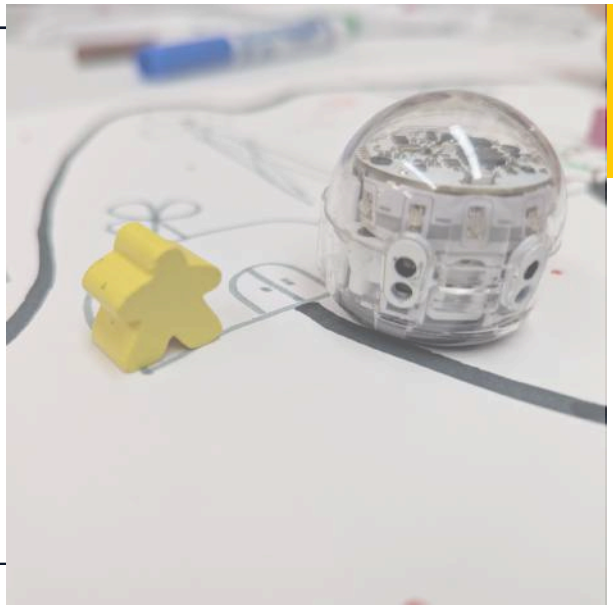
Pre-K - Grade 5

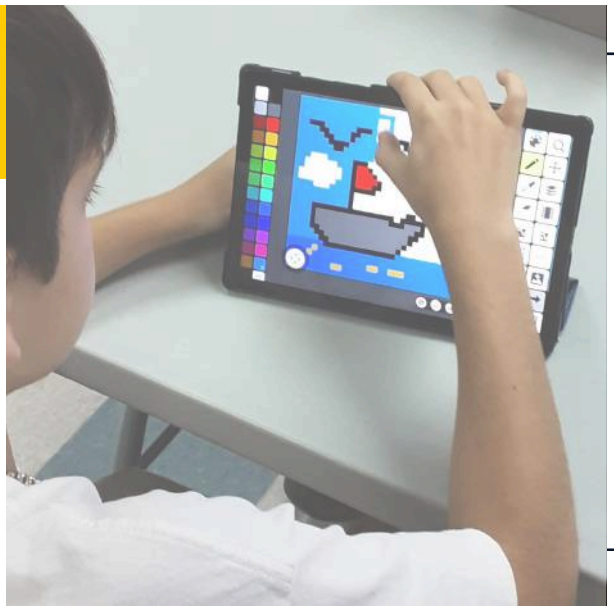
Get your students to use their senses to help develop their science skills. They will learn how to make observations, collect data and make predictions, all while playing with an assortment of different equipment.

Habitats

K - Grade 8

Let your students create a habitat for their robot-animal complete with shelter, water and food, then let our line-following robots bring it to life!
How many robots can live in your habitat? Students can also add codes to make their robot stop by the water or even run away from predators.





Pixel Art

K - Grade 12

Show your creativity as you recreate your favourite video game character. Or make a simple drawing by using only a matrix of squares and colours!
Younger students will learn to recognize patterns and use a tablet whereas older students will create their own animations one frame at a time!

Nature Detective

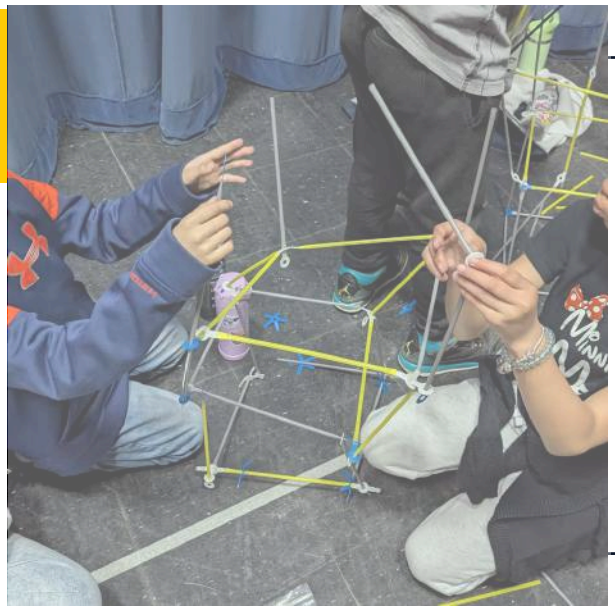
K - Grade 5

Use your observation skills as you try to identify local animals based on their skulls, scats and tracks.
Learn the differences between predators and prey, herbivores and carnivores.
How many will you be able to guess correctly?

Oceans

Grade 3 - 8

Learn about the ocean and animals living there in this hands-on activity. Students will match animals to the depth where they live as well as recreating the food chain of a complex ecosystem.
Other activities include making your own fish prints using our fake fish and using a dichotomous key to classify animals.



Structures

Grade 3 - 8

How do shapes play a role in structures? How do engineers test their designs?
Students will learn all this and more as they create their own structures. Use problem solving and teamwork as they build using straws or wooden planks.

Animal Adaptations

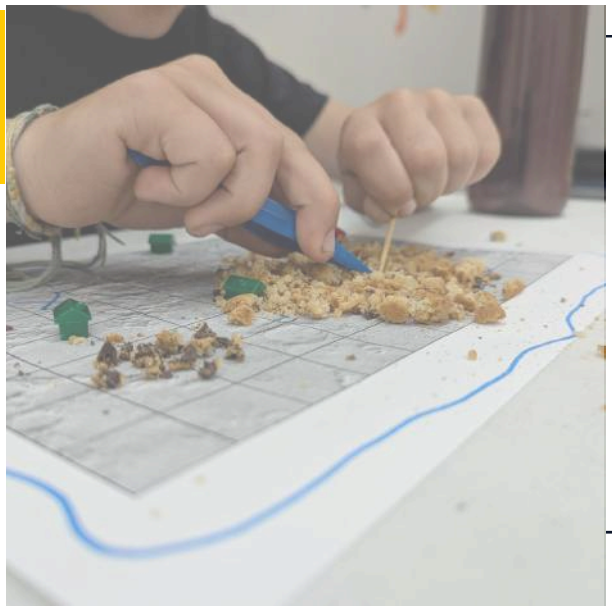
Grade 3 - 8

Students will show their creativity as they create their own unique animal adapted to survived to unique environments such as the North Pole or a volcano!
How can they survive the cold? What will they eat in a volcano? Students will also learn how animals work as a group in order to survive and thrive.

Simple Machines

Grade 3 - 8

Explore the world of pulleys, wedges, wheels and axles, levers, inclined planes, and screws as students use these simple machines. Travel back 4,000 years in time and discover how the Egyptians built the Pyramids using simple machines and learn how these machines are still used today!



Cookie Mining

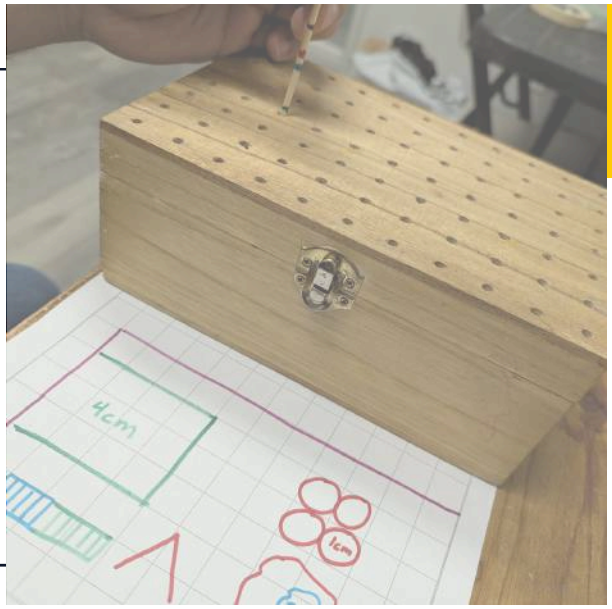
Grade 4 - 8

Learn about how resource mining works by extracting the chocolate chips out of a cookie! What does the mining industry do with all the by-products? What kind of tools are used? What can we do to reduce the environmental impacts of mining?

Remote Sensing

Grade 5 - 8

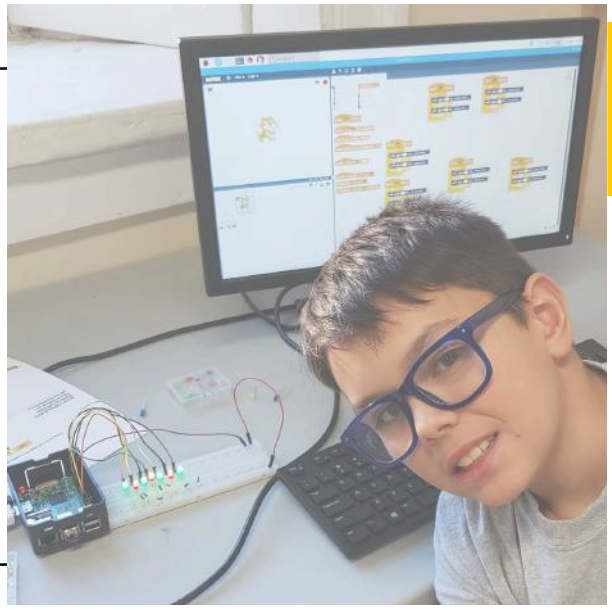
How can you study objects that you can't see or that are too far away to visit? Students will design their own approach as they map the content of a mystery box without opening the box!
As the teams investigate their box, they will need to collaborate, communicate and solve problems.

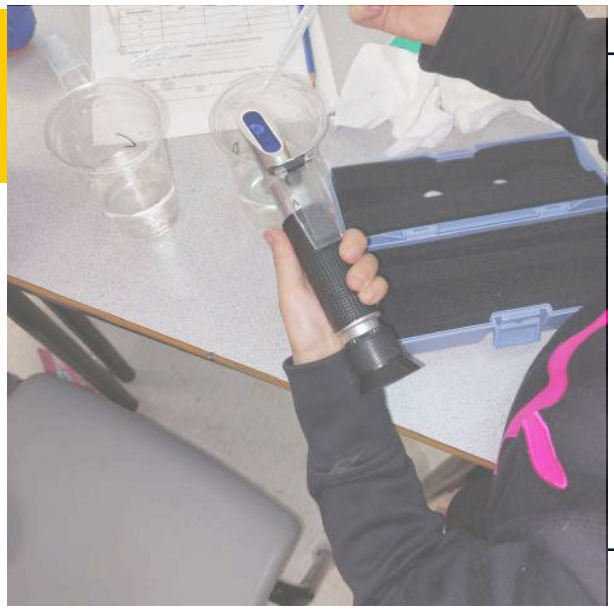


Block-Based Coding

Grade 4 - 8

Learn the basics of coding with this open-ended activity where students put blocks together to create their code. The activity starts by simply choosing a sprite and by the end, students will have a working videogame!





Water Analysis

Grade 5 - 8

Students will have the opportunity to use real scientific tools to analyze samples of water. They will measure temperature, salinity and pH of different samples and identify a mystery liquid!
Students will learn about the pH scale and the impact of climate change on our oceans.

Circuits

Grade 5 - 8

Students will learn about both open and closed, plus series and parallel circuits as they make their circuits using wires, resistors, LEDs, and buttons.
Communication will be key as the students follow the path of electricity and troubleshoot their circuit.

DNA Extraction

Grade 5 - 12

Students will learn about DNA, its role in our body and its structure as they extract DNA from fruit in a simple experiment.
Students will also have the chance to use portable microscopes to examine their samples.

Can’t find a workshop that’s the right fit for your classroom?

We’ve got you covered!

Contact us and we’ll work with you to create a learning experience that meets your needs.

STEM Kits

Bring hands-on learning to life with our ready-to-use STEM Kits! Each kit is delivered right to your school and includes everything teachers need to inspire curiosity and discovery: lesson plans, activities, a storybook, and all the materials or equipment required.

BEEBOT

BeeBots provide students with a screen-free introduction to coding. Use our bee-shaped robot to travel a maze and learn to think multiple steps ahead. Learn how bees use dancing to communicate and create your own language.

SOUND

This STEM kit allows students to collect, represent and analyze data collected in their school. This is a good opportunity to make connections between science and mathematics.

CODE-A-PILLAR

Code-a-Pillars allow children to learn how to communicate with robots through code. Students will recreate simple patterns. In groups of two, students will learn how to communicate with a partner, problem-solve, and begin to recognize patterns.

SIMPLE MACHINES

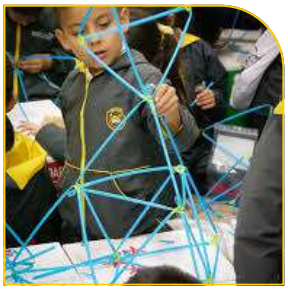
In this activity, students will explore the concept of simple machines and how they provide advantage to work. They will use the provided material to create their own simple machine!

OZOBOTS

Help your students get better at recognizing patterns with this screen-free robot! This robots will follow the lines drawn by your students and will do special actions on certain patterns of colors!

LIGHT AND SHADOW

In this kit, students will explore the world of shadows as they ask questions, search for shadows, and manipulate light in a variety of ways. This activity allows the students to investigate the world around them!



STRUCTURES

Students will build houses, towers and more using straws, blocks and planks! What other shapes will they make?

MICRO:BIT

With simple yet engaging programming, children can control LED displays and interact with sensors. This hands-on experience introduces coding concepts in a fun and intuitive way, encouraging creativity while building a strong foundation in programming.

Additional Activities

PLANETARIUM

Discover the wonders of space with Science East's portable planetarium! Unique to New Brunswick, our incredible planetarium is available to use at the location of your choice. This interactive show is perfect for space-related curriculum and stargazers alike! Planetarium shows are completely interactive and audience-driven.

SCIENCE SHOWS

Choose your topic and enjoy the science show! Learn to observe and be amazed by the wide variety of topics including: states of matter, invisible forces, optics, electricity and many more.

TRAVELLING EXHIBITS

Science East's travelling exhibits bring hands-on, interactive science experiences directly to your school. Each exhibit is designed to spark curiosity and inspire learning, with engaging activities for all ages.

PROFESSIONAL DEVELOPMENT

Science East offers interactive professional development workshops for teachers and educators. We offer sessions tailored to your needs, whether you want to renew or learn about discovery learning, hands-on activities, climate action, coding, technology and more.

Pricing

One Session (45 Minutes) - $125
Five Sessions (Full Day) - $500
Travel Fee* - $0.82/KM
**Subject to change*

At Science East, we are committed to keeping our programs affordable for schools. We are actively seeking funding to help reduce costs, and we encourage you to contact us to learn what options may be available for your classroom.

SCIENCE EAST

FOR MORE INFORMATION OR TO BOOK:

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