

THE ALPHABET OF AWESOME SCIENCE



SCHOOL / COMMUNITY WORKSHOP

SUGGESTED DURATION:	60 to 90 minutes
AGE GROUP:	Years 2 to 7 / Families
WORKSHOP SIZE:	Up to two classes per session (around 60 students)

Join Professors Lexi Con and Noel Edge for a fun-filled workshop that combines word games and hands-on science activities to tickle the brain and drive creative hands.

Professor Lexi Con guides students through a series of activities that encourages them to generate new meanings for old words, as well as to create new words from random letters and '*definitions in search of a word*'. Then it's Professor Noel Edges turn to lead everyone through a series of surprising hands-on science activities, culminating in a design challenge where groups use engineering principals to create a magnificent *quisquillious* egg-brained beast!

SUGGESTED ACTIVITES

PLEASE NOTE

- *The following activities are indicative only – and subject to change...*
- *The activities are either*

OLD WORDS / NEW MEANINGS

A list of obsolete words are drawn from a bag and students are challenged to create new definitions based on what the words sound like.

RANDOM LETTERS

Students are given a bag of letters as well as a series of 'definitions for things that don't have words' and are challenged to create new words from the letters to suit the supplied definitions.

SCIENCE ACTIVITIES

Students are lead through a series of hands-on science activities.

ENGINEER A MONSTER

Students are broken into small groups and challenged to create a 'monster' from various bric-a-brac. The engineering catch is that each monster requires an 'egg brain' that needs to be supported inside the creature's head – at least 1 metre above the ground. Of course, the species of creature must also be given a scientific name... as well as an *actual* name!