

School Visit Programme

CAMBRIDGE
SCIENCE
CENTRE

Unleash curiosity and get hands-on with science!

“How can AI tell the difference between a banana and a snake?”

“Can nature inspire the perfect flying machine?”

“What will happen as the sea levels rise?”

“Can you really see penguin poop from space?”





Amazing Workshops

Our Communicators will support your class as they explore new concepts, discover fresh ideas, share fun facts and take on a challenge. We guarantee that they'll be buzzing with excitement that'll last well beyond the day. Delve deeper into your chosen topic with our curriculum-linked workshops.



Get hands-on with STEM

With 20 exciting exhibits covering diverse STEM subjects from dinosaurs to AI, Cambridge Science Centre is the perfect destination to spark science learning.

What's included

Just £200 gets your class a half-day experience at our hands-on Centre on Cambridge Science Park including time with our fantastic exhibits; a workshop of your choosing; and access to our picnicking area.

Book now at:

W: cambridgesciencecentre.org/schools

E: schools@cambridgesciencecentre.org

P: 01223 967965



Key Stage 1

Designer Dinosaurs: Which dinosaur is which?

Observe, identify and classify our prehistoric menagerie! Imagine what dinosaurs might really have looked like and work together to create an ENORMOUS dinosaur of your own.

Senses: Aargh or aaaah, yuk or yum?

Examine how we sense the world around us as we test out our 5 senses and beyond, to look at some senses you might not have considered before. Investigate and play with your senses and find out how to confuse them – and you!



Lower Key Stage 2

Electrical Emergency! Repair the airport circuits

The clock is ticking! A storm has damaged airport equipment, and your class needs to get it working ready for a safe landing.

In this workshop, you will build a series circuit to get the lights on the runway working. Experiment with switches, motors, buzzers, conductors and insulators to create full circuits for the airport radar and announcement systems.

Code Micropets with arm*

Introduce your class to the world of microprocessors and have a go at programming our Micropets using BBC micro:bits.

* From September 2024





Upper Key Stage 2

Chain Reaction: Create a crazy contraption

This high-octane engineering workshop gets teams collaborating to create big, wacky chain reactions. Building simple machines, including pulleys and levers, the class will experiment with forces such as friction and air resistance to invent a solution to our wild challenge.

Coding to the Rescue

Lego buggies and a potential disaster on a faraway planet bring coding to life in this workshop. Plan a route and pull in the code you need to make it happen! There are Lego lives at stake!

EvoLOOTion: Random stuff happens

Evolve your own population of "Loots" and play a game of life that explores how environmental changes lead to long term shifts in populations. Explore the concepts of evolution and variation and see your colony of 'Loots' evolve in unexpected ways.



Sailing Science: Master materials and forces

Investigate materials and forces as budding engineers. Build, test, and adapt a land yacht in the build up to a big race. Who will build the land yacht that travels, furthest, fastest, or that has the most innovative design?





Key Stage 3

Chain Reaction: Focus on science skills

Your class perfect their twenty-first century skills including collaboration and analytical thinking as they come together to create a chain reaction machine. They'll be supported to work scientifically, planning their creations, observing their operation, and making changes to meet their goals.

Go Ballistic: Plan carefully for the sake of your human cannonball!

In this show-stopping workshop, teams collaborate to fire projectiles – working out angles, distances and trajectories to make sure their cannonball lands on target. We explore how scientific modelling and physical forces explain how human cannonballs land safely.

EvoLOOTion: Random stuff happens

Evolve your own population of “Loots” and play a game of life that explores how environmental changes lead to long term shifts in populations. Explore the concepts of evolution and variation and see your colony of ‘Loots’ evolve in unexpected ways.



“It was a wonderful,
positive start to the week.
The children were really
engaged and excited, which
was an absolute pleasure to see.”

Coton Primary School

In collaboration with:

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Cambridge Science Centre

The Trinity Centre, Cambridge Science Park,
Milton Road, Cambridge, CB4 0FN

Experience the fun! Book your visit through our website today.

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