

REGISTRATION

Registrations Due: February 24th

QPS STEM Academy Registration

- Grade 2: WeDo Lego Robotics
- Grade 3: Planes, Rockets, Cars & Coasters
- Grade 4: Bridges, Towers & Structures

Student's Name: _____

School: _____



Parent Contact Information
Name: _____

Address: _____

Email: _____

Phone: _____

*Please note any allergies or necessary medical information:

Method of Payment (No Personal Checks Accepted)

Money Orders payable to Quincy Public Schools

***All Electronic Debit and Credit Card** transactions can be processed through the UniBank system. Visit www.quincypublicschools.com and click **Pay School Fees Online** (under Parent Links on the top right) and follow the instructions.

Return completed registration form and payment to:

*Please remember to attach a printed receipt of your payment confirmation.

**Quincy Public Schools, Extended Educational Programs,
34 Coddington Street, Quincy, MA 02169**

Quincy School Committee
Mayor Thomas P. Koch, Chair
Paul L. Bregoli, Vice-Chair

James V. DeAmicis
Kathryn E. Hubley
Barbara J. Isola
Emily A. Lebo
Anne M. Mahoney

Dr. Richard DeCristofaro,
Superintendent of Schools and Secretary
to the School Committee

QUINCY PUBLIC SCHOOLS

STEM Academy for Grades 2–4

Spring 2016



March 5th , 12th, 19th, April 2nd & 9th
C.A. Bernazzani School
9am—12pm

STEM Activities will be:

- Hands-on, engaging and challenging
- Projects that students can bring home
- Completed individually and in teams

DETAILS

Registrations Due: February 24th

Location:

C.A. Bernazzani Elementary
701 Furnace Brook Pkwy. Quincy, MA 02169

(Note: No transportation will be provided to or from Bernazzani)

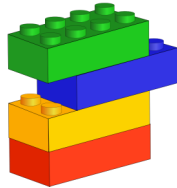
Time: 9am—12pm *(A peanut free snack may be brought)*

Dates: March 5th , 12th, 19th, April 2nd & 9th

(No session: March 26th)

Cost: \$125 per student

GRADE 2



WeDo Lego Robotics

Overview: Students will use step-by-step instructions to build LEGO models featuring working motors, sensors, gears and pulleys. Students will also be introduced to a basic level of computer programming to make their models move. WeDo activities engage students in a problem solving approach to learning.

Activities:

- Hungry Alligator
- Roaring Lion
- Sleeping Giant
- Dancing Ducks
- Design your own Pet

GRADE 3

Planes, Rockets, Cars & Coasters

Overview: Students will design, test and further develop various types of models that move. A focus will be on the materials used to build and the way the model is powered. Students will be faced with hands-on and stimulating challenges to complete.

Activities:

- Pneumatic Rockets
- Balloon Powered Car
- Puff Mint Mobiles
- Paper Airplane Design
- Alka-Seltzer Rockets



GRADE 4

Bridges, Towers & Structures

Overview: Students will be introduced to some of the design elements in structural engineering through the use of inquiry learning tasks. Students will work through the design process to imagine, build, test, and improve each of their models.

Activities:

- Egg Drop
- Spaghetti Marshmallow Mountain
- Golf Ball Pipe Cleaner Tower
- Popsicle Stick Bridge Challenge
- Jell-O Earthquake Structure

