

TO REGISTER YOUR SCHOOL:

1. Visit our website at scifi.usask.ca
2. Click on Workshops.
3. Pick a school representative and register your school using our online form.

FOR MORE INFORMATION



Like us on Facebook at
[Facebook.com/science.first](https://www.facebook.com/science.first)

scifi.usask.ca

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TEL: 306-966-7755

DID YOU KNOW?

SCI-FI also offers:

DISCOVERSTEM: A unique 2 day workshop-based Science, Technology, Engineering, and Math conference for girls in grades 7 & 8. The workshops (on everything from astronomy to microbiology!) will be led by women in STEM who are passionate about their fields and want to share what they do and why. Other activities include a private tour of the U of S Observatory and swimming!

SCI-FI SCIENCE CAMPS: SCI-FI's summer camp programs run for eight weeks in July and August. We now offer five unique types of camps: Science Camps, Technology Camps, Computer Science Camps, Medical Science Camps, and Veterinary Medicine Camps. Our camp registration is based on Grade Level. Please Register your child in camps for the Grade they will be entering in the fall!

SCI-FI LOCAL FUNDERS



UNIVERSITY OF
SASKATCHEWAN

College of Engineering



2019 Workshop Catalogue

Now Booking for Exciting **Science Workshops** in your classroom

Sci-Fi Science Camps is a STEM education and outreach program run out of the College of Engineering at the University of Saskatchewan. We offer a variety of services to Central and Northern Saskatchewan including in-school hour long workshops, winter clubs, all-girls programming, and week-long summer camps in Saskatoon and throughout the province.

This year SCI-FI is happy to share that Actua was a recipient of the federal CanCode grant. As a result, all workshops for 2019 will be FREE, and are designed to connect digital literacy, technology, and the Saskatchewan Science Curriculum!

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organization of
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actua

Learning for Change.
Découvrir pour demain.

2019 Workshop Offerings

Workshop	Curriculum Relativity	Description	Notes
Look At My Garden Grow!	Gr 1 LT 1.1, LT 1.2	Learn about the characteristics of living things (both plants and animals) and how they survive within their ecosystem.	Take home Mini terrarium
The Wild World of Water!	Gr 2 AW1.1, AW1.2 LS2.1, LS2.2	After discovering the importance of water in all its states and looking at the relationship between solids and liquids, students will use their knowledge to work in groups and design a boat that can hold the greatest weight.	Design and Build Challenge
Adventures with Ozobots	Gr 1 & 2 OM1.1, OM1.2, MP2.1, MP2.2	With the help of our little Ozobot friends, students will discover how objects use their senses to interact with the world around them. Students will be given time to explore with the robots using the Colour Codes!	Coding Challenge
Magnet, Magnets Everywhere!	Gr 3 ME3.1, ME3.2	Find out what attracts and repels you in our 2018 magnets workshop! Students will learn about the properties of magnets, including what causes them to attract some materials, but repel others. They will get to do this through actual hands-on use of magnets of many different shapes and sizes!	Hands-on Exploration
Geology Rocks!	Gr 4 RM4.1, RM4.2, RM4.3	Let out your inner Geologist! Take your class on a Virtual Reality Google Expedition Field Trip to the heart of a volcano to explore how rocks and minerals are formed. Students will also create their very own fossil. Get ready to rock and roll!	Take Home Make your own fossil
Music To My Ears	Gr 4 SO4.1, SO4.2, SO4.3	Explore the science behind the sounds. Students will learn how sound is created, explore Canadian sound technologies, and have the opportunity to make some noise of their own with LittleBits! It'll be music to your ears!	Design and Build Challenge
Fun With Forces	Gr 5 FM5.1, FM5.2, FM5.3	Forces are all around us! See some cool demonstrations of the different forces and how they influence our lives every day! We will then use our knowledge of simple machines to build our own machine that can solve our problem!	Design and Build Challenge

All workshops for the 2019 year are **FREE!** Thanks to the Federal CanCode grant received by Actua!

Workshop	Curriculum Relativity	Description	Notes
What's With The Weather?	Gr 5 WE5.1, WE5.2, WE5.3	We will talk about the Saskatchewan Climate and examine how technology has allowed Scientists to better predict weather patterns. Students will use an iPad to code a MicroBit to be a thermometer or a light sensor and put them to use in the classroom and outside.	Coding Challenge
Snap To It!	Gr 6 EL6.1, EL6.2, EL6.3	Understand the function of circuits in the world around us. Students will use Snap Circuits to build simple and parallel circuits that power lights, speakers and fans. Get ready to Snap to it!	Design and Build challenge
Fantastic Flight	Gr 6 FL6.1, FL6.2, FL6.3	Spread your wings and fly with our fantastic flight workshop! Students will learn about the basic concepts that make flight possible using Google Expedition Virtual Reality to get up close and personal with airplanes, birds, and fighter jets. Then, students will get the opportunity to design and launch their very own bottle rockets.	Design and Build Challenge
Captivating Chemistry	Gr 7 MS7.1, MS7.3, HT7.2	Let your inner mad scientist out with our chemistry workshop! Students will learn and see the differences between physical and chemical reactions, learn about the reactive results of mixing acids and bases, and get to design their own experiment!	Design and Build Challenge
Outstanding Optics	Gr 8 OP8.1, OP8.2	Students will explore optics related technologies such as concave and convex mirrors and lenses. Students will also discover the ways in which our eyes play tricks on us.	Take Home Hologram Projector
Codemakers: Enigma Code	Gr 7 & 8 P7.2, P7.3, P8.1	Using algorithms similar to the Enigma Code, students will create, send, and decode messages with their classmates. This workshop will combine science and math to learn the science behind computer coding!	Coding Challenge

All workshops are designed to be 1 hour in length. Workshops are designed to be for one classroom only with a capacity of approximately 30 students. *This limit is flexible depending on the workshop.

As technology is limited students will be working collaboratively in groups of 2-3 during the workshops.