Get Students Excited about STEM

RHODESOLOGY *in Motion*

Bringing STEM-focused camps to you!

Rhodes State College's Youth Program, Rhodesology, in addition to hosting camps on-campus in the summer and select weekends during the school year, can now bring STEM-focused camps to your location! Introducing … **Rhodesology *in Motion***. Either with the mobile lab or without, Rhodes State College can design camps to fully engage youth in hands-on STEM activities. This initiative allows us to visit your location, providing all grade levels, K-8, with the opportunity to enhance STEM knowledge through interactive, hands-on activities. Please read on to see what activities we can offer. Contact us to discuss how we can tailor our programs to meet your specific needs.

Sample Camp Schedule:

- Two activities chosen: Sphero BOLTs and Squishy Circuits
- Grades will each be split into two groups and each group will do each activity for 30 minutes.

Sample of Times:

- 9 am - 10 am..... 3rd grade
- 10 am - 11 am..... 4th grade
- 11 am - 12 pm ..... 5th grade
- 1 pm - 2 pm ..... 2nd grade

** Time allotments can be customized by school*

For more information and cost to book a camp day, scan the QR code or contact:

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Choose TWO Activities for students to participate in:

Squishy Circuits:

This activity enables participants to engage in the modeling of play-doh for the purpose of creating artistic sculptures. Additionally, it encourages the use of the material as a functional conductor for electrical current. When these two applications converge, participants can operate at the intersection of art, science, and technology.

Snap Circuits:

This activity teaches basic engineering, electronics and circuitry concepts by using building components with snaps to assemble electronic circuits on a simple "rows-and-columns" base grid. The resulting projects function like the printed circuit board found in most electronic products.

Slime:

Making slime can be a STEM activity because it helps children learn about scientific concepts and develop problem-solving skills with chemical reactions and properties of matter. They learn about cause and effect by observing how the texture of the slime changes with ingredients. STEM projects like slime can help children develop creative thinking skills.

Virtual Reality:

Virtual reality (VR) can make learning about science, technology, engineering, and math (STEM) more fun and hands-on. With VR, students can do experiments, move things around, and solve problems in a virtual world without needing expensive tools or special classrooms. It helps students see and understand complicated scientific concepts that might be tough to grasp in traditional lessons. For instance, they can take a virtual trip through the human body to learn how the circulatory system works. VR not only make STEM learning more exciting but also helps students develop important skills in using technology and solving problems, which are crucial today.

Sphero BOLT

This activity delivers hands-on, immersive learning experiences that are entertaining and educational for PK–12 students and teachers alike. BOLT is Sphero's most advanced round coding robotic ball to date, providing even more ways to express inventive ideas and experience the power of programming. Packed with plenty of programmable sensors and a colorful LED light matrix, Sphero BOLT is paving the way for the next generation of coders.

- Painting
- Races
- Coding

RoboMaster S1 Robots*

This initiative involves an educational robotic platform that integrates pedagogy with engagement and competitive elements. Its purpose is to facilitate users' comprehension of mathematical principles, physical concepts, programming paradigms, robotic systems, and artificial intelligence (AI) through hands-on applications.

Z Space*

An activity that offers students the opportunity to visualize complex concepts in various subjects, including biology, chemistry, physics, computer science, and earth and space science, through three-dimensional representations. Utilizing a handheld stylus, students can engage with immersive visuals and explore these concepts within a secure virtual environment.

- Can be tailored to current curricula in classrooms

Drone Simulator*

Integrating drones into the STEM curriculum helps students understand real-world applications of their studies. Whether it's environmental monitoring, agricultural surveys, or search and rescue operations, drones provide a platform for students to explore various industries and their technological needs.

Multitaction

An activity that provides interactive displays for STEM education to enhance engagement, collaboration, and learning. Students can manipulate content, explore information, and collaborate in real-time, interact with the display simultaneously with interactive simulations and visualizations.

* not suitable for participants younger than 3rd grade.

If you don't see an activity you'd like and have something else in mind, contact Barb to discuss.

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