

# About Challenge Island

in STEAM Education!

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#### What is Challenge Island?

It's where engineering meets imagination! It's a one-of-a-kind program on the cutting edge of S.T.E.A.M Education.



We foster the fundamental skills kids need to thrive today &tomorrow including creativity, collaboration, communication, flexibility and leadership.

#### SOCIAL EMOTIONAL LEARNING

We encourage the social & emotional intelligence children need to form healthy relationships & make positive choices.



#### PROJECT BASED LEARNING

Kids engage in inquiry-based, collaborative. student driven learning grounded in eal world connections whi problem solving.

#### HICHER LEVEL THINKING SKILLS

Our field trips promote deep, analytical & critical thinking abilities in kids which help ensure their longterm academic and professional success.

Educators choose a cross-curricular theme based challenge for their students. Students will experience an unforgettable adventure while having STEAM-tastic fun!

Challenge Island supports whole brain development with their STEAM programs while enriching kids with an "I CAN" attitude.



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I CAN generate & compare multiple possible solutions to a problem



I CAN plan & carry out fair tests to identify how a model can be improved.

I CAN design a solution to a complex real-world problem through engineering.



I CAN analyze data from tests among several design solutions & combine them into a new solution.

I CAN plan a solution to a problem by drawing & creating a model.





### **DESCRIPTION OF ACTIVITES** Rising Kindergardeners (4-5 year olds)

#### **ZIPLINE ZONE**

Students will design, build & test a zip line that transports a self-made device all while exploring Newton's Laws. Will distance, height & weight make a difference? Budding engineers want to know!

#### **ANTARCTIC ICEBERGS & TOBOGGANS**

Students will build toboggans and learn about friction, momentum and speed all while exploring the life of penguins in Antarctica. Will their toboggans stay on track or hit an iceberg? Find out in this fun activity.



#### **BEACH COASTERS**

Students will design an entire amusement park ride using railway paper "tracks". How will the power of potential and kinetic energy, gravity and momentum impact their ride? It will be a thrill to find out!

#### **AFRICAN SAFARI**

Students will design and build a safari course for their "tourists" while implementing the use of gravity! Will they run into a savanna, wetland, or jungle habitat? This challenge is sure to be an adventurous wild ride!



#### **MONKEY PLAYGROUNDS**

Students will build model playgrounds using simple machines such as levers and inclined planes. There's much excitement and creativity in this challenge as students innovate, invent, experiment and collaborate!

#### **BLOWCART FUN**

Students will design & build a blow cart that can go the distance while studying wind power energy. Will sail size and shape and wheel placement make a difference? Students will get blown away finding out!



## **Descriptions of Activities** Rising 1st graders + above

#### **STAR MOUNTAIN**

Students will simulate the pull of gravity as they create swirling wormholes, drops, tunnels and chutes! What will their enclosed indoor ride look like? Where will the marble end up? Future engineers will want to know!

#### **SKATEBOARD PARK**

Students Will dive into the world of skateboarding as they engineer and build their own skateboards and skateparks, complete with half pipes, verts, rails and ramps. Join us as we explore this new Olympic sport and take home a fingerboard skateboard of their own.

#### **NATURAL DISASTERS - MT VESUVIUS**

Students will design and build houses that can survive lava damage by implementing sloping roofs & stilts. Then, students will construct an eruptive volcano. Will the "lava" destroy what they built? It's going to be explosively fun to find out!

#### **SPACE ADVENTURES**

Embark on an interstellar journey! Students will explore the wonders of space, learn about planets, & build a flying rocket. They'll also design a space-themed board game, setting rules & gameplay mechanics. This activity combines creativity with problem-solving & critical thinking while having fun. The sky's the limit in this cosmically cool adventure in space science!

#### **SUSPENSION BRIDGES**

Students will take on structural and civil engineering as they design a model suspension bridge. Can the bridge sustain a possible earthquake? How much weight can it support? How long will it span? This challenge is sure to be a long stretch of enjoyment!

#### SLIME

Who doesn't love slime? It's chemistry in action! Students will experiment with non-Newtonian fluids, exploring the science behind different textures & chemical reactions. With options like Pizza Slime,
Vampire Blood Slime, & Color-Changing Slime, this activity brings science to life. BONUS: students get to take home their slime. Please note: additional costs may apply for certain types of slime.)



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## **Descriptions of Activities** Rising 1st graders + above

#### WACKY CHEESE RACE

Students will dive into the concept of probability by building their own Plinko boards. This handson activity visually demonstrates how mathematical principles & probability influence outcomes, fostering teamwork and problem-solving skills. It's a dynamic and collaborative effort of chance! Get ready for a race that will have everyone cheering!

#### **MUDDY MARATHON**

Students will design & build an obstacle course for a marble to navigate using everyday materials like cardboard & cups. This hands-on challenge encourages problem-solving, collaboration, and creativity as students create twisty, bouncy tracks that make learning engineering principles engaging. You won't want to miss this innovative, muddy adventure!

#### **EIFFEL TOWER**

Students will study structural engineering while designing tall towers. What type of foundation and supports will they implement? Will they need cross braces and columns? Future engineers will find out!

#### Looking for something different?

Do you have a specific theme you are looking for? We can also create customized field trip activities to meet your thematic needs. Just ask us!



## WHERE ENGINEERING MEETS MAGNATION



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# How to Book



Fill out a SUMMER Field Trip Request Form



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We will confirm date & send contract. Signed contract means you're on our calendar.



Confirmation email sent one week prior to event. Please CONFIRM student count one week prior.



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**Payment due on day of event.** (Invoice sent when contract is signed)

# Frequently Asked Questions

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How do I reserve a date for a field trip? Date may be selected on our Field Trip request form or by email. Based on availability, we will confirm your date by email or phone.

Is a deposit required for the field trip(s)? No. A signed contract is confirmation of your event with us. Payment is due on or before the day of your event.

When do I need to provide a final student head count? One week prior to your event, we will ask for a final student head count and send an invoice. (reference educatorguide to see wording. This allows us to prepare for the best STEAMtastic event.

when is the balance due? Balance in full is due on or before the scheduled event. A final invoice will be emailed one week prior once final headcount is confirmed. look at other educator guide.

Is there a late payment fee? Yes. Payments made 15 days AFTER the scheduled event will incur a 10% fee (of total balance).

**Can I get a refund for students who do not attend?** No. We provide materials and set up according to the number of students confirmed one week prior to your field trip.

Can you come to our school/facility - Yes, we can. all the fun to you.

Are chaperones required? We suggest 1 chaperone for every 10 kids. \$10 each additional.

What is the maximum number of students you can accommodate at your facility? We can fit approximately 20 students depending on chosen activity.

Where can we park when we arrive? Buses can drop students off in front of the building. Large buses should park in the parking lot.







