



What the STEM!

FOR GRADES 3



SESSION 1

STEM and STEAM!

Embark on this wonderful adventure! Explore the course, the timetable, the portal, the process and the DIY kit. Get answers to questions like: What is STEM? How is STEAM better than STEM?



SESSION 2-3

Science Around us - Part I

Learn why science is so cool, fun and super important. Apply the understanding through 2 fun and fascinating activities involving a Balloon, Homo-Polar Motor, Electromagnet and Pencil Levitation Model.

Kit included - Homopolar Motor, Electromagnet, Pencil Levitation



SESSION 4-5

Science Around us - Part II

It's time for Rocket Science. Apply some advance science concepts by learning about Air Pressure through an activity and its chemical side by experimenting with rocket fuels.

Kit included - Air Pressure kit



SESSION 6-7

Get. Set. Tech! - Part I

Learn the meaning of technology and its applications in our daily life. Go aerial by understanding and by building your own Balloon Parachute, Helicopter Blades and Disc Hovercraft. Weheee!

Kit included - Balloon Parachute, Helicopter Blades & Disc Hovercraft



SESSION 8-9

Get. Set. Tech!- Part II

Advance your technology skills by building your own Electric Hovercraft. Let's check if you can get that up and running.

Kit included - E-Hovercraft





SESSION 10 -11

Engineering Concepts - Part I

Understand the role of engineering around us and become a young engineer by building your own Rocket Race Car and Rubber Powered Car.

Kit included - Rocket Race Cum Rubber Powered Car



SESSION 12-13

Engineering Concepts - Part II

Get lifting! Apply the advance engineering skills by building a Hydraulic based Excavator using DIY kit and understand its working and applications.

Kit included - Hydraulic Excavator



SESSION 14-15

Calculate The Catapult! - Part I

Apply the concepts of ever-so fascinating Mathematics by performing calculation on your own built Catapult using scale reading and compass reading.

Kit included - Mechanical Catapult



SESSION 16-17

Calculate the Catapult! - Part II

It's time to go Dynamic. Now let us do some calculations on moving objects in a dynamic state. Apply your mathematical skills and perform calculations on the Crane and Parachute built before.



SESSION 18-20

Glide And Fly Away!

Now that you have learnt so much, why don't you make a model that can actually fly?

Exciting, right? Work your way and build your first Glider.

Kit included - Chuck Glider



SESSION 21-22

Build Your Second Flying Object.

Let's raise the stakes and build a bigger and better Glider using skills obtained before. Make sure you build it flyworthy!

Kit included - Catapult Glider





SESSION 23

Gliding In The Skies.

It's time to put your designs to the skies. Now this model might need some open area to fly, why not test both the Gliders in different environments and record the data about its flight.



SESSION 24-25

Home is Where The Art Is

Now since you have your first Flying Model, make it beautiful and presentable and hone your Artistic Skills.



SESSION 26-29

Marble run project

Welcome to your final assignment. This will be more of a relearning curve assessing all your skills and learning obtained till now. Let use the materials provided and sketch, build and assemble your Marble Run Model.

Kit included - Marble Run Model



SESSION 30

Closing and Certification

Let's revise everything that we have learnt and made in this wonderful adventure.

But wait, there's more in store!

Explore how you can grow with Aerobay with more fun and interactive opportunities.

