

Through the course of Funky Forces and more, children will play engineer, chemist-and stunt pilot! Children will investigate physics fundamentals and bring their scientific minds to basic magic tricks. Your Mad Scientists will be shocked by what they learn about electricity, blown away by their experiments with air pressure, and swept away by the excitement of working with waves!

Che-mystery

Discover the mystery in chemistry! Explore one of the most exciting and fundamental sciences as you watch water turn into juice and liquids turn into solids. Explore physical and chemical reactions with the **Dynamic Dish** kit.

Current Events

Take a tour on the electron freeway! Investigate conductors, insulators, and other elements in the world of circuit electricity. Get turned on to science and technology with the **Circuit Maze** kit.

Fun-damental Forces

What do gravity, inertia, and centripetal force have in common? They are all part of the fun in this introduction to physics. Feel the pull of precession with the bike wheel gyroscope, and strike the perfect balance with the **Gravity Game** kit.

Science of Magic

Learn the science behind illusions, read minds, and perform a Houdini-style escape! Amaze and amuse friends and family with the **Curious**Cube kit It's not magic—it's science!

Fantastic Fliers

Fly through flight and aerodynamics basics! Discover the four forces that affect flight. Make and test various plane designs to see these forces in action! Build the **Sky Hawk Foam Plane** glider and fling it forward!

Super Structures

Act like junior architects and engineers! Test out shapes for strength. See if a paper column can withstand the Column Collapser apparatus! Construct a structure from scratch with the **Bridge Basics** kit.

Under Pressure

Join Bernoulli as we take an exciting look at the science behind air pressure. Create a whirlwind with an Airzooka vortex generator, and make pucks and balls levitate with air pressure!

Launch foam rockets with the **Air Blaster** kit.

Energy Burst

Students will pop, jump and flip with hopping, swimming and swinging toys. They check out the kinetic energy in rubber, band-wound gadgets and reach their potential with the **Catapult** Take-Home.