



# Rockin' Rockets & Radical Robots

**What is a Robot?** - Machines, automatons, remote controls: discover the differences that make a real robot from those that are not. See robots in action and start making one of your own!

**Some Jam and a Program** - Has the Mad Scientist been replaced with a robot!? Conduct experiments on how robots move, think, feel and respond. Build a robot and walk it home!

**\*\*Physics, Flight and Fins (part 1)** - Rocketry is a hallmark of skill and knowhow that gets compared to anything else that *isn't* Rocket Science. Jump in on the tools, talent, time and calculations that keep rockets held in high esteem!

**\*\*Physics, Flight and Fins (part 2)** - When things go up, do they have to come down? Follow the four forces of flight and then build your own rocket!

**Parachutes and Propulsion** - "3... 2... 1... Liftoff! Learn about rocket safety, launch rockets, calculate their trajectory, and recover them to do it all over again!

**(Physics, Flight and Fins Four day desc.)** - Jump in on the tools, talent, time and calculations used for Rocket Science. Follow the four forces of flight and build your own rocket!

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WORKSHOPS

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