

# ASAP

AFTER SCHOOL ACTIVITY PROGRAMS



**Hands-on Science & Math Activities for Kids & Adults ...that's FUN!**

ASAP's three-year cycle of programs allows children to choose ASAP as a regular enrichment activity, without repetition, from ages four to twelve. To view the complete three-year cycle, please visit [www.asap-hoso.com](http://www.asap-hoso.com). We provide you with ready-to-use, research-supported science enrichment programming for the children from Pre-K through sixth grade. Our inquiry-based programs are complete with consumable, hands-on materials for every child as well as a comprehensive activity guide for the instructor. These programs are easily incorporated into existing programming or used as a stand-alone enrichment opportunity. In addition, programming can be adapted to meet specific needs with flexibility in class length and frequency.

## FALL

### Natural, Non-Solar Energy

#### PRE-K

#### Water, Water, Everywhere

Look at the physical properties of water. What floats? What sinks? When is water not a liquid? What's a meniscus? Explore surface



tension, solutions and erosion. Count how many drops of water a sponge will absorb and dissolve a capsule to reveal a surprise.

#### GRADES K-1

#### Motion Commotion

What energy makes the jumping bug jump and that toy boat zip across the water? How can particles dance in a static tube? What keeps a paper towel dry under water? Balance a gravity fighter and make a cellophane fish curl. You'll be really attracted to magnetism.

#### GRADES 2-3

#### Action Attraction

You're in the power seat. Control your "springer." Turn a full cup of water upside down without a spill. Have you ever used static electricity to separate salt and pepper? Use water power to spin a turbine. Go with the flow of air pressure.

#### GRADES 4-6

#### Earth Power

Take home samples of volcanic rocks and ash after modeling a volcano and watching it blow. Find your own real microfossils. Move



continents on your tectonocycle. Will you help save the earth from strip mining? Or an oil spill? Where's your power?

## WINTER

### Mechanical Energy

#### PRE-K

#### Machinery In Me

How is your body like a machine? How do backbones help you bend? What do your muscles do? Rib cages resemble bird cages; jaws are hinges and the heart is a pump. Play games, sing songs and do projects that emphasize how your body parts work together.

#### GRADES K-1

#### Spinners

What does friction have to do with how quickly a marble or button races through a maze? How is a spinner like a wheel and axle? How does the size of a wheel change the distance it covers? Sing a song of friction. Join us for lots of "well-rounded fun."

#### GRADES 2-3

#### The Toymaker

How can you make a pulley to send messages?



Jiggle a bear up a string if you're so inclined. How far can you send a cotton ball with your catapult? Construct toys and games using simple materials to explore wheels, levers, wedges, inclined planes, pulleys and screws.

#### GRADES 4-6

#### Bright Ideas

Be an inventor! Make your own version of a flashlight, an electric circuitry game, a simple motor, a steady hand tester and Jefferson's cipher. Try your hand at copper plating and a device that looks as if it's defying gravity. Use your talents in the science of inventing.

## SPRING

### Solar Energy

#### PRE-K

#### Here Comes the Sun

How do we make shadows and rainbows? Can you make a rainbow bounce? Can you see a rainbow in bubbles? How can you use the sun and special paper to make prints? Which colors heat up most quickly in the sun? What things can we do to help keep us safe?

#### GRADES K-1

#### Bubbles to Rainbows

Create your own sun print pictures with light sensitive paper. How does a sundial work? Put on a food chain puppet show. Find rainbows in your very own sun bouncer. How can you make your ultraviolet beads change colors? Check out the heat keepers.

#### GRADES 2-3

#### Hot Stuff

Split light with your own crystal prism and rainbow glasses. Use shadows to tell time. Dehydrate food and heat water with the sun's help. Use your thermometer to see which material heats up most quickly. Will your plant respond phototropically through a maze?

#### GRADES 4-6

#### Solarific

Fracture sun light through a crystal and spectroscope. Create solar art with sun print paper and explore the world through your periscope. Use the sun to see how fast the earth spins. Prepare for star gazing with a constellation finder and luminosity tester.

