

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. We provide you with ready-to-use, research-supported science enrichment programming for 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

Physics of Color & Light

Pre K

Under the Rainbow

Explore visual differences in shape, color and design through projects and experiments. What patterns can you make? Can you make a square bubble? Can you weave a web like a spider? Can you mix a green, like grass, or the purple of a sunset?

Grades K-1

Optrix

Tickle your vision with "Kool Aid" chromatography. Prepare and compare your skin print patterns. How many colors do you



find in bubbles? Take a look at animal eyes to see how they compare to yours. Play with the world of color and light.

Grades 2-3

Illusions

Can you believe what you see? Your eyes CAN be fooled. Make your own pattern changing spinning top. Learn how to make straight lines curve without bending them. Turn mirrors, colors, paper and string into magic tricks from science experiments.

Grades 4-6

Kaleidoscope

Perception deceptions! Explore zippy zoetropes and whirligigs. Play with anamorphic drawings, mirrors and magnifications. Tinker with tessellations and construct your own kaleidoscope. All this and the great paper clip caper, too!

WINTER

Architecture & Engineering

Pre K

Mother Goose Construction Company

From The Three Little Pigs, London Bridge and Billy Goat's Gruff, our youngest scientists will



take a scientific look at children's literature. Why do Jack and Jill roll down the hill instead of up? Which building techniques make the strongest London Bridge?

Grades K-1

Dive Into Dimensions

Seek new dimensions with finger traps and rapper snappers. Change circles to cylinders, squares to cubes and triangles to tetrahedrons. Catch a bull by the horn and race a snail down a ramp. Building the strongest bridge and the tallest tower will stretch your imagination.

Grades 2-3

Towers & Tales

Your adventures will take you across a bridge, down a river in a boat and into the land of the pyramids. Make a wheel decoder to send and receive secret messages. Build and use an abacus. Untangle the mysteries of scytales and Egyptian hieroglyphics.

Grades 4-6

Behind the Magic

Tickle your brain with teasers, puzzles, tricks and games. Explore topology, geodesics, balance and three-dimensional designs. Your friends will think that some of these activities are magic but you will unlock the science secrets.

SPRING

Physics of Sound & Flight

Pre K

Here's to Ears

Snap, dap, click and stomp to this session about the natural rhythms and patterns in sound. Make a mystery sound game and a



"quacker." Make and use a variety of multicultural musical instruments while exploring sounds using different materials.

Grades K-1

Buzzers and Boomerangs

Toot tunes on test tubes. Shake, rattle and roll to the beat of a hum-buzzer whizzer. Make and sail straw jets, boomerangs and gliders. Make a mystery sound game. Play with waves and rhythms to explore concepts of vibration.

Grades 2-3

Air-O-Dynamics

What makes a whistle, whistle? Make your own to find out. Produce sound effects with a thunder clapper. Construct and fly helicopters, parachutes and kites. Activities both indoors



and out will inspire high flying inquisitiveness.

Grades 4-6

Oscillations

What's got rhythm? Can you see sound? Just how will a pendulum create the swinging-est art? Can body rhythms change the color of your biodot? Buzz the hummer. Get a lift with paper airplanes and bright kites! Grab science on a spring breeze!