WHAT IS A SCIENCE VENTURE WORKSHOP?
Two enthusiastic university students from the Science Venture Team join your classroom for a two-hour STEM (science, engineering or technology) workshop. These dynamic workshops are curriculum specific, and include engaging demonstrations, interactive experiments, and educational games. Our workshops ignite passion for STEM in students and provide positive university role models. Workshop sessions can be booked for either the morning (9am - 12pm) or afternoon (12pm - 3pm).

STEM WORKSHOPS (GRADES K-6)

Exploring Matter (Kindergarten)
Key Terms: Properties of Matter, Scientific Method, Observations, Exploration, Senses
Your junior scientists will explore the scientific method in a series of fun, hand-on experiments! Students will discover the properties of matter through sorting, classification games, and pattern recognition.

Light & Sound (Grade 1)
Key Terms: Properties of Light and Sound, Sources of Light and Sound
Discover the exciting science behind light and sound! Students will get the chance to investigate how properties can change depending on the source, and how form and function go hand-in-hand.

Forces & Magnets (Grade 2)
Key Terms: Magnets, Magnetism, Magnetic Fields, Friction
Like the North and South poles of a magnet, students will be irresistibly drawn to this workshop! Students will explore the properties of magnets and their importance in daily life through hands-on activities, and make discoveries about friction.

Heat Wave (Grade 3)
Key Terms: Thermal Energy, Sources of Thermal Energy, Transfer of Thermal Energy
It's getting hot in here! Find out how thermal energy can be produced and transferred, while exploring cause and effect.

Megawatts & Marbles (Grade 4)
Key Terms: Energy, Power, Electricity, Demand and Load, Generator, Turbines
How does our electrical power system work, and what are the challenges of integrating different power sources into one system? In this workshop, students will answer these questions and explore the limitations and possibilities of renewable energy sources as they build their own marble-based energy grid!
STEM WORKSHOPS (CON’T)

School of Rocks (Grade 5)
Key Terms: Rock Cycles, Types of Rocks, Erosion, Minerals, Crystals, Closed Material System
Rock out with this workshop! Discover how Earth materials change as they move through the rock cycle and can be used as natural resources. Students will learn about the Earth as a system, and explore how we can act as stewards of our environment.

*NEW* Manny's Medical Mystery (Grade 6)
Key Terms: Urinary/Excretory System, Heterogeneous Mixtures, Separations, Careers in STEM
“Peas” invite us into your classroom “pod” and help us diagnose our medical mannequin Manny! In this cross-curricular workshop, students will combine chemistry and biology in a series of diagnostic tests.

CANCODE WORKSHOPS (GRADES 6-8)

Deep Sea Exploration (Grades 6-8)
Key Terms: Spheres, Robotics, Sensors, Mechanical Engineering, Infrared Technology
Humans can’t do everything, but they can expand their abilities through engineering and technology! Students create light-responsive programs to explore how engineers solve deep-sea problems.

EcoCode (Grades 6-8)
Key Terms: Robotics, Microbits, Food Security, Sustainability
With increasing population, how can we guarantee a large enough food supply, and localize growth to minimize travel? By combining computer science with biology, students learn how technological advancements increase global food security!

Game Development (Grades 6-8)
Key Terms: Bloxels, iPads, Game Development, Interactive Programming, Digital Representations
Instructors introduce students to the world of game development with Bloxels and iPads. Students move physical objects into a digital format as they create a stylized platform game using existing assets.

Biomedical Automation (Grades 6-8)
Key Terms: Artificial Intelligence, Nanotechnology, Biomedical Engineering, Machine Learning
How can computer science address biomedical challenges? How do computers use rewards-based systems to store and learn from past mistakes? In this workshop, instructors guide students through a coding exercise that creates a virtual nanobot to navigate through a circulatory system!

⚠️ Important Information ⚠️

DUE TO GENEROUS SUPPORT FROM ACTUA & THE NATIONAL CANCODE GRANT, SCIENCE VENTURE IS ABLE TO OFFER CANCODE WORKSHOPS AT NO COST TO YOUR STUDENTS & SCHOOL.

A network member of un membre du réseau

With funding from | Avec le soutien du

Canada
HOW TO BOOK WORKSHOPS

Step 1:
Collect the following information from interested teachers in your school using the Workshop Bookings Form.
• Teacher Name
• Workshop Topic
• Grade
• Number of Students
• Room Number

Step 2:
Email completed form to Science Venture (svworkshops@engr.uvic.ca). Once we receive your form, we will contact you to confirm requested dates and schedule workshops.

Step 3:
Once workshops have been confirmed, please mail in a cheque payable to Science Venture.

BOOK MORE, SAVE MORE

If your school books:
1 workshop = $100/workshop
2 workshops = $95/workshop
3+ workshops = $90/workshop
CanCode Workshop = $0/workshop
May 15 - June 16th, 2023

**Remember, CanCode Workshops are free!**
Don't miss out! Register early!

CONNECT WITH US

Mailing Address:
Science Venture
University of Victoria
PO Box 3055
Victoria, BC
V8W 3P6

Phone:
250-721-8983 (Registration Line)
250-721-8158 (Office)

Email:
svworkshops@engr.uvic.ca

Science Venture is a network member of Actua. Actua provides training, resources and support to its national network of members located at universities and colleges across Canada in the delivery of science, technology, engineering and mathematics (STEM) education outreach programming. Each year, these members engage over 350,000 youth in 500 communities nationwide. Please visit Actua at www.actua.ca.