



Invent a Bigger, Better World

Dream It, Design It, Build It



Mad Scientists on Wheels

Book Dr.'s Bunsen and Beaker from *Hands-On!* to help answer these questions:

Who Me, An Inventor?

What's An Invention?

Why Invent?



In this action packed one hour class, participants will learn that engineering is a process for developing solutions to real world problems. They will also learn that inventing is a process for creating things that didn't exist before. As both inventors and engineers students will look for ways to improve the world around them.

Activities Include:

- Identifying a problem and/or realizing that something can be improved.
- Brainstorming creative solutions to a problem, which often involves making imaginative connections between seemingly unrelated things.
- Devising and testing solutions (i.e., experimenting).
- Applying science and engineering concepts.
- Using tools, materials, and techniques to make workable solutions.
- Trying again when things don't work out.
- Seeing a project through by being motivated, persistent, and dedicated.

Program Price:

\$150 for up to 20 children; additional children are \$6 each.

For programs outside of Henderson County a .54 per mile charge will be assessed. Locations over 30 miles from *Hands On!* will be charged an additional \$50 program fee, with up to 50 miles of one-way travel at this rate.

Contact:

For more information or to book your program, please contact **Kay Campbell**, *Hands On!* Education Coordinator, at kay@handsonwnc.org or 828-697-8333.