

SUMMER SCHOOL HOLIDAY PROGRAMS 2026/2027



WEEK 1

JUNIOR LAB (AGES 6–8) 9:00 AM – 12:00 PM

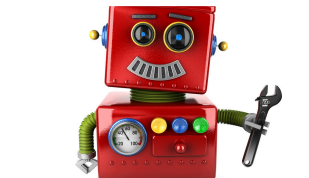
Tuesday
15th Dec 2026



Slime Lab

Get hands-on with stretchy, fluffy, magnetic and glow-in-the-dark slime! Experiment with different ingredients, discover what gives slime its unusual properties and take home two tubs of your creations.

Wednesday
16th Dec 2026



Robot Rescue Lab

Send a robot on an animal rescue adventure! Build and guide your robot across a giant map, planning routes and solving challenges as you discover the basics of coding through screen-free play.

Thursday
517th Dec 2026



Santas Toy Workshop

Step into Santa's workshop and become a toy inventor. Explore how levers, wheels and springs make things move, then build your own moving toy and wrap it for someone special.

YOUTH LAB (AGES 9–13) 12:30 PM – 3:30 PM

Tuesday
15th Dec 2026



Forensic Crime Lab

A prototype has vanished from the lab, and it's up to you to solve the mystery. Lift fingerprints, investigate ink samples and piece together the evidence to uncover the culprit.

Wednesday
16th Dec 2026



AI & Robotics

Give your robot the power to recognise and respond to the world around it. Train an AI model to identify objects, then code your robot's reactions and put your creation to the test.

Thursday
517th Dec 2026



Minecraft Education

Use Minecraft Education to explore ideas for a smarter, greener world. Experiment with redstone circuits or design a sustainable garden, drawing on renewable energy concepts and real plant science to bring your ideas to life.

WEEK 2

JUNIOR LAB (AGES 6–8) 9:00 AM – 12:00 PM

Tuesday
5th Jan 2027



Treasure Hunt Math

Set off on a treasure hunt where every puzzle brings you closer to the prize. Crack number codes, follow maps and use your maths skills to unravel clues and uncover the hidden treasure.

Wednesday
6th Jan 2027



Dinosaurs

Become a junior palaeontologist and investigate clues from the prehistoric world. Carefully excavate fossils, explore which dinosaurs they might belong to and create your own fossil cast to take home.

Thursday
7th Jan 2027



Human Body Lab

Explore the wonderfully gross science happening inside you! Make fake snot, build a working lung model and follow the journey of your lunch to discover how your body keeps you going.

YOUTH LAB (AGES 9–13) 12:30 PM – 3:30 PM

Tuesday
5th Jan 2027



Math & Magic

Discover the surprising maths behind seemingly impossible magic tricks. Master clever card routines and mental maths shortcuts, then put your skills together in a show that will leave your audience guessing.

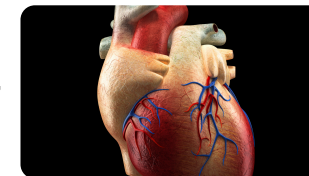
Wednesday
6th Jan 2027



Lost Creatures: De-extinction

Could science bring extinct animals back to life? Extract DNA from strawberries, explore how gene editing works and debate the possibilities and challenges of bringing back a species such as the thylacine.

Thursday
7th Jan 2027



Anatomy

Explore the wonderfully gross science happening inside you! Make fake snot, build a working lung model and follow the journey of your lunch to discover how your body keeps you going.

WEEK 3

JUNIOR LAB (AGES 6–8) 9:00 AM – 12:00 PM

Tuesday
12th Jan 2027



Rocket Rangers

Get ready for lift-off! Build your own stomp rocket, launch it outdoors and experiment with different fin designs to discover what helps it fly further. Can you beat your best launch?

Wednesday
13th Jan 2027



Super STEM Heroes

Discover the science behind a superhero rescue! Test the strength of materials, build a zipline rescue system and invent your own hero gadget to tackle the next challenge. Capes welcome!

Thursday
14th Jan 2027



Creature Lab

Dream up a creature with an extraordinary mix of animal features. Discover how real animals survive in their habitats, then use those ideas to build your own imaginary species from clay or papercraft.

YOUTH LAB (AGES 9–13) 12:30 PM – 3:30 PM

Tuesday
12th Jan 2027



Rocket Rangers

Take on a rocket engineering challenge: design, build and launch a stomp rocket, then refine it for better performance. Test different fin designs, compare flight distances and use your results to improve your next launch.

Wednesday
13th Jan 2027



AI & Robotics Lab

Explore how artificial intelligence can help robots make decisions. Train an AI model to recognise objects, program your robot to respond and test how reliably your system handles different examples.

Thursday
14th Jan 2027



Game Makers Studio

Turn your game idea into a playable arcade adventure. Design and code it in MakeCode Arcade, then program a micro:bit controller and put your creation through its paces.