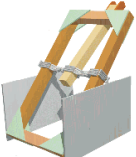









WORKSHOP BOOKING FORM - Page TWO

P1 P2 P3 P4 P5 P6 P7

	<p>ONAGER or mangonel - based on a Roman or medieval siege engine (weapon of war). This simple torsion catapult introduces the 'jinks' frame joining wood with card triangles.</p> <p style="text-align: right;">1-1½ hrs</p>							
	<p>CRANE. We can make a variety of cranes from the very simple one shown here (for P3) to examples complicated enough to meet the demands of P7.</p> <p style="text-align: right;">1-2 hrs</p>							
	<p>FLAPPER. A 'fun' toy that utilises a simple crank mechanism to produce oscillating motion! When wheeled along the plane/bird/dragon/moth/butterfly/dinosaur flaps its wings.</p> <p style="text-align: right;">1-1½ hrs</p>							
	<p>STEERABLE CHASSIS. An easy to build chassis complete with steering front axle. The one shown we call the 'Eddleston' - but there are others! In order to allow steering we have to build and mount independently rotating wheels.</p> <p style="text-align: right;">1½ -2 hrs</p>							
	<p>PHENAKISTOSCOPE. A Victorian optical toy that's easier to make than the better known zoetrope. Although it can be made to be spun by hand the one shown is 'gravity powered' (Forces?)</p> <p style="text-align: right;">1-1½ hrs</p>							
	<p>ELECTRICITY. We have a number of projects that use a simple electrical circuit. If you would like us to 'do' electricity then please contact us to discuss the possibilities.</p> <p style="text-align: right;">1-2 hrs</p>							
	<p>CHATTERBOX. This is a 'box-clever' model, an almost foolproof system for making small card boxes with fitting lids. It can be used for gift boxes, air-pumps, cherry pickers, etc.</p> <p style="text-align: right;">1-1½ hrs</p>							
	<p>CHRISTMAS TECHNOLOGY. Not so much a workshop, rather a series of workshops around a theme of Christmas. Pop-ups, gift boxes, puppets, Santa's sleigh. Projects listed here that are marked with a holly sign are possibilities.</p>							

WORKSHOPS last for between one and two hours. (see individual details). This means that for a day's booking we will run two to four workshops.

This year we are offering the choice of project to you - there are nineteen to choose from.

Make your selection by placing a cross in the relevant box. Boxes are shown 'white' where we feel the project is most suitable for the age group. It would be helpful if you could give us some idea as to the size of the group in which case replace the cross with the number..

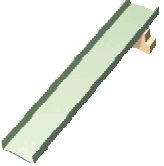

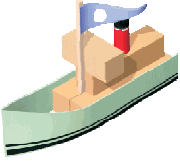




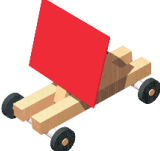



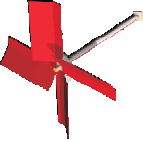
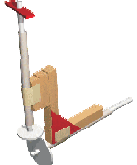



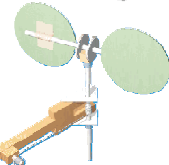

'STRUTSTUFF'. We have been developing a system where we can substitute card for wood. Many of the projects that previously included wooden components can now be built using card. Suitable projects are indicated by the Strutstuff logo. If you prefer this approach then please circle the appropriate logo.



SCHOOL _____ DATE OF VISIT _____

WORKSHOP BOOKING FORM - Page ONE

P1 P2 P3 P4 P5 P6 P7

	<p>MARBLE RAMP A very good first technology project for infants. Not only do they get to use a saw but they have the opportunity to devise and make a marble game - skittles for example. </p> <p>1-1½ hrs</p>							
	<p>SHIP Another good first technology project for infants and beyond!. Learn to use a saw and how to glue - and then design your own little ship!</p> <p>1-1½ hrs</p>							
	<p>TIPPER TRUCK An introduction to working wheels combined with a very practical lever. A lot of science in one little model </p> <p>1-1½ hrs</p>							
	<p>ROCKER A good ‘push and pull’ model in all it’s forms. Shown as a yacht it could also be a seesaw or simple weighing scales. (How about a rocking Santa?) </p> <p>1-1½ hrs</p>							
	<p>MINI LAND YACHT A vehicle with wheels that turn and a means of propulsion. Combine it with a ramp or slope and you have a means of investigating air resistance. </p>							
	<p>WAVING PUPPET This is the simplest way to make a card puppet with waving arms - forget about lots of links and paper fasteners - this uses only one! (How about a WAVING Santa?)</p> <p>1 hour</p>							
	<p>MR. WALKER One card disc and one paper fastener gives Mr. Walker a chance to explore. A good infant model. (Does that red suit remind you of anyone?)</p> <p>1 hour</p>							
	<p>WINDMILLS A popular project for anyone. While P1 can make a hand held windmill as shown, older children could add a windvane to keep it facing the wind, or even design a wind powered crane.</p> <p>1-2 hrs</p>							
	<p>FRICITION DRIVE A mechanism that converts horizontal rotation to vertical rotation - using friction in place of gears. Build it as shown or use the mechanism in conjunction with a buggy or a windmill (if there’s time!) </p> <p>1-2 hrs</p>							
	<p>LAND YACHT A more sophisticated vehicle for older children. This model can travel at right angles to the wind - which means that it should be able to make a return trip. </p> <p>1-1½ hrs</p>							
	<p>GRAVITY MOTOR This mechanism uses a falling weight to drive a shaft. It can store - and then use energy! Not only that it can control the speed by using air resistance. </p> <p>1-1½ hrs</p>							