



Fairies in the Cogwork: STEM & Fairy Tales

PROGRAM DESCRIPTION

Explore a brief history of the Fairy Tale before delving into one of the Victorian era's most famous tales of mystery, fantasy, and adventure. Once we've had our fill of the fantastic, we'll settle into identifying one of the fairy tale's main challenges and then design and build a contraption using the 6 Simple Machines to engineer a happy (or not so happy) ending using the power of STEM and a collection of recycling brought from home.

Visit STEMpunkED.com/Programs for more details

LOGISTICS, FEE & DELIVERY REQUIREMENTS

Duration: 2.5 hour interactive program | **Age Range:** 8/9-Adult | **Participants:** 10-28

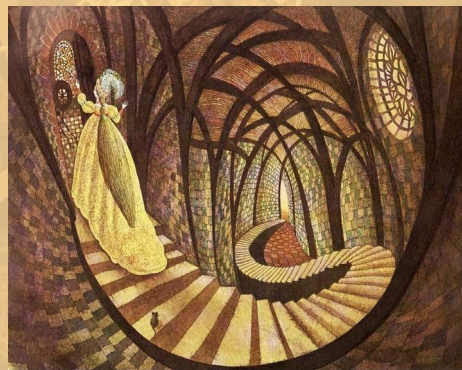
Cost: See Website | **Requirements:** Video Projector with HDMI port and speakers ; 1 large table for presenter's items ; 8 medium tables with electricity and 4 chairs each building stations ; 1.0 hour setup and breakdown times ; additional travel charges may apply.

CORE TOPICS & GOALS

▲ Explore a brief history of the Fairy Tale as an extension of cultural and linguistic migration and evolution

▲ Analyze how a Victorian work of fiction draws on themes, patterns, events, and character types from myths, archetypes, and traditional stories

▲ Practice presentation and public speaking skills in demonstrating the engineering solutions to challenges in the Fairy Tale



CORE TOPICS & GOALS

▲ Apply critical listening skills, imaginative play, and basic engineering principles by working in pairs or small groups to design and build a mechanism capable of solving a challenge identified in a Fairy Tale

▲ Recognize and differentiate among the six types of Simple Machines

▲ Combine Simple Machines to create more complex machines and describe their application and operation