New! Introducing Challenge Lab, a CTD Maker Space for Grades 1-4

Enroll your child in a single three-hour session or choose multiple sessions. No test scores or portfolio required for Challenge Lab enrollment. Sessions are offered Tuesday, Wednesday, and Thursday mornings, 9 a.m. to 12 noon, from July 12-28, at the Evanston and Palatine sites only.

Description

A “maker space” is a learning workshop equipped with a variety of materials and tools for making things. Students explore and experiment as they acquire design engineering and problem-solving skills. Each unique project reflects the interests and ideas of each maker.

Challenge Lab demonstrates CTD’s commitment to challenge students to reach their greatest potential. In our Leapfrog maker space, instructors will offer questions, choices, and challenges that inspire student projects and encourage students to reflect on their process and extend their ideas.

The Challenge Lab space will be divided into work stations such as a digital work station, a woodworking station, a “loose parts” station with plastic and metal materials, and a research and inspiration station.

The Challenge Lab instructor will begin by welcoming students and inviting them to interact with open-ended materials that will spark ideas and creativity. Students will then be introduced to the theme-related challenge of the day and begin working on projects. The instructors will assist students with tools and materials, offer guidance as needed, and encourage collaboration between students. At the end of the session, students will gather and share their projects and talk about how they can continue to work on their ideas at home.

Challenge Lab Themes

Tuesdays: Build
Focus on making things using materials and tools in new and innovative ways.

Wednesdays: Move
Focus on making things that move or have a power source.

Thursdays: Help
Focus on making things that help improve our lives or our world.

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<th>WEEKS OFFERED</th>
<th>GRADE LEVELS</th>
<th>DAILY CHALLENGES</th>
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| Week 3        | Grades 1 and 2 | July 12: Working with wood  
|               |               | July 13: Air-powered vehicles and machines  
|               |               | July 14: Design a product that helps pets |
| Week 4        | Grades 2 and 3 | July 19: Working with nuts, bolts, and other hardware  
|               |               | July 20: Spring-powered vehicles and machines  
|               |               | July 21: Design a helping robot            |
| Week 5        | Grades 3 and 4 | July 26: Working with light and sound  
|               |               | July 27: Battery-powered vehicles and machines  
|               |               | July 28: Use adaptive design to make something that helps people  |