CSITampa • 6th grade and up  
Capacity 30 | 45 minutes  
Challenge your students to solve a simulated crime by performing a variety of techniques used by forensic scientists in the DEA and FBI labs. Students analyze evidence such as hair and blood samples, use chemistry to identify unknown substances to solve a simulated crime. Go behind the scenes of this fascinating application of science and technology. SC.N.1, SC.L.16

The Code of Life • 6th grade and up  
Capacity 30 | 45 minutes  
Explore why DNA is considered the “blueprint of life” in this introduction to its coded structure and the role that it plays in genetics. Extract DNA from human cheek cells and learn why each step of the procedure is important. Run gel electrophoresis to conduct a DNA fingerprint simulation in this exploration of biotechnology. SC.N.1, SC.L.16

Kinetic Art • 3rd grade and up  
Capacity 30 | 45 minutes  
Experience the action of poetry in motion as students master the mechanics of movement by building a Rube Goldberg-style machine. Teams work together to build a complex machine using pulleys, cranks, gears, marbles, and other engineering contraptions. Combining fundamental forces with creative invention, students will experience the pride of building a wild, moving chain reaction. SC.E.5.4, SC.N.1.1, SC.P.10.2, SC.P.12.2, SC.P.13.1

Robot Engineers • 3rd grade and up  
Capacity 30 | 45 minutes  
Take on the role of NASA engineer to build and design a Mars rover. Use imagination and problem-solving skills to guide robots across various terrains to collect samples. Discover amazing places in our solar system while exploring the field of robotics. SC.N.1, SC.E.5, SC.P.10, SC.P.11, MA.G.5.2, SC.E.5.2, SC.N.2.1