



# STEAM SCHOOLHOUSE

## 2025 - 2026 Classes

SEPTEMBER 5 - Thinking Like a Scientist Using the Five Senses  
SEPTEMBER 12 - Coding  
SEPTEMBER 19 - Sink or Swim Science: Diving into Water and Buoyancy  
SEPTEMBER 26 - Chromatography: The Science of Color  
OCTOBER 3 - Bones, Stones and Fossil Zones  
OCTOBER 10 - Coding  
OCTOBER 17 - Fizz, Foam, and Fun: Chemical Reactions  
OCTOBER 24 - Creatures of the Dark: Nocturnal Animals  
NOVEMBER 7 - Build it, Break it, Fix it: Bridge and Tower Engineering  
NOVEMBER 14 - Coding  
NOVEMBER 21 - Wild and Wacky Animal Adaptations  
DECEMBER 5 - Rocks Rock!  
DECEMBER 12 - Santa's STEAM Workshop  
JANUARY 9 - Coding  
JANUARY 16 - Good Vibrations: The Science of Sound  
JANUARY 23 - Kitchen Chemistry: Food Science  
JANUARY 30 - SNOW Much Science: The Science of Snow  
FEBRUARY 6 - Wind and Wings: Flight and Aerodynamics  
FEBRUARY 13 - Coding  
FEBRUARY 20 - Bugs! Bugs! Bugs!  
MARCH 6 - Wild About Weather  
MARCH 13 - Coding  
MARCH 20 - Metamorphosis: The Magic of Change  
APRIL 10 - Coding  
APRIL 17 - Science Sleuths: Forensic Science  
APRIL 24 - Roots, Shoots, and Blooms: Gardening at the Schoolhouse  
MAY 1 - The Science of Amusement Parks  
MAY 8 - Coding  
MAY 15 - The Physics of Play: Sports Science