



## Introduction and Activities

### Wonder Workshops

aims to improve the learning skills, STEM knowledge and understanding of students through a series of challenging activities.

The nature of the activity and the learning outcomes can be varied to fit the students or staff involved, and can be extended to include a theatrical play, an electrical wiring challenge and even a go cart challenge for a longer STEM club activity.

At the heart of the activities is the STIXX machine, which is capable of turning newspaper into extremely strong paper rods for the construction of various structures, such as shelters, mannequins, towers, tables, bridges, wind mills and even delicate Christmas decorations.

All we need from the school is a classroom or hall, a few tables for the STIXX machines and a projector/screen for the introduction. We ask the students to bring in at least five newspapers each to build their models and structures ( These are usually collected over a few weeks prior to the activity day ). We provide everything else. We can work with up to 40 students per session and sessions last for about 2 to 3 hours. We expect to complete 2 sessions in a day with a lunch break.

We have attached a list of the activities that we can provide and the cost of these vary from £150 to £350 per day depending on the activity required.

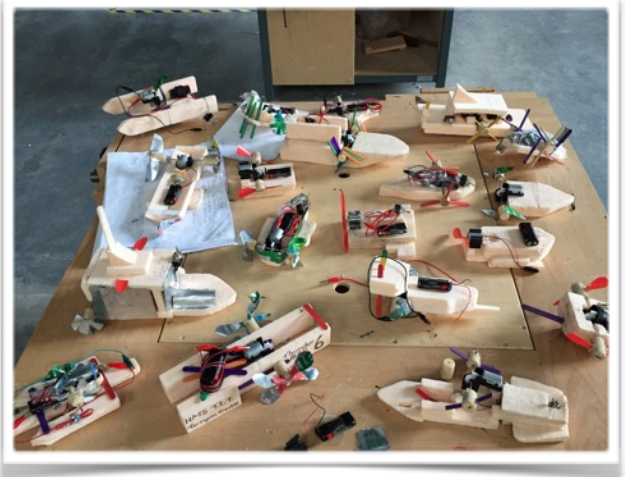
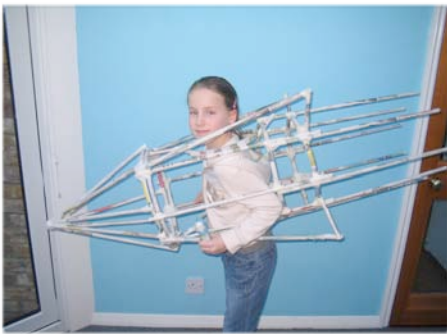
These activities are designed to engage and challenge students, but above all, make their learning fun. They will be encouraged to be creative and work in teams, developing communication and collaborative skills as well as learning joined up science, technology, engineering and maths through practical activity.

At **Wonder Workshops**, our aim is to support schools in their desire to help students become independent, confident and cooperative young people.

If you think we can help you, email mail me at [bruce@wonderworkshops.co.uk](mailto:bruce@wonderworkshops.co.uk)

or call me on 07966567770.

Thank you.  
[www.wonderworkshops.co.uk](http://www.wonderworkshops.co.uk)



## ACTIVITY MANAGEMENT - TIMINGS AND ACTIVITY MANAGEMENT

		Preferred Location	Approx Time (Hrs)	Preferred Jointing Method	Year	Group Sizes	School Staffing
4	SWING	Hall	2 ½	Masking Tape	1	5	1 per group
5	CLIMBING FRAME	Hall	2 ½	Masking Tape	1	5	1 per group
6	ROCKING HORSE	Hall	3	Masking Tape	1	5	1 per group
7	TABLE	Hall	2 ½	Masking Tape	1	5	1 per group
8	TEEPEE/WIGWAM	Hall	2	Masking Tape	1	5	1 per group
9	TRADITIONAL HOUSE	Hall	2 ½	Masking Tape	1	5	1 per group
10	TOWER BLOCK	Hall	2 ¾	Masking Tape	1	5	1 per group
11	PHOTOFRAME	Classroom	2	Thin Wire and MT	3-9	1	2 per class
12	ROCKET	Hall	2 ½	Masking Tape	1 & 2	5	1 per group
13	CUBE CHAIR	Classroom	3 ½	Cable Ties	4	4/5	1 per group
14	SHELTER	Hall	2	Reusable Cable Ties	5-13	5/6	1 per class
15	GARDEN TRIPOD	Classroom	5	Cable Ties	5-10	4/5	1 per class
16	BRIDGES	Hall	2 ½	Cable Ties	7-13	4/5	1 per class
17	TWISTA STOOLS	Classroom	3	Cable Ties (It uses a lot!)	8-10	2	1 per class
18	GO KARTS	D& T room	5	Cable Ties	9-13	4	1 per class
19	LAMPSHADES & UPLIGHTERS	Classroom	2 ½	Thin Wire and Masking Tape	8-11	2/3	1 per class
20	MANNEQUINNS	Classroom	2	Cable Ties	7-10	3/4	1 per class
21	SNAIL STOOLS	Classroom	3	Cable Ties	9-13	3/4	1 per class
22	TALL TOWERS	Hall	1½ -1	Re useable Ties	7-13	5	1 per class
23	WINDMILLS & WIND TURBINES	Classroom	4-3	Cable Ties	7-13	4	1 per class
24	WASTE PAPER BINS	Classroom	3	Cable Ties	6-10	4	1 per class