ETA ROBOTICS

ROBOTICS & CODING

HOLIDAY WORKSHOP

BUILD | CODE | CREATE

DISCOVER THE JOY OF LEARNING

IN A CARNIVAL OF CREATIVITY

WHY JOIN?

Fun, hands-on learning through robotics and coding

No prior experience needed

Perfect for kids aged 5–12 years old

Please refer to the next page for the schedule at each location.

Limited Slots – Register Now!

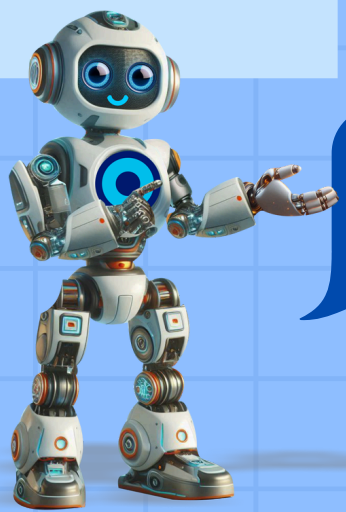
+65 8822 1615

Nov-Dec Holiday Workshop 2025

META ROBOTICS

PLACE	DATE
Punggol Enrichment Centre	24-26 November 2025 8-10 December 2025
Jurong East Enrichment Centre	1-3 December 2025 8-10 December 2025
Novena Enrichment Centre	1-3 December 2025 15-17 December 2025
Bukit Timah Enrichment Centre	24-26 November 2025 8-10 December 2025
Katong Enrichment Centre	1-3 December 2025 15-17 December 2025
Thomson Enrichment Centre	24-26 November 2025

Time
9am-12pm



1-Day	2-Days	3-Days
$168	$328	$439

*GST Included

META ROBOTICS

CARNIVAL ENGINEERS

HOLIDAY EDITION

3 HOURS A DAY

DAYS STRAIGHT

JUNIOR ROBOTICS	FOR AGES 5–6
EXPLORATORY ROBOTICS	FOR AGES 7–9
MASTERY ROBOTICS	FOR AGES 10–12

EVENT	JUNIOR	EXPLORATORY	MASTERY
DAY 1 CAROUSELS & TARGET GAMES	• Build simple carnival rides and interactive game model using guided instructions and icon based coding. • Focus on fine-motor skills, visual-spatial thinking, and hands-on exploration	• Build & modify carnival rides and interactive games with mechanical upgrades and basic logic. • Emphasis on motion congtrol, gear transmission and cause-effect relationships through hands-on exploration	• Build, test, and refine ride systems with timed loops, and sensor triggers. • Emphasis planning, coding logic, purposeful design modifications and collaborations
DAY 2 BUMPER BOTS & FERRIS WHEEL	• Explore directional movement, balance, and rotation through robotics. • Use icon-based programming to control vertical rotation and timed stops. • Encourage creativity through upgrade & arena designs	• Build & test robots that move and bump using mechanical transmission and motors • Use icon-based programming to control rotation, timed stops and signals • Add creative upgrades with emphasis on ride safety and rider experience	• Explore energy transfer, impact absorbtion, and structural stability through robotics • Use block-based coding to explore event-driven programming user interaction. • Add creative Upgrades that improved rides.
DAY 3 SHOOTING GAMES & DROP RIDE	• Explore force and elastic energy with launchers. • Use icon-based programming to control vertical ascent of a vertical drop ride • Engage in collaborative and creative thinking through problem-solving challenges.	• Build interactive games and drop rides with participant-designed mechanical release • Emphasis problem solving and design engineering	• Build interactive games and drop rides with advanced coding logic and student-designed mechanical release • Emphasis safety, thrill, and performance tracking

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