

# LAUNCHPAD PRIOR WESTON PROGRAMME

Session	Course	Description	Instructor	Date
Session 1	Introduction to Lighting Design & Lighting Design Challenge	Introduction to the lighting industry – some examples of projects – intro to light art. Glow Stick Game - Learning objective: To understand how light can be used as a material to create a light sculpture. The students will come up with a light sculpture with glow sticks. Each group to discuss their sculpture at the end.	Emma Beadle Melissa Kennedy	22/11/2018
Session 2	Introduction to Highways Design	Introducing students to civil engineering and highway design. To construct highway structures out of straws and paper clips .	Rebecca Barkham Daniela Figuerroa Ibarra	29/11/2018
Session 3	Skyscraper (Spaghetti Marshmallow) Tower Challenge	To design and construct their own skyscrapers from limited time, materials and it should be able to withstand an earthquake. The final score will be based on the structure's height, strength, cost (use of materials) and on aesthetics.	Joseph Marner Kishore Ramdeen	06/12/2018
Session 4	Introduction to Bridges & Giant Jenga Challenge	Introducing students to bridge structures, explain how bridges work and elaborate on different bridge types. Jenga bridge challenge to develop the students' analytical and reasoning skills and ability to work in a team.	Ette Roberts Ioanna Laskari	13/12/2018