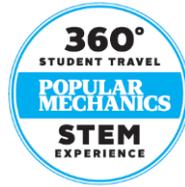


Popular Mechanics 360° Student Travel STEM Experience



Build. Code. Create. How to make anything with *Popular Mechanics*.

11 sessions

Course Description

Popular Mechanics collaborated with Westcoast Connection/360° Student Travel to develop a STEM camp for teens interested in Science, Technology, Engineering, and Mathematics. Experience exclusive access to *Popular Mechanics* editors and participating STEM companies and attend hands-on sessions inspiring the next generation of engineers, coders, and innovators. Learn basic coding, 3D printing, wood and metal fabrication, aerospace and robotic engineering, and what it takes to create *Popular Mechanics*. Every participant will leave LA with the confidence and know-how to start and follow through on projects, as well as firsthand knowledge of STEM fields and possible career paths.

Course Objectives

By the end of this course, you will have a better understanding of the Maker Movement, STEM fields and career choices available within the science, technology and engineering industries.

Course Prerequisites

Have an interest in science, technology and engineering along with a desire to learn industry insights to further your curiosity and personal development.

About *Popular Mechanics*

Popular Mechanics empowers readers to navigate the increasingly complex, technological world around us. The magazine, published monthly by Hearst Magazines, inspires, instructs, and influences curious readers. Issues engage readers with breakthroughs in the latest innovations in science and technology; educates with informative “how-to” stories on automotive, the home and digital technology; and motivates action with product reviews and comparison tests of the newest equipment and products. The brand is a 21st-century must-read, with a robust website and an award-winning tablet edition.

Although there are no graded assignments in this course, students are expected to participate positively in all sessions and dress appropriately.

Due to the varying nature of these industries and production deadlines of companies and Popular Mechanics, all highlights of this program are subject to change.

Course Highlights

Ryobi and Ridgid – Woodworking & Metalworking

www.ryobitools.com

www.ridgid.com



Ryobi and Ridgid are world-class leaders in design, manufacturing and marketing of power tools and outdoor power equipment for consumer and professionals in the home improvement, repair and construction industries. Millions of their products go to work every day in plants, on construction sites and other harsh environments.

- Explore woodworking, metalworking, and basic hand power tool knowledge with the best in the business. Complete a DIY (do-it-yourself) project with Ryobi and Ridgid instructors.

iFLY Hollywood – Aerospace Engineering

www.iflyworld.com



iFLY Hollywood Indoor Skydiving facility will provide the simulation of true freefall conditions in a vertical wind tunnel. The unique design with its wall-to-wall air column, along with certified and highly-trained instructors, allows students to safely enjoy their flight session.

- Highly trained iFLY STEM educators guide students through an interactive presentation and demonstrations in the wind tunnel, as well as a lab activity.
- Every student is trained by iFLY's ace flight instructors, who are certified to IBA flight standards, before entering the tunnel for your flights to experience iFLY's unique vertical wind tunnel facility to make STEM exciting and relevant.

Hollywood 3D Printing

www.hollywood3dprinting.com



Hollywood 3D Printing is a full-service 3D printing, design, and custom fabrication company offering creative prototyping services that brings ideas to life. Customers include NBC, Sony Entertainment, Coca-Cola and the Walt Disney Company. The company's core team has backgrounds in product design, electrical and mechanical engineering, film production, motion capture technology, physics and fine art.

- Students experience hands-on learning in 3D Printing modeling, scanning and custom fabrication including how it's used and what it takes to turn an idea into a real object.

Sphero – Electronics & Robotics

www.sphero.com



Sphero began the connected play revolution in 2010 by creating an app-enabled robotic ball - and has never stopped. They fuse robotic and digital technology into immersive entertainment experiences that ignite imagination and defy expectation. Optimized by data and powered by fun, these ever-evolving experiences are changing the way the world thinks about play.

- Students discover how 'bots go from concept to shelf, complete with insight in engineering, design and marketing.