



## Superheroes, Grades 1 – 2 Peek at the Week

It's a bird! It's a plane! It's a scientist! Discover the tricks of the trade when it comes to saving the world.

**Day 1, Super Powered Science:** Come find out how science and technology can give you “super powers” like those of your favorite superheroes. See how simple machines can make life easier and give us super strength. Use your own super breath to do amazing things.

**Day 2, Head to the Bat Cave:** Join Batman as he uses science and technology instead of super human powers. Build super cool gadgets, and learn detective skills that even Batman would be proud of!

**Day 3, Go Web, Go!:** Discover the real super powers of spiders and how they spin their own web. Design your own spider glider to take home. Come follow the superhero family The Incredibles on their adventures.

**Day 4, X-Mansion:** Sit in a class at Xavier's School for Higher Learning. Find out how super villain Magneto uses magnets and electromagnets.

**Day 5, Super Gadgets:** Come investigate Wolverine's claws and explore properties of metals. See how Wonderwoman's rocket plane works and try out different kinds of rockets.