



Summer Programme 2026



21 April - 6 June 2026

Astronomy

Biology

Emerging Tech

Chemistry

Physics

Mathematics

Model Rocketry

STEM



VIKRAM A SARABHAI
COMMUNITY SCIENCE CENTRE

VASCSC Summer Programme 2026 - Schedule

Name of Module		Timings	Level	Activities	No. of Seats	Fee ₹
Code	Start Date - End Date					
ASTRONOMY						
Digital Space Pioneers		9:30 am - 11:00 am	Std. 3 - 4	Children will explore the solar system through fun and engaging activities while learning about the sizes of planets and the distances between them. Through hands-on experiences, they will build and visualize space concepts to understand how the universe is structured. They will learn how scientists measure vast distances in space, sparking curiosity.	15	1350
AS-A1	21 - 25 Apr					
AS-A2	28 Apr - 2 May					
AS-A3	5 - 9 May					
AS-A4	12 - 16 May					
AS-A5	19 - 23 May					
AS-A6	26 - 30 May					
Space Explorers		11:30 am - 1:00 pm	Std. 4 - 5	Children will explore eclipses, satellites, the solar system, & constellations through fun, hands-on activities. They will create eclipse boxes, satellite models, and constellation charts to bring space concepts to life to develop curiosity, scientific thinking, and a love for astronomy.	15	1500
AS-B1	21 - 25 Apr					
AS-B2	28 Apr - 2 May					
AS-B3	12 - 16 May					
AS-B4	26 - 30 May					
AS-B5	2 - 6 Jun					
Cosmic Cadets		4:00 pm - 5:30 pm	Std. 6 - 7	Children will explore the Moon, Sun, constellations, and satellites through fun, projects and Astronight. **Astronight: AS-C1- 25 April 2026 AS-C2,C3 23 May 2026, Time: 7:30 pm - 9:00 pm	18	1800
AS-C1	21 - 25 Apr					
AS-C2	12 - 16 May					
AS-C3	19 - 23 May					
Telescope Handling and Making		2:00 pm - 3:30 pm	Std. 8 - 9	Learn telescope basics by building their own telescope, planisphere, and Bortle scale pen stand. The program includes a dedicated Astronight for hands-on sky observation, and developing practical astronomy skills. **Astronight: 30 May 2026, Time: 7:30 pm - 9:00 pm	18	1800
AS-D1	26 - 30 May					
Asteroid Hunters		2:00 pm - 3:30 pm	Std. 9 -12	Students will learn about different types of asteroids by analyzing real datasets and using Astrometrica. They will participate in an asteroid search campaign, developing research skills and hands-on experience in astronomy.	18	1500
AS-E1	5 - 9 May					
Astropython - Astronomy with Python		2:00 pm - 3:30 pm	Std. 9 - 12	Students will learn to analyze real astronomical data from space observatories using Python. They will create graphs to visualize data, gaining computational skills & insights into the universe.	18	1500
AS-F1	19 - 23 May					
BIOLOGY						
Little Biologist		2:00 pm - 3:30 pm	Std. 1 - 3	Looking through microscope, Food-from nature to nutrition, Journey from seed to plant, Needs of seeds, Phototropism, Geotropism, Finding the age of a tree. Human body - What's inside your blood, Understanding different body organs.	20	1350
BO-A1	21 - 25 Apr					
BO-A2	28 Apr - 2 May					
BO-A3	5 - 9 May					
BO-A4	12 - 16 May					
BO-A5	19 - 23 May					
BO-A6	26 - 30 May					
BO-A7	2 - 6 June					
Biology Exploration		9:30 am - 11:00 am	Std. 4 - 6	Exploring saprophytes around us, Decoding the content of packaged food, Science behind every day culinary techniques, Investigating hidden food storage in plants, Making plant based plastic, Biological indicator, Understanding hydroponics, ocean acidification etc..	20	1350
BO-B1	28 Apr - 2 May					
BO-B2	5 - 9 May					
BO-B3	12 - 16 May					
BO-B4	26 - 30 May					
BO-B5	2 - 6 Jun					
Microscopic Exploration		4:00 pm - 5:30 pm	Std. 6 - 8	Explore the microscopic world around us! Microscopic examinations of building blocks of life, Reproductive structures of plants and fungi, Carbohydrate storage structures. Understand the components of light microscope, techniques for preparing permanent slides for long-term specimen preservation. Examine the microbial population of curd and other everyday objects.	20	1350
BO-C1	21 - 25 Apr					
BO-C2	19 - 23 May					
BO-C3	2 - 6 June					

**Astronights are subject to weather conditions.

*GST extra, as applicable

Name of Module		Timings	Level	Activities	No. of Seats	Fee ₹
Code	Start Date - End Date					
Biology Investigation		9:30 am - 11:00 am	Std. 7 - 9	Instruments and techniques used in biology, Haematology and metabolism, Effect of different disinfectants on microorganisms, Investigate the effect of a preservative on the shelf life of food, Estimate the energy content of food you eat.	20	1350
BO-D1	19 - 23 May					
CHEMISTRY						
Chem 4 Kids		9:30 am - 11:00 am	Std. 3 - 5	Introduction to lab and lab equipments, Genie in a bottle, Burning a note, Starting fire without fire, Battlefield, Elephant toothpaste, Burning ice, Oil painting, Slime, Styrofoam glue, Chemical filtration and more...	20	1250
CH-A1	21 - 25 Apr					
CH-A2	28 Apr - 2 May					
CH-A3	5 - 9 May					
CH-A4	12 - 16 May					
CH-A5	19 - 23 May					
CH-A6	26 - 30 May					
CH-A7	2 - 6 June					
Fun with Chemistry		11:30 am - 1:00 pm	Std. 6 - 8	Introduction to lab and lab equipments, Make your own fire proof cloth, Burning bubbles, Catalyst at work, Dust explosion, Shape memory alloy, Painless cut, Magic bottle, Turning water into liquid gold, Magic filtration, Coloured flask and more...	20	1250
CH-B1	21 - 25 Apr					
CH-B2	28 Apr - 2 May					
CH-B3	5 - 9 May					
CH-B4	12 - 16 May					
CH-B5	19 - 23 May					
CH-B6	26 - 30 May					
Little Lab Coats		10:00 am - 12:30 pm	Std. 1 - 2	Introduction to lab and lab equipments, Genie in a bottle, Eruption of wonders, Hydrogen rocket, Giant bubbles, Fluffy art, Oobleck - Solid or Fluid? and more...	25	500
CH-C1	3 May					
CH-C2	17 May					
CH-C3	31 May					
Chemistry Canvas		3:00 pm - 5:00 pm	Std. 6 - 8	Activities including Fluid fusion: Epoxy resin art, Cyanotype printing - the blue impressions, Garden of chemical wonders.	20	800
CH-D1	6 - 7 May					
CH-D2	20 - 21 May					
Molecule Makers		2:00 pm - 4:00 pm	Std. 6 - 8	Build a Chemical reaction model, Spell it with elements - Exploring the Periodic table, Nitro Magic - The cool side of Chemistry and more...	20	800
CH-E1	3 - 4 June					
EMERGING TECHNOLOGIES						
Coding for Kids		9:30 am - 11:00 am	Std. 4 - 5	Interactive and engaging course designed to introduce kids to the exciting world of coding through two popular platforms: Scratch and Turtle Art. In the Scratch portion of the course, students will dive into the colourful world of block-based programming, where they'll create animations, games, and interactive stories. Using Turtle Art's unique turtle graphics system, they'll learn how to create intricate patterns, geometric shapes, and mesmerizing designs.	20	1250
ET-A1	21 - 25 Apr					
ET-A2	19 - 23 May					
TechnoFun		2:00 pm - 3:30 pm	Std. 4 - 5	Have fun with an interactive exploration of technology through a series of hands-on activities, and creative projects like Fun with circuits, make your own RGB Piano, 3D Hologram, Solar Spin Art Machine, 3D Art, Understanding Augmented Reality and Virtual Reality, and many more.	20	1800
ET-B1	21 - 25 Apr					
ET-B2	5 - 9 May					
ET-B3	12 - 16 May					
Little Learners: AI & Machine Learning		9:30 am - 11:00 am	Std. 4 - 5	Understanding the basics and foundations of Artificial Intelligence (AI) and Machine Learning through hands-on activities using data algorithms of sound, pictures, text and 3D objects. Explore the different types and techniques in AI and make your own AI based model using python programming language. Implement different Machine Learning Algorithms using a self-training model.	20	1500
ET-C1	28 Apr - 2 May					
ET-C2	26 - 30 May					

Name of Module		Timings	Level	Activities	No. of Seats	Fee ₹
Code	Start Date - End Date					
Build a Bot - Juniors		2:00 pm - 3:30 pm 11:30 am - 1:00 pm	Std. 6 - 8	Students will design, build, and program their very own robot. It will introduce them to robotics, coding, and engineering concepts. Using easy-to-assemble components and fundamentals of coding. Students will learn how robots use commands, and perform tasks.	18	3000
ET-D1	21 - 25 Apr					
ET-D2 ET-D3	28 Apr - 2 May 26 - 30 May					
Digital Fabrication		4:00 pm - 5:30 pm 11:30 am - 1:00 pm	Std. 6 - 7	Learn the basics of digital fabrication using tools like laser cutting machine and 3D printer. Design and create your own models, and see how ideas turn into real objects. Enjoy a visit to a FabLab and explore the exciting world of making!	20	2000
ET-E1	21 - 25 Apr					
ET-E2	19 - 23 May					
Robotics Juniors		10:00 am - 1:00 pm	Std. 7 - 8	Make your own Robotic Car using Micro:bit - a fun pocket-sized computing device. It provides students with a hands-on learning experience that combines coding, electronics, and robotics in a fun and engaging way. By designing, building, and programming their own car, students develop essential STEM skills.	20	5700
ET-F1 ET-F2	5 - 9 May 2 - 6 June					
Android App Development for Beginners		4:00 pm - 5:30 pm	Std. 8 - 9	This beginner course will help you build a strong base on the fundamentals of Android. You will learn to create your own android application. No programming experience needed.	20	1250
ET-G1	5 - 9 May					
Gesture Tech: AI & ML with Python		9:30 am - 11:00 am	Std. 8 - 9	Understanding the basics and foundations of Artificial Intelligence(AI) and Machine Learning through hands-on activities using data algorithms of sound, pictures, text and 3D objects. Explore different types and techniques in AI and make your own AI based model using python programming language. Implement different Machine Learning Algorithms using a self- training model.* Participants are requested to bring their own laptop.*	20	2500
ET-H1 ET-H2	5 - 9 May 19 - 23 May					
Robotics Seniors		3:30 pm - 5:30 pm	Std. 9 -11	Robotic Car project is an interactive and educational STEM activity that allows students to design, build, and control their own robotic car. In this project, students will learn about robotics, electronics, and programming as they assemble the car, integrate sensor modules, and develop a smartphone app to wirelessly control its movements.	20	4800
ET-I1 ET-I2	28 Apr - 2 May 26 - 30 May					
Build a Bot - Seniors		3:30 pm - 5:30 pm	Std. 9 - 11	Students will explore the exciting world of robotics by learning the fundamentals of coding through hands-on activities. Working with sensors, motors, and microcontrollers, they will gain practical experience in building and programming interactive systems.	15	5500
ET-J1	2 - 6 June					
STEM Studio 3.0		10:00 am - 5:00 pm	Std. 9 - 12	STEM bootcamp by VASCSC in collaboration with Think Kosh, Faculty of Technology, CEPT University offers hands-on experience in emerging technologies, real-world problem-solving, and creative design challenges. The program introduces basics of rapid prototyping, including 3D printing and laser cutting, Arduino based project, understanding AI, Design Thinking, and STEM games, along with entrepreneurship insights, and a field visit.	25	6750
ET-K1	11 - 15 May Mon - Fri					

Name of Module		Timings	Level	Activities	No. of Seats	Fee ₹
Code	Start Date - End Date					
Solar Innovators		10:00 am - 1:00 pm	Std. 9 - 11	Students will learn how sunlight is converted into energy through hands-on solar projects, building simple prototypes while developing creativity, teamwork, problem-solving skills, and an understanding of sustainable solutions.	20	1100
ET-L1	17 May					
MATHEMATICS						
Maths Hands-on Junior		11:30 am - 1:00 pm	Std. 3 - 4	Make your own game model for understanding various mathematical concepts. Create your own optical illusion model. Create puzzle using paper and mathematical structures. Make simple pop-up Card using symmetry. Maths in garden - Understand and create patterns observed around natural world.	20	1350
MA-A1	5 - 9 May					
MA-A2	12 - 16 May					
MA-A3	19 - 23 May					
MA-A4	26 - 30 May					
MA-A5	2 - 6 June					
Maths Hands-on Senior		4:00 pm - 5:30 pm	Std. 5 - 6	Create patterns and images using the idea of symmetry. Make an interesting shape using given material. Labyrinth game - interesting and fun way to understand a complex network system. Create your own flexible solid shapes and understand its mathematical aspects. Make patterns to understand how mathematics is used in fabric production.	20	1350
MA-B1	5 - 9 May					
MA-B2	12 - 16 May					
MA-B3	19 - 23 May					
MA-B4	26 - 30 May					
Maths is Fun		9:30 am - 11:00 am	Std. 7 - 8	Topological puzzles - understanding the maths & how to solve them. Create optical illusion and understand the mathematics. Tumbling Blocks - Make your own model that uses kinetic illusion. Making structure based on mathematics, civil and architectural engineering. Lissajous curve - constructing a curve that describes Complex Harmonic Motion and its uses.	20	1350
MA-C1	28 Apr - 2 May					
MA-C2	5 - 9 May					
MA-C3	12 - 16 May					
Vedic Maths - Junior		9:30 am - 11:00 am	Std. 6 - 8	Vedic maths - a collection of techniques/sutras to solve numerical in easy and faster way. Enhance your speed and accuracy in mathematical calculations like addition, subtraction, multiplication, LCM-HCF and percentage.	20	1250
MA-D1	26 - 30 May					
MA-D2	2 - 6 June					
Vedic Maths - Senior		4:00 pm - 5:30 pm	Std. 9 - 12	Vedic maths is a collection of techniques/sutras to solve numerical in easy and faster way. In the sessions we will discuss and explain such methods utilised in solving the numerical involving multiplication, division, square, square roots, cube and cube roots of numbers, Quadratic and Cubic Equations.	20	2200
MA-E1	21 - 25 Apr & 28 Apr - 2 May *No session on Sun & Mon					
MODEL ROCKETRY						
Aeromodelling & Rocketry - Junior		2:00 pm - 3:30 pm	Std. 3 - 5	Introduction to the fascinating world of flying objects & aerodynamics. In this workshop, learn about the principles and fundamentals of flight. Participants will be making water propelled rocket, various fun paper and plastic-based gliders, different indigenous flying objects and test them on launching mechanism.	20	1350
MR-A1	21 - 25 Apr					
MR-A2	26 - 30 May	9:30 am - 11:00 am				
Aeromodelling Senior		4:00 pm - 5:30 pm	Std. 6 - 8	Introduction to the fundamentals of aerodynamics, aviation, and fluid dynamics. Learn about the fundamentals of flying, airflow, and the physics of projectiles. Participants will be making different gliders of various designs and materials such as papers, corrugated sheets, & balsa wood. Students will also test their gliders on the launching mechanism and wind tunnel.	20	1800
MR-B1	21 - 25 Apr					
MR-B2	28 Apr - 2 May					

Name of Module		Timings	Level	Activities	No. of Seats	Fee ₹
Code	Start Date - End Date					
Solid Propellant Rockets		9:30 am - 11:00 am	Std. 6 - 8	Introduction to the science of rockets and their fuels. Explore the fundamental principles of rocketry, including the physics and chemistry behind rocket propulsion and fuel composition. Prepare different types of solid rocket fuels from scratch, experiment with varying proportions, and test their performance by building and launching their own model rocket engine motors.	20	1400
MR-C1	28 Apr - 2 May					
MR-C2	5 - 9 May					
Water Booster Rockets		4:00 pm - 5:30 pm	Std. 6 - 8	Introduction to the world of water booster model rockets. Participants will learn the basics of model rocketry, aerodynamics, rocket design, launch procedures and safety considerations. Design and build your own rockets while experimenting with different features such as parachute systems, differential drag designs, and variations in materials.	20	1800
MR-D1	5 - 9 May					
MR-D2	12 - 16 May					
Sound & Music		9:30 - 11:00 am	Std. 6 - 8	Introduction to the world of music & sound from a scientific perspective. Learn the fundamental concepts such as sound as a wave, its various properties, and basics of music. Make functioning instruments, learn music with coding and make music out of electronic circuits using microcontrollers and sensors. *Participants must bring their own laptops and headphones.*	20	1800
MR-E1	12 - 16 May					
MR-E2	19 - 23 May					
Kinetic Sculptures		4:00 - 5:30 pm	Std 5 - 7	Introduction to the science of moving sculptures. When geometry blends with art, science and innovation such sculptures take shape and when they move, they fascinate. Design and build your own moving creations & explore the fascinating mathematics and engineering behind them.	20	2100
MR-F1	26 - 30 May					
PHYSICS						
Physics Ninjas		4:00 pm - 5:30 pm	Std. 3 - 4	Build curiosity and scientific thinking as you step into the fun world of physics! Explore light and colours through creative art activities, understand static electricity, balance, and simple electric circuits through hands-on activities like Dancing paper, Water electric circuit and many more.	20	1350
PH-A1	21 - 25 Apr					
PH-A2	28 Apr - 2 May					
PH-A3	12 - 16 May					
PH-A4	26 - 30 May					
Young Physicists		2:00 pm - 3:30 pm 11:30 am - 1:00 pm	Std. 5 - 6	The world of physics awaits you to explore the magic of magnets, how things move, how we see the world around us by making some interesting models like Scribbling robot, Cube Kaleidoscope, Message decoder & many more.	20	1500
PH-B1	21 - 25 Apr					
PH-B2	5 - 9 May					
PH-B3	19 - 23 May					
PH-B4	2 - 6 June					
Physics Explorers		4:00 pm - 5:30 pm	Std. 7 - 8	Understanding the physical phenomenon around us such as Refraction, Waves, Magnetism etc. Build and experiment with models like Tesla coil, Magnetic levitation, Tensegrity structure and many more.	20	1800
PH-C1	5 - 9 May					
PH-C2	19 - 23 May					
PH-C3	2 - 6 June					
Earth Physics Exploration		9:30 am -11:00 am	Std. 5 - 6	Learn science about different earth phenomena like northern lights, tornado, earthquake, ocean's role in our earth's climate and understand the current issue of climate change and global warming by doing fun activities on their own and making their own DIY model.	20	700
PH-D1	9-10 May					
Electronics for You		11:30 am -1:00 pm	Std. 5 - 6	Let's explore the exciting world of electronics by building your own gadgets and discovering how electronic components help create working devices. Learn how to assemble the electronics components using soldering technique.	15	1600
EL-A1	28 Apr - 2 May					
EL-A2	12 - 16 May					
EL-A3	26 - 30 May					

Name of Module		Timings	Level	Activities	No. of Seats	Fee ₹
Code	Start Date - End Date					
FUN WITH SCIENCE						
Book Buddies - Senior		11:30 am - 1:00 pm	Std 5 - 6	Introduction to library, Parts of a book, How to write a book review, Story writing, Make your own picture book, Design its cover, Create your book mark, Book bingo, Visit to a printing press, Library treasure hunt, Virtual visit to a library.	20	1250
BB-A1	19 - 23 May					
Book Buddies - Junior		11:30 am - 1:00 pm	Std. 3 - 4	Introduction to library, Small stories and Puppet. Short Film, Doodling and Bookmarks, Book Review, Whisper a story, Book buffet.	20	1250
BB-B1	26 - 30 May					
Little STEM Little German		9:30 am - 11:00 am	Std 5 - 6	STEM activities with learning German language skill. Basic topics like Alphabets, Numbers, Greetings, Colours - learn them in German language along with different activities & games.	15	1000
LS-A1	2 - 5 June					
Curious Minds		11:30 am - 1:00 pm	Std. 1 - 2	Do It Yourself - Jumping Frog: The Invisible Push, Money Math Challenge, Perception Puzzle: Jastrow's Illusion, Build a Pulley: Pull and Lift, Imprinting Shadows: Light in Action, Fun with Friction, Water Sprinkler.	20	1350
CM-A1	28 April - 2 May					
CM-A2	5 - 9 May					
Forensic Files		4:00 pm - 5:30 pm	Std. 5 - 6	Enter the world of forensic investigation and discover how science helps solve mysteries. Each day, tackle a new case, applying real forensic techniques, scientific experiments, and critical thinking to uncover hidden clues, analyze them, and unravel the truth. Gain insight into forensic techniques such as Fingerprinting, DNA profiling, Graphology, Forensic search patterns, Spatter analysis, etc.	20	1350
FF-A1	28 Apr - 2 May					
FF-A2	5 - 9 May					
Science Kids Zone		2:30 pm - 5:00 pm	Std. 1 - 2	Turn 'Wow' into 'Why' this summer! Ignite your child's curiosity, develop critical thinking and problem-solving skills with Do It Yourself activities designed for little hands and big imaginations. Dive into captivating topics like Food and Nutrition, Sound, Magnet, Human anatomy, Light, Numbers, Optical Illusion, Shapes and Pattern, Games, Puzzles, Science Challenge, Competitions and many more...	25	2400
SK-A1	21 - 25 Apr					
SK-A2	28 Apr - 2 May	10:30 am - 1:00 pm				
SK-A3	5 - 9 May					
SK-A4	12 - 16 May					
SK-A5	19 - 23 May					
SK-A6	26 - 30 May					
SK-A7	2 - 6 June					
STEAM Creators		9:30 am - 11:00 am	Std 3 - 4	Discover how creativity and scientific thinking work together to design, experiment, & innovate through hands-on STEAM learning journey where curiosity meets creativity. Explore the scientific concepts such as surface tension, states of matter, viscosity, light and shadow through activities like Oshibana art, candle making, puppetry mechanics and digitally fabricated felt crafts by blending STEM with arts.	18	1800
SC-A1	12 - 16 May					
The STEM Sketchbook		9:30 am - 11:00 am	Std. 4 - 5	Discover the logic behind creativity with 'The STEM Sketchbook'. Transform the traditional sketchbook into an active, portable laboratory for technical experimentation & visual invention. Blend abstract STEM concepts into tangible artwork, turn ideas into reality. Learn to capture intricate details like an artist while asking 'how does this work'? just like a scientist.	20	1200
SS-A1	5 - 8 May					
AniMata Builder		9:30 am - 11:00 am	Std. 5 - 6	Explore animation history by building your own moving toys. From early optical illusions to mechanical automata, learn to blend art with simple engineering to bring your drawings to life.	15	1500
BA-A1	19 - 22 May					

Name of Module		Timings	Level	Activities	No. of Seats	Fee ₹
Code	Start Date - End Date					
NOT Drones : Build. Code. Fly						
ND-A1	12 - 16 May	9:30 am - 11:00 am	Std. 9 - 12	Fundamentals of drones and aerodynamics, Understanding of drone components & electronics Working principles of: Motors, Sensors, Flight Controllers, Basic understanding of: Wireless communication, GPS systems, Ability to operate and fly a drone safely, Hands-on experience in: Drone assembly, Calibration, Flight simulation, Real world flight experience (Drone Race).	20	6000
ND-A2	12 - 16 May	11:30 am - 1:00 pm				

*GST extra, as applicable

VASCSC Summer Programme 2026

Off Campus Programmes

Programme Venue: VIKSAT, Nehru Foundation for Development, NFD Circle, Bodakdev, Ahmedabad

Registration: Only at VASCSC

Please Note

- Participants in these modules are required to wear shoes and cap as some activities may be conducted outdoors; and bring their own water, lunch, refreshments, etc.
- Vehicles will not be allowed inside the campus. Parents to drop their wards at the campus main gate.



Scan for Programme
Venue Location

Name of Module		Timings	Level	Activities	No. of Seats	Fee ₹
Code	Start Date - End Date					
STEM Summer School						
VK-A1	12 - 16 May	10:00 am - 1:30 pm	Std. 3 - 4	Creative hands-on exploration of STEM concepts: Water Cycle Whirl, The Rising Ocean Experiment, Visible Vibrations - seeing sound in action, Human Circuit Challenge, The Conductivity Test, Vibrating Robotic Bug, Magnetic Motion Art, The Science of Fresco, The Salt Effect, Digits on the Move - Game, Journey into Fractions, Polymer Play - The Magic of Slime, Grow Your Own Crystals, The Supercool Science Show.	30	2800
STEM Summer Camp						
VK-B1	20 - 23 May	10:00 am - 5:00 pm	Std. 5 - 6	Unlock your curiosity and let STEM come alive: DNA Lab, Polarity Pendulum, Magnetic Symmetry, Science Fiction Writing and Doodling, Terrarium in a Jar: Understanding Water Cycle, Design your Straw Paper Glider, Magic with Orbeez, DIY 3D Printed Magnets, Rube Goldberg Machines, Tensegrity Wonders, Science Court, Circuit Explorers, Solar Astronomy, Footprints and Handprints: Climate Quest, Sound Gun, Science Pictionary puzzle, Nature Trail, The Supercool Science Show.	30	4200

*GST extra, as applicable

Vikram A Sarabhai Community Science Centre (VAS CSC)

is a pioneering institution in the field of science education, founded by Dr. Vikram Sarabhai in 1966. Its mandate is to stimulate interest, encourage, and expose the principles of science and scientific method to the community and also improve and innovate various areas of science education. VAS CSC has well-equipped laboratories in Biology, Chemistry, Physics, Mathematics, Electronics, Computers, Astronomy, Model Rocketry and Emerging Technologies as well as Workshop, Library and Science Playground. It is open to everyone interested in exploring STEM.

Please note

1. Admission is on 'first come, first served' basis.
2. Level mentioned indicates the standard to which the student will go after the school summer vacation. Please apply as per the level mentioned in respective module.
3. Participant's photo ID and passport size photograph is required at the time of admission.
4. The programme activities and schedule are subject to change without prior notice.
5. Payment of fee can be made by Cash/Card/UPI or Cheque, drawn in favour of 'Vikram A Sarabhai Community Science Centre'. (Confirmation of admission subject to clearance of cheque).
6. The fee, once paid, is non-transferable and non-refundable.
7. Fee Refund Policy: In exceptional cases of cancellation, 10% of the fee amount, subject to a minimum of Rs. 100/-, will be deducted. No refund for cancellations within 5 days before start date of the batch.
8. GST shall be extra, as applicable, over and above the fee mentioned.
9. After admission, change in batch will not be possible. Please check the receipt for details at the time of admission. VAS CSC shall not be responsible for any discrepancy or error.
10. Participants are requested to carry their receipts to the programme.
11. Certificates will be awarded to the participants based on regular attendance.
12. Limited partial scholarships are available for those who cannot afford the fee.
13. The sessions are activity and lecture-demonstration based.
14. For any immediate concern, please contact the Administration department.

For more information please enquire at the Centre or log on to

www.vascsc.org

Helpline

94284 05407

(During office hours only)

Registrations Open at VAS CSC

Tuesday to Saturday

10:00 am - 12:30 pm

2:30 - 5:00 pm

Sunday

10:00 am - 12:30 pm

Closed on Mondays & Public Holidays



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