Soldering (Track 1)
The soldering activity will give girls a chance to try a hands-on, intriguing aspect of engineering. Students will complete their own small, bug shaped circuit with light-up eyes.

Coding (Track 2)
The purpose of this activity is to give girls the opportunity to have hands on experience coding and to see how this skill is applicable outside of the classroom. They will be taught the basics of coding, then asked to problem solve and create a solution. This activity will display the importance and basics of computer science.

Sewable Electronics (Track 2)
The sewable electronics activity will give girls a hands on experience with circuits. They will use small wires to connect and sew lights and batteries into a bandana, making a fun and unique scarf or headband.

Eco Car (Track 2)
The girls will be given the parts to build the base of a solar panel charged car. They will be asked to create an efficient, renewable energy powered machine. Additionally, they will then be given a hydroelectric fuel cell and asked to power a car using this new form of energy.