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# Summary of Programming

			Recommended Grades				
Programme	Duration	Ages	Early Years	Primary School	Middle School	High School	University & Beyond
Workshops							
A Place to Live: Beena the Bee	45 min	4 to 6	<b>√</b>				
A Place to Live: Hani the Hermit Crab	45 min	4 to 6					
Water Works	60 min	7 to 12		<u> </u>			
Waste Warriors	60 min	6 to 12					
The Hidden Web	60 min	7 to 12					
Bee Detectives – Operation Pollination*	60 min	7 to 12		<u>·</u>			
Diving for Treasures	45 min	4 to 10					
Robotics Programming	60 min	6 to 18		<u> </u>	<u> </u>		
The Mars Rover Challenge	90 min	8+		<u> </u> ✓	<u> </u>	<u> </u>	
J.				•	•	•	
Science Shows							
Would you rather?	45 min	8+		✓	✓	✓	✓
Heroes of the Future	45 min	4 to 8	✓	✓			
Tours & Field Studies							
Net Zero Tour	60 min	12+			✓	✓	✓
Sustainable Architecuture Tour*	60 min	12+			✓	✓	✓
Urban Biodiversity Field Studies at Terra*	3 to 4 hrs	14 to 18				✓	
Sustainable Planet Tour	120 min	12+			✓	✓	✓
Innovation & Technology Tour	120 min	12+			✓	✓	✓
Art, Architecture & Design Tour	120 min	12+			✓	✓	✓
From Sand to Space: Exploring Arab Civilization	120min	12+			✓	✓	✓
Upcoming Initiatives							
100 Hives			✓	✓	✓	<b>√</b>	✓
Earth 2.0					✓		
NextGen World Majlis						✓	
FemTech Hackathon						<b>✓</b>	

<sup>\*</sup>Seasonal: only available from October 15th, 2025 to April 30th, 2026



## A Place to Live: **Beena the Bee**







No. of students

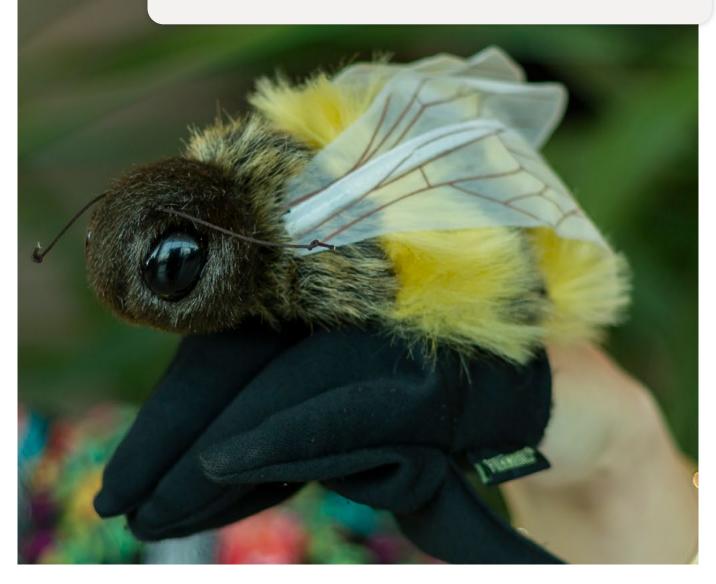






Will you help Beena find her home? In this educational, storytelling-led workshop, students follow Beena the bee on an engaging journey to discover where she truly belongs. Along the way, they explore the idea that different animals need different habitats to survive. Students will help Beena find the right home and create a habitat that meets her needs.

- 1. Define and discover multiple environments and habitats for different types of animals.
- 2. Examine the basic needs for animal survival (water, food, shelter).
- 3. Create visual scenes to show an ideal habitat to support bees.



# A Place to Live: Hani the Hermit Crab











Ever wonder how you can save marine life? In this interactive workshop, students join Hani the Hermit Crab on a journey to find the perfect shell, discovering the impact of ocean pollution on marine habitats along the way. As they learn about the challenges Hani faces, students are inspired to take action by designing and building a new home for their new underwater friend.

- 1. Recognise the effects of ocean pollution on marine life and habitats.
- 2. Design and create visual representations of ideal environments to support hermit crabs.
- 3. Build teamwork and collaboration skills through engaging, hands-on activities.





### **Waterworks**





Duration



No of students Min: 15 Max: 30

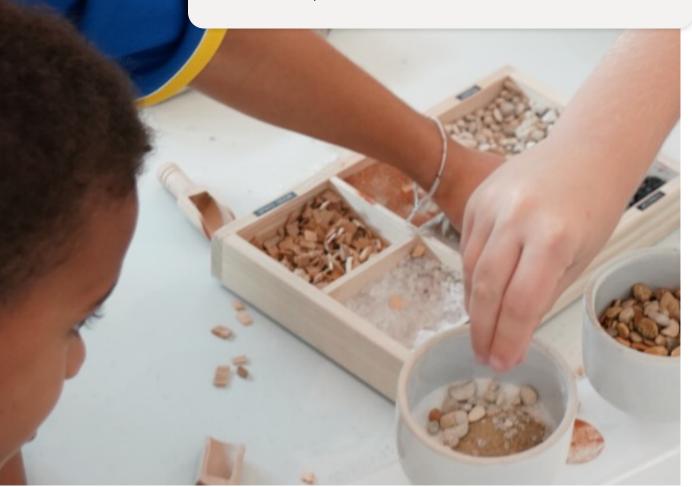






Waterworks blends science inquiry, engineering design, data handling, and sustainability thinking in a fast, collaborative challenge, like real engineering practice. In this hands-on session, learners design and test water filters using a variety of materials. Using Terra's unique water sensors, students measure water clarity before and after filtration, compare results, and iterate to improve performance. Along the way, students explore why clean water matters locally and globally and how nature based systems inspire modern solutions.

- 1. The ability to plan and build effective water filters using different materials to capture varying particle sizes.
- 2. Experience in measuring water clarity, recording results, and calculating reliable averages through repeated testing.
- 3. A practical understanding of fair testing, design iteration, and how to evaluate improvements.



### **Waste Warriors**







No. of students







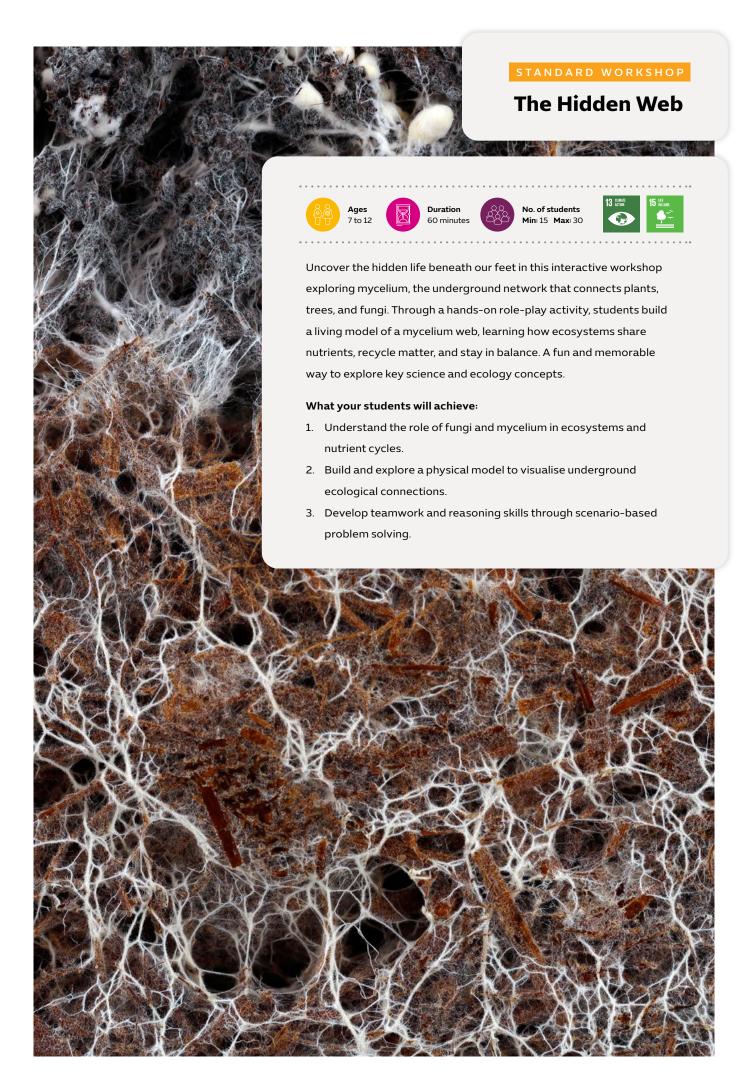




In this interactive workshop, students become Waste Warriors as they explore the impact of landfill on our environment and learn how to reduce waste. Through hands-on sorting and collaborative tasks, children develop a deeper understanding of sustainable choices. A key focus is composting, where students explore how natural materials decompose to form nutrient-rich soil. They apply this knowledge by layering their very own classroom composting bin, which will support plant growth and reduce waste back at school.

- 1. A clear understanding of how landfill impacts our environment and practical steps to make a difference.
- 2. Real-world application of the 5Rs: Refuse, Reduce, Reuse, Recycle, and Rot.
- 3. Hands-on composting experience, plus a classroom composting bin to launch your school's waste-saving efforts.







why. Working in teams, they will explore real clues hidden across the landscape using magnifying glasses, pH paper, and ID guides. This fun, hands-on investigation builds science skills and supports curriculum topics like pollination, habitats, and biodiversity.

### What your students will achieve:

- 1. Investigate real clues to understand what pollinators need to survive.
- 2. Use science tools to observe, record, and make decisions like real ecologists.
- 3. Work as a team to solve an environmental mystery through evidence and reasoning.

\*Seasonal: only available from October 15th, 2025 to April 30th, 2026

# **Diving for Treasure**







No of students

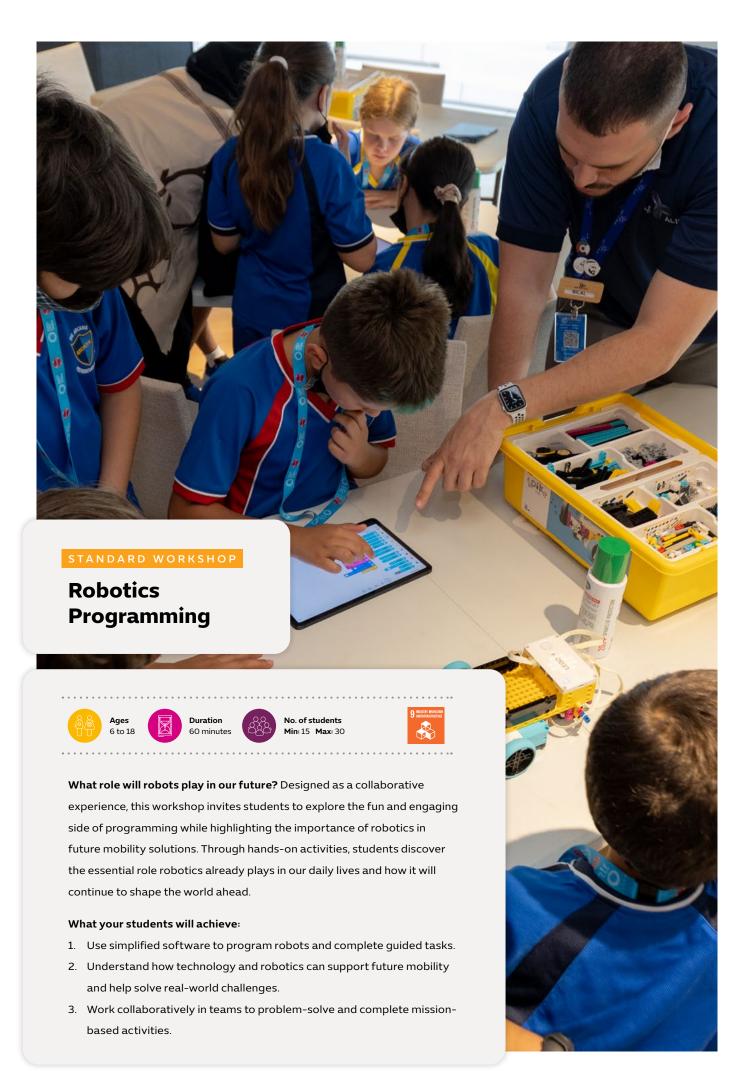




Who is ready to go on a unique adventure? Meet Abdullah the Pearl Diver, a lively puppet ready to take our young audience on an immersive journey in search of treasure. Through Abdullah's story, students will dive into an imaginary sea, where they will explore a series of games and delightful interactions in search of precious pearls while learning about pearling and its historic connection to the UAE.

- 1. Recognise the unique features of pearls and the aquatic habitats they come from.
- 2. Develop an understanding of the cultural and historical significance of pearling in Emirati heritage.
- 3. Deepen their learning through imaginative, play-based exploration and storytelling.





# **Robotics: The Mars Rover Challenge**









Ever programmed a space vehicle model? This experiential session challenges students' creativity, critical thinking, and programming skills as they redesign and customise the Alif Mars Rover. Working through a series of simulated realworld tasks, students explore how robots operate in complex environments while gaining insight into the vital role robotics plays in our daily lives.

- 1. Build real-world coding confidence through programming LEGO Spike robots to solve practical, Mars-inspired challenges.
- 2. Enhance teamwork and critical thinking by collaborating to complete missions that simulate space exploration tasks.
- 3. Deepen STEM understanding with direct links to computing, science, and DT curricula, making abstract concepts tangible and exciting.





SCIENCE SHOW

### Would You Rather?





Duration



No. of students Min: 15 Max: 150













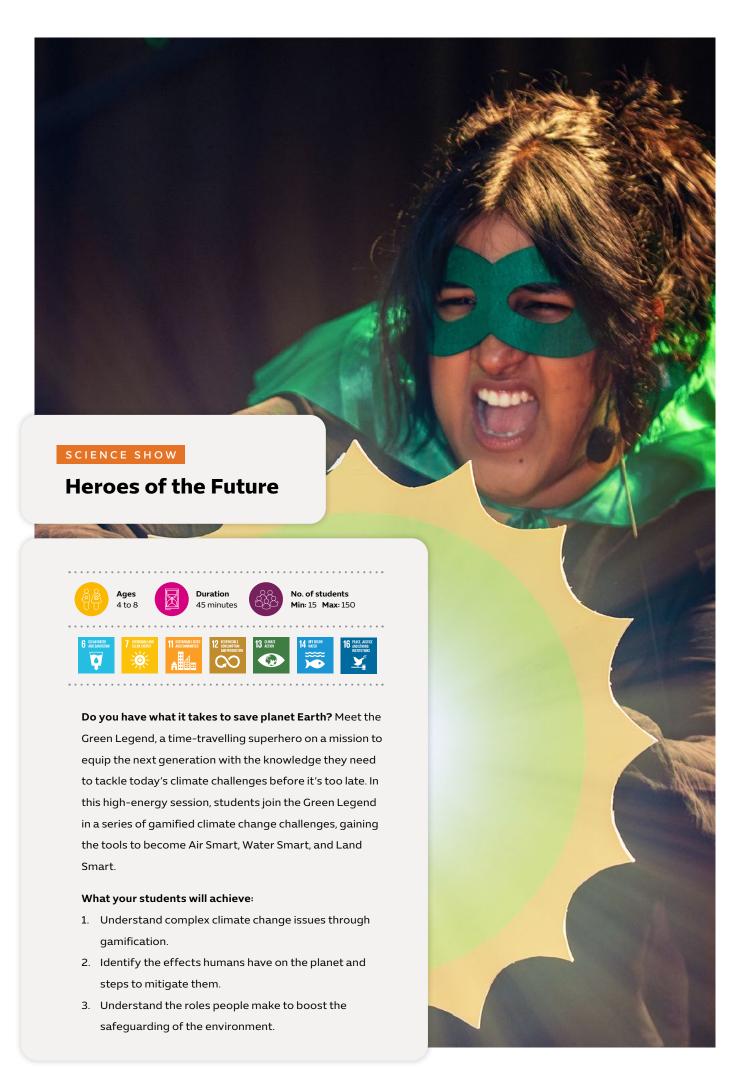




An interactive game show that gets students thinking critically about real-world environmental choices. Guided by a digital voting system, students explore the impact of everyday actions through science demonstrations and discussion. Journeying through air, water, and land pollution, the workshop links to science and sustainability curricula, encouraging informed decision-making, lively debate, and a final leaderboard to crown the ultimate ecochampion.

- 1. Understand complex climate change issues through gamification.
- 2. Identify the effects humans have on the planet and steps to mitigate them.
- 3. Understand the roles people make to boost the safeguarding of the environment.







# **Tours & Field Studies**

**Guided journeys** through innovation, sustainability, and culture.

### **Discovery Tours**

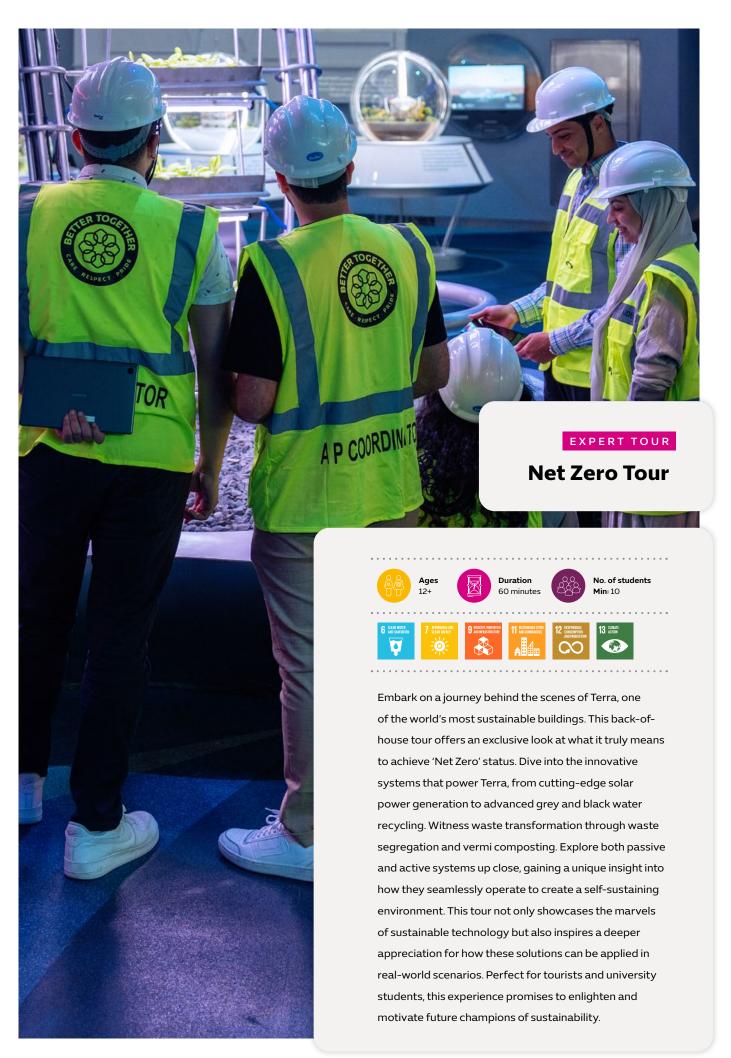
Led by a tour guide, these tours take students on an inspiring journey, with each experience sparking curiosity, and a deeper understanding of the challenges and opportunities shaping our future.

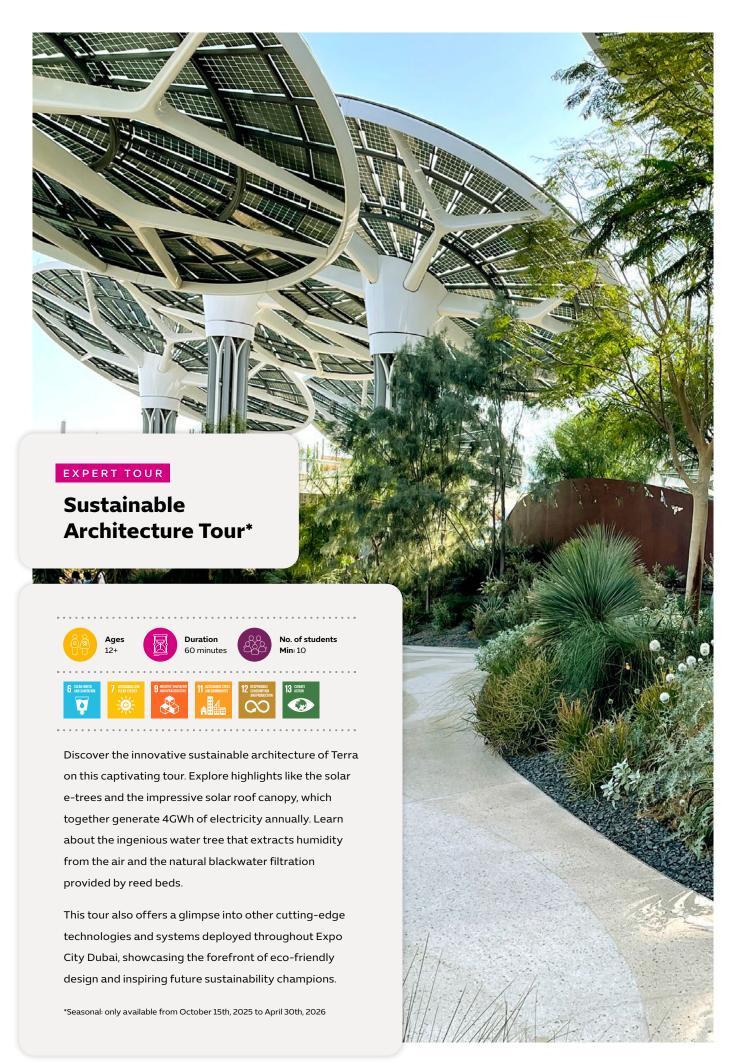
# **Expert Tours**

Each tour is packed with expert insights, real-world context, and thought-provoking content designed to challenge and inspire. Through in-depth discussions, students gain a deeper understanding of how design, technology, and sustainability intersect to shape the future.

### Field Study

A hands-on experience where students apply classroom knowledge in a real-world environment—carrying out investigations, collecting data, and exploring key concepts firsthand to bring theory to life.





## **Urban Biodiversity Field Studies at Terra**







No. of students







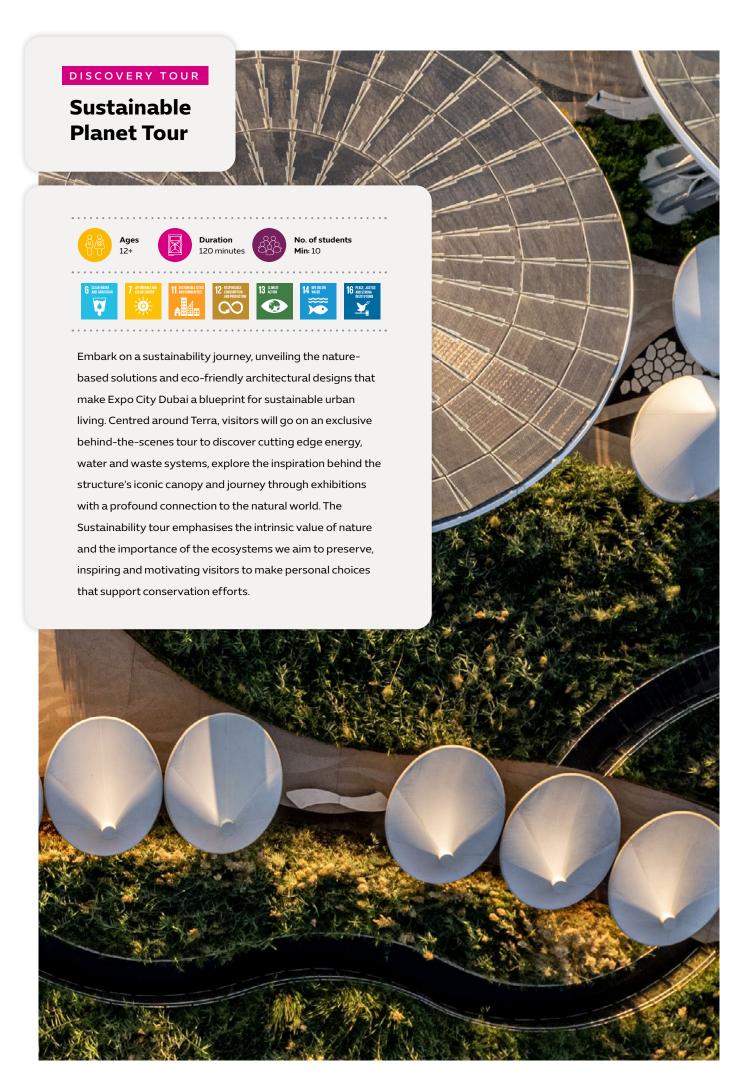
Explore real-world urban ecology in action at Terra's sustainable gardens. This hands-on fieldwork session gives GCSE and A-Level Geography and Biology students the chance to carry out key sampling techniques, gather authentic data, and investigate biodiversity in a living, native-planted urban site. This is perfectly aligned with curriculum practical requirements and an engaging way to bring ecological theory to life.

#### What your students will achieve:

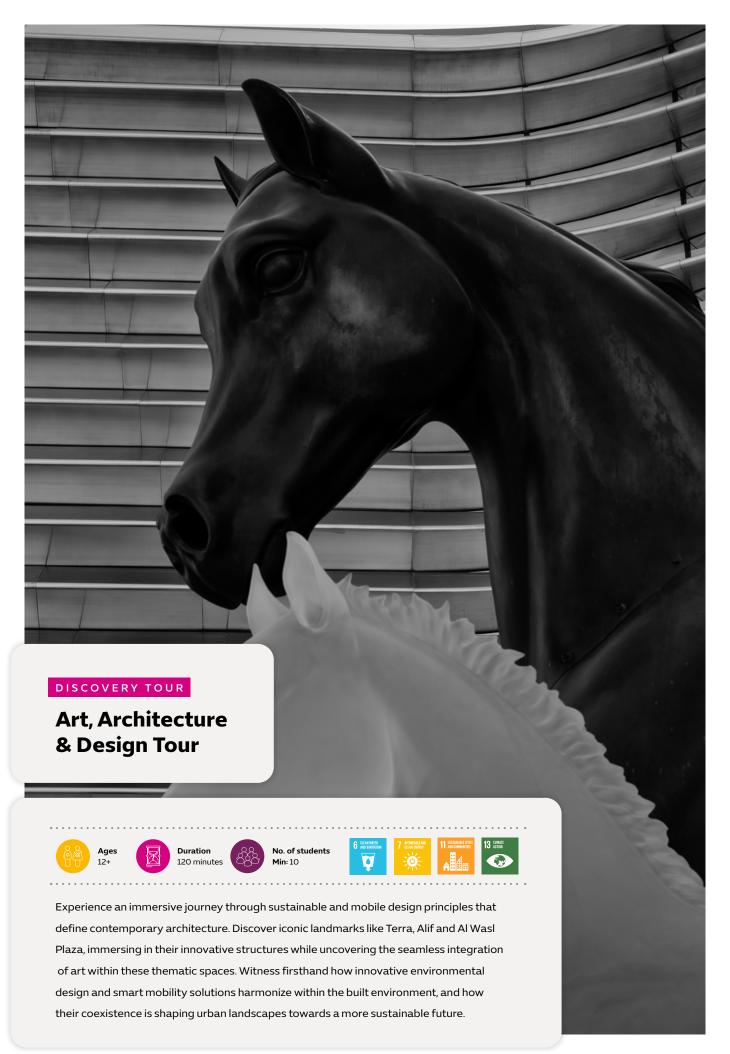
- Practise and apply GCSE/A-Level fieldwork techniques, including transects and insect surveys.
- Develop skills in data collection, species identification, and biodiversity analysis.
- Understand urban ecosystems and their relevance to conservation and sustainability.

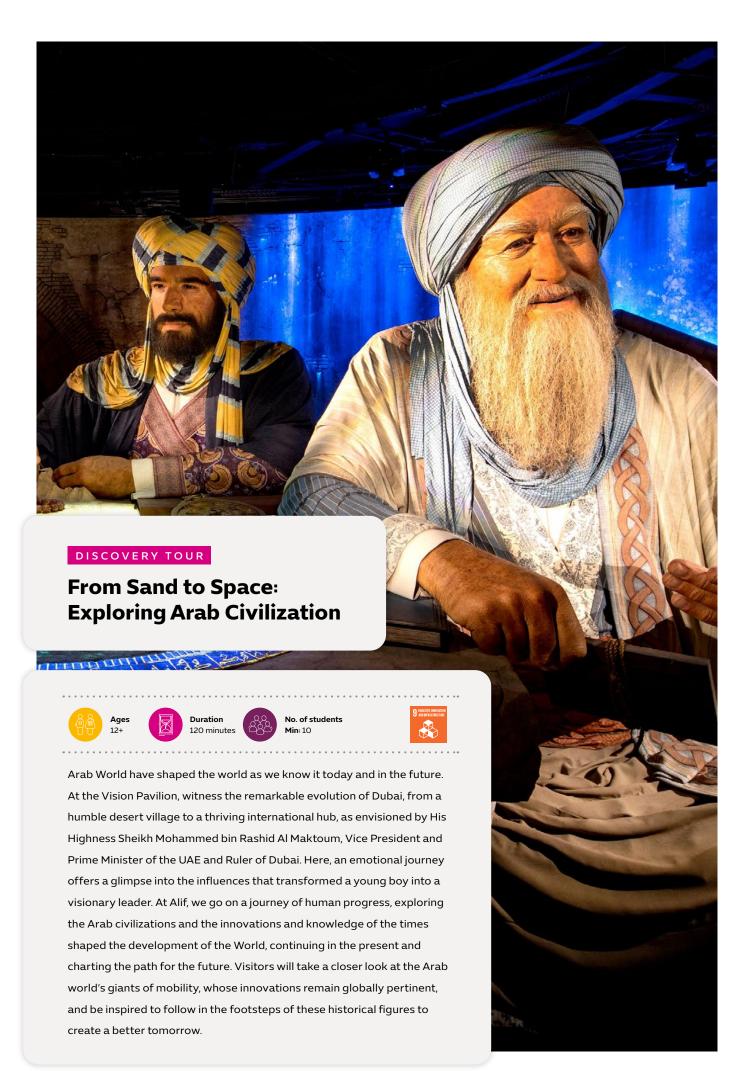
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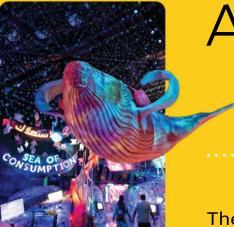












# **Attractions** Pass

The one-day Attractions Pass offers unbeatable value, granting visitors access to all of Expo City Dubai's exciting venues for a full day of exploration and discovery, making it the ultimate way to experience everything Expo City Dubai has to offer.

The attractions pass gives visitors access to the below venues:











Short on time? Ask your sales representative about single entry tickets for your students!

# School Initiatives

Stay Connected. Stay Inspired.

Explore a range of curated initiatives for all age groups featuring workshops, events, and off-site projects focused on global challenges and solutions. Whether you're an individual or an organization, join world-class experts and Expo City Dubai partners in shaping a better future.







# FEATURED INITIATIVE:

### Earth 2.0

Earth 2.0 is a captivating 2 day journey that empowers young minds to explore the thrilling quest for habitable worlds beyond our solar system.

This immersive, hands-on program combines topics such as exoplanet discovery, deep space exploration, robotics. Students will sketch and visually present their own creative vision for a sustainable settlement on Earth 2.0, turning imagination into reality and solving space exploration challenges.

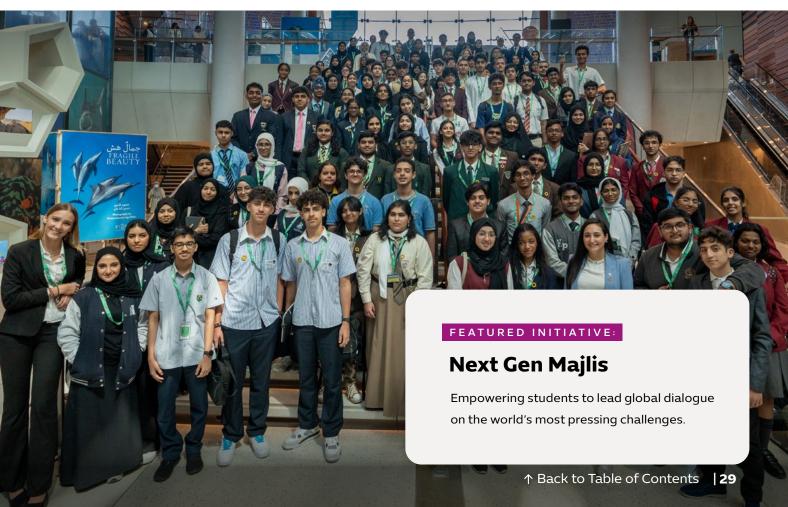
### **Objectives:**

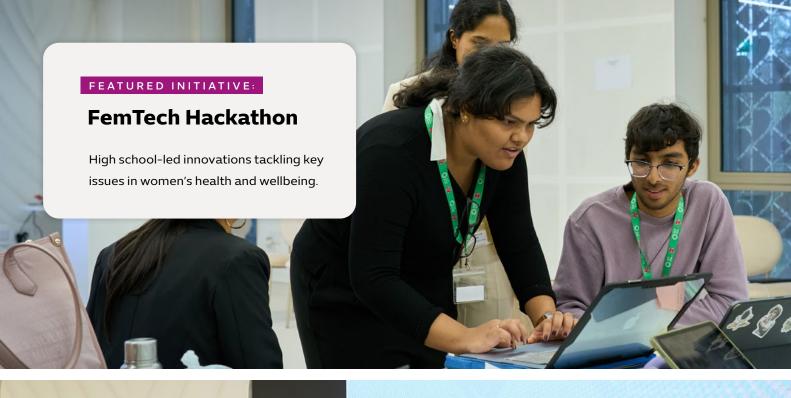
- Ignite Curiosity: Explore the concept of Earth-like planets beyond our solar system.
- 2. Foster Critical Skills: Build teamwork, creativity, and problem-solving through engaging activities.
- 3. Empower Innovation: Apply knowledge to sketch futuristic, sustainable space solutions.

















# Souvenirs & Retail

Explore our exclusive range of sustainable school products designed to inspire both learning and environmental responsibility! From eco-friendly notepads, pencils, tote bags, and water bottles to inspiring scholars such as Ibn Rushd, Ibn Battuta story books and many more.

For more details, please contact your school representative.







# How to Book

# Ready to book your school visit? Here's how to get started:

- 1. Explore our full range of educational programmes at education.expocitydubai.com/en
- 2. Email us at education@expocitydubai.ae with:
  - Chosen programme
  - Number of students and adults
  - Preferred visit date
  - Meal requirements (if any)
- 3. Our team will be in touch to guide you through the booking process.



























For more info, please visit: education.expocitydubai.com

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