

The Principal
All Primary Schools/Secondary Schools

Attn: Head of Department (Science) / Senior Subject Teacher (Science)/ Level Coordinator

Dear Sir/Madam,

**MID-YEAR ACTIVITY: 20 – 29 MAY
BRAIN FEST 2025
SCIENCE CENTRE SINGAPORE**

The highly anticipated **Brain Fest 2025** is back with its latest edition: **The Enchanted Swamp and the Missing Treasure!** This year, Brain Fest features our signature mass escape game, a specially curated mass workshop and a gallery trail.

In the mass escape game, students will race against time and put their heads together to navigate a swamp expedition. Not only will they learn about various brain functions, but this mass escape game also encourages character building through teamwork, time management and strategic problem solving. Explanations on various aspects of the game and the brain functions required to solve the puzzles will be given at the end of the mass escape game.

TITLE	ACTIVITY TYPE
The Enchanted Swamp and the Missing Treasure	Mass Escape Game
Genetic Oasis	Mass Workshop
Swamp Survival Manuscript	Self-exploratory Gallery Trail

Suggested links to the curriculum have also been indicated in Annex A of this circular. For your school publicity convenience, we have also included our Brain Fest poster.

Please complete the booking form (<https://for.edu.sg/brainfest-schools> or scan the QR code below) to indicate your preferred slots. A confirmation will be sent by email if your booking is successful.

For further enquiries, please do not hesitate to contact Ms Amalina (nur_amalina_rahmat@science.edu.sg) or Ms Rae Enn (chong_rae_enn@science.edu.sg) at 6425 2532.

Thank you very much and we look forward to meeting you and your students at Science Centre Singapore.

Yours faithfully,



Dr. Lee Song Choon
Senior Director, Education
Science Centre Board

Reserve your slots here:



<https://for.edu.sg/brainfest-schools>

BRAIN FEST 2025 ACTIVITY PACKAGE

Dates: 20 – 29 May 2025 (weekdays)

Target group: Students from upper primary to secondary

Our mid-year activity packages consist of the following activities:

1. Mass escape game: The Enchanted Swamp and the Missing Treasure
2. Mass workshop: Genetic Oasis
3. Gallery trail (self-guided): Swamp Survival Manuscript

Please refer to page 4 for the package timeslots available.

Mass Escape Game The Enchanted Swamp and the Missing Treasure

Venue: Science Centre Singapore, Annexe Hall

Duration: 1 h 15 min (including pre- and post- activity briefing)

Capacity: max. 200 pax/session*

Suitable for Pri 5 and above

You and your expedition team have journeyed into the heart of a mystical swamp, drawn by whispers of ancient treasure. The air here is thick with shimmering mists and the lines between reality and illusion begin to blur. As you start to find your own reflection becoming unfamiliar, something tells you that your search for a scattered map holds more than just the key to the treasure. Can you piece it together before the swamp's magic changes you forever?

In this mass escape game, students will be tested on the following soft skills from various puzzles:

- Creative thinking
- Focus and alertness
- Memory retrieval
- Instinct and coordination
- Inferential skill
- Problem-solving

This is a team-based game, each team can comprise a maximum of 5 members. Please form the groups before attending. There may be more than 1 school playing the game together.

Mass Workshop Genetic Oasis

Venue: Science Centre Singapore, Annexe Hall 1

Duration: 45min

Capacity: max. 200 pax/session*

Suitable for Pri 5 and above (Content will be adjusted according to class level)

Deep in the enchanted swamp, a hidden sanctuary reveals itself. Here, you must learn to decode DNA's cryptic language to counter the swamp's magic. Will you uncover the hidden truths, or become part of the swamp's mystical legend?

Learning Objectives:

1. Understand DNA structure and function
2. Identify causes of DNA mutations (e.g. chemical, UV radiation)
3. Relate DNA mutations to protein changes

**Depending on your booking size, there may be more than one school group playing the game and/or attending the workshop together.*

**Gallery Trail (Self-guided)
Swamp Survival Manuscript**

Venue: Science Centre Singapore, Galleries

Recommended duration: 1 hour (*Trail booklet provided*)

The Enchanted Swamp's magic deceives and transforms – can you overcome the swamp’s tricks and claim the treasure? Armed with this Survival Manuscript, embark on a self-guided adventure through our galleries. Unravel illusions, outsmart carnivorous plants, master light and reflections and more. Your scientific journey into perception and nature's wonders starts now!

Dates and Package Options

Date	What’s included	Cost
20 – 29 May (weekdays)	Mass Escape Game, Gallery Trail & Mass Workshop (optional)	<u>Without</u> mass workshop: Subsidised Price: \$6/student (Normal Price: \$15/student) <u>With</u> mass workshop: Subsidised Price: \$8/student (Normal Price: \$20/student)

Note:

- Science Centre admission is complimentary for local schools and international schools who are Science Centre members. Science Centre admission fees apply to non-member international schools based in Singapore.
- All participants will be able to enjoy the subsidised rate of \$6 (without workshop) and \$8 (with workshop) this year as the programme is supported by Illumina Corporate Foundation.
- The cost will be fully subsidised for students under Financial Assistance Scheme (FAS), i.e. they do not need to pay for Brain Fest. Please indicate the number of students under FAS and provide the names of these students when booking.

Timeslot Options

Session capacity: max. 200 students

Dates: 20 – 29 May (Weekdays)	
Mass Escape Game & Gallery Trail Only	Mass Escape Game, Gallery Trail & Mass Workshop
MORNING	MORNING
Option 1a: 9:00 am: Mass Escape Game 10:15 am: Gallery Trail 11:15 am: End	Option 1b: 9:00 am: Mass Escape Game 10:30 am: Workshop 11:30 am: Gallery Trail 12:30 pm: End
Option 2a: 9:30 am: Gallery Trail 10:30 am: Mass Escape Game 11:45 am: End	Option 2b: 9:30 am: Gallery Trail 10:30 am: Mass Escape Game 11:45 am: Workshop 12:45 pm: End
Option 3a: 11:00 am: Gallery Trail 12:00 pm: Mass Escape Game 1:15 pm: End	Option 3b: 9:15 am: Workshop 10:15 am: Gallery Trail* 12:00 pm: Mass Escape Game 1:15 pm: End <i>*Note: The recommended time for Gallery Trail is 1 hour.</i>
AFTERNOON	AFTERNOON
Option 4a: 2:30 pm: Mass Escape Game 3:45 pm: Gallery Trail 4:45 pm: End	Option 4b: 2:30 pm: Mass Escape Game 3:45 pm: Gallery Trail 4:45 pm: Workshop 5:45 pm: End
Option 5a: 3:00 pm: Gallery Trail 4:00 pm: Mass Escape Game 5:15 pm: End	Option 5b: 2:00 pm: Gallery Trail 3:00 pm: Workshop 4:00 pm: Mass Escape Game 5:15 pm: End

Important note:

Please arrive 20 min earlier than the stated programme start time to allow time for registration and moving to the venue (i.e., please arrive at Science Centre by 8.40am if you book for the 9am session).

To minimise disruption, late-comers will be denied entry to the mass escape game and/or workshop, whichever applicable. However, they can still visit the galleries at Science Centre.

The information in this circular is accurate at time of printing and is subject to changes. For the latest updates, please refer to <https://www.science.edu.sg/for-schools/events-and-festivals/brainfest>.

Annex A

Learning objectives and syllabus links

Mass Escape Game and Gallery Trail

Learning Objectives	
<p>CONTENT</p> <ol style="list-style-type: none"> 1. Basic brain anatomy 2. Basic neural pathway and function 3. Role of brain in central nervous system 4. Functions of the brain 	<p>SOFT SKILLS</p> <ol style="list-style-type: none"> 1. Strategy planning 2. Teamwork 3. Time management 4. Focus and attention 5. Problem-solving and investigation 6. Observation and analytical skills 7. Creative thinking
Syllabus Links	
Primary	Secondary
<p>SCIENCE & MATHEMATICS</p> <ol style="list-style-type: none"> 1. Practise observation and evaluation skills 2. Learn investigative problem solving, formulating hypotheses, prediction and decision-making 3. Understand the structure of the brain and its various functions 4. Appreciate the role and impact of science and technology in society 	<p>SCIENCE & MATHEMATICS</p> <ol style="list-style-type: none"> 1. Develop attitudes relevant to science; inquiry, initiative, inventiveness 2. Learn brainstorming, problem-solving, cooperative learning 3. Interpret and evaluate observations 4. Understand the structure of the brain and its various functions 5. Appreciate science in everyday phenomena
<p>CHARACTER AND CITIZENSHIP EDUCATION</p> <ol style="list-style-type: none"> 1. Dealing with emotions (e.g., anxiety, excitement, stress) under pressure 2. Seeking help when necessary 3. Working in a team 4. Persevering towards a common goal 5. Responsible decision making 	
<p>21ST CENTURY COMPETENCIES</p> <ol style="list-style-type: none"> 1. Relationship Management 2. Critical, Adaptive and Inventive Thinking 3. Communication, Collaboration, and Information Skills 	

Mass Escape Game and Gallery Trail

Learning Objectives	
<p>CONTENT</p> <ol style="list-style-type: none"> 1. Understand DNA structure and function 2. Examine DNA extraction 3. Identify causes of DNA mutations (e.g. chemical, UV radiation) 4. Relate DNA mutations to protein changes 	<p>SOFT SKILLS</p> <ol style="list-style-type: none"> 1. Focus and attention 2. Observation and analysis
Syllabus Links	
Primary	Secondary
<p>SCIENCE</p> <ol style="list-style-type: none"> 1. Practise observation and analytical skills 2. Build interest and stimulate curiosity about their environment 3. Appreciate how science and technology have influenced and transformed the world 4. Cycles in animals and plants 	<p>SCIENCE</p> <ol style="list-style-type: none"> 1. Develop attitudes relevant to science; inquiry, initiative, inventiveness 2. Interpret and evaluate observations 3. Molecular genetics 4. Inheritance