

# **Weird Science Carnival**

## **The Weird Science Carnival will be:**

- Part Carnival where the attendees will part with their tickets to participate in the individual events.
- Part Science Museum where items of interest will be presented or displayed free of charge.
- All Theater with a Mad Science and Weird Carnival twist.

## **Decoration and costume theme possibilities:**

- Victorian SteamPunk,
- Scientist/Mad Scientist (any era),
- 1930s Depression era Carnivals,
- Future World (the jetpack future we were supposed to have that was envisioned in the last century).

Research and create a character and costume for yourself that is comfortable and easy to maintain for the duration of the event. If you believe it, they will believe it.

## **Booth**

Your “booth” will refer to the location of your individual “Weird Science” event to be presented to the eager and unsuspecting public. Each booth must be envisioned from the perspective of the attendee (or in carnie and con-artist terms, the “mark”). Is your booth exciting, does it draw them in? Does it beg the “mark” to part with their tickets to see or participate in the “Wonders” you will entice them with?

Your booth design must address and incorporate the following points:

1. **Intended Participant:** Who is your Booth or Event designed for? Is there an age limit? If you have specifics for your booth, clearly post it to be seen from a distance.
2. **Gaining Attention:** How will your booth catch their eye. Think of its visibility from all around the area.
3. **Science Information Graphics and Presentation:** How will you present the main science points that will entice them and sound exciting. Ideas: Make it a science mystery to be solved, an awesome power to behold, freak of nature, ancient/future technology, magic, or an ingenious contraption.
4. **Showmanship:** How will you show, present, or let them participate in your activity? Is there competition, suspense, shock and awe? Can you make it so that the person standing behind the “mark” wants to do the exact same thing that they just observed.
5. **Rewards:** What will the “mark” get or receive at the end of your booth’s event. They should receive something for their ticket no matter how small and insignificant.
6. **Crowds:** How will the people be channeled through or around your booth?
7. **Safety:** If you have potentially dangerous materials or equipment, how will you ensure that no accidents occur and what will you do if it happens. Post Warnings Clearly.
8. **Security:** How will you control your equipment and supplies from small curious hands, from older possibly malicious hands, or thieves. Guard your valuables during the event and do not leave anything unattended.
9. **Set up ease and tear down ease.** You will be responsible for both so put some thought into this.

You will know you are successful if the “mark” gets right back in line after they have just finished your booth for another try.

# Weird Science Carnival Events

## Ticketed Events

Purchase tickets to play these events.

1. Mad Scientist Laugh Coach. Booth where you get advice on how to laugh like a Mad Scientist. They practice their laugh, get some helpful tips, and leave with a Mad Scientist dialog sheet with choice Mad Scientist banter to practice. An Oscilloscope (or a few) would work nice here. Successful laughs are recorded on looping cassettes and placed around the carnival as ambient sound. Need to gather 10(+/-) cassette recorders. Research Mad Scientist/Villain Phrases from comic books and movies. Mwuhahahahaha!!! An EVIL laugh by a villain, A maniacal laugh used by insane people. Then she laughed, "MWUHAAAAAAAA" and pushed the shiny red button wired to her Easy Bake Oven.

Build \_\_\_\_\_ Run \_\_\_\_\_

2. Are You Radioactive Booth: Geiger counters will scan for radioactive patrons or packages— chose the radioactive object for prizes. Hide a radioactive item in something simple. Is Your Boyfriend Radioactive??? Don't Kiss Him Until You're Sure! Find Out Now! Give out Certified Non-Radioactive and Kissable buttons or tags to those who pass.

Build \_\_\_\_\_ Run \_\_\_\_\_

3. Calculate your gravitational attraction to your sweetie with the big CALCULATOR! Calculator can be a fake Computer made out of a box with a person in it and a calculator. Part of the fun is the interaction between the “computer” and the “mark” Computer and use a voice disguiser or signs communication with limited responses.

Build \_\_\_\_\_ Run \_\_\_\_\_

4. The Time Machine: Go back in time. Calculate the time dilation of walking fast.

Build \_\_\_\_\_ Run \_\_\_\_\_

5. Air Cannon Arcade: Small air cannon blast cutouts of a Menacing Manbearpig. Manbearpig stickers and Excelsior stickers prizes. They can turn the air cannon on the crowd.

Build \_\_\_\_\_ Run \_\_\_\_\_

6. Stench Cannon: Larger air cannon that is centered to be able to shoot vortex rings of stench at people. Must be mounted for 360 degree aiming possibilities. Smoke Rings a possibility.

Build \_\_\_\_\_ Run \_\_\_\_\_

7. Shock Wire Race. Wire runs across a stretch of wall with hand held loops of wire with conductive handles. Track has a electric fence generator attached to it. Object is to move from one end to the other without getting shocked. It could be a race or for time.

Build \_\_\_\_\_ Run \_\_\_\_\_

8. Field Phone Generator Duels: Two field phone generators--two contestants--holding onto electrodes that the other controls with their generators. Who ever lets go first loses.

Build \_\_\_\_\_ Run \_\_\_\_\_

9. Pendulum Flinch Booth: Large heavy pendulum is placed on the nose and dropped. If they do not flinch when it returns they win a prize. Make a frame for the head and an electromagnetic launcher to avoid any inconsistencies. A pressure switch that when released lights up "flinch" on the frame could determine the winner. A few missing teeth on the ground and a little fake blood would add to the decor.

Build \_\_\_\_\_ Run \_\_\_\_\_

10. Theremin Booth: Play the Theremin. (Need a Theremin) Electric field, field forces illustrated.

Build \_\_\_\_\_ Run \_\_\_\_\_

11. CD Frying Booth: Microwave Old CDs in a microwave, let them watch the light show, and give it to them.

Build \_\_\_\_\_ Run \_\_\_\_\_

12. Hydrocarbon Manipulation Booth--Wax Hands Booth: Sticking hands and fingers in wax and making casts. Weird candle making as well. They get to keep their creations. Push the chemical formula of wax as a theme. Paraffin is a C30 or so molecule.

Build \_\_\_\_\_ Run \_\_\_\_\_

13. Fake Injury Booth: Instead of face painting, we will dress people up in fake bandages, fake blood stains will be a little extra. Teach them their injury in correct medicalese.

Build \_\_\_\_\_ Run \_\_\_\_\_

14. Electrostatic Keyboard Booth: Type the Great American Novel with a static filled comb.

Build \_\_\_\_\_ Run \_\_\_\_\_

15. Vortex Vending Machine: A quarter or ticket gets a small tornado and maybe a gumball--maybe.

Build \_\_\_\_\_ Run \_\_\_\_\_

16. Scorpion vending machine: Gumball machine with a live scorpion. When you put a courter in it a voice says "So close, Try again". Hamsters and snakes would work in there as well.

Build \_\_\_\_\_ Run \_\_\_\_\_

17. Owl Pellet Dissection--on camera and shown to crowd.

Build \_\_\_\_\_ Run \_\_\_\_\_

18. Dig dinosaur decedent's bones in a pile of dirt: Old chicken and bird bones could be mixed with the dirt and they get to dig with a spoon and a brush. They get to keep the bones.

Build \_\_\_\_\_ Run \_\_\_\_\_

19. Fossil Smash: Fake fossils or toys in a plaster/mix to smash with a big hammer. Goggles and gloves.

Build \_\_\_\_\_ Run \_\_\_\_\_

20. Slow Marble Race--spherical magnet tracks with some metal runners and tubes to slow down the action. A couple of options: Two tracks, one deceptively longer than the other--but two metal spheres one a magnet the other not. Always give the magnet to the 'mark'.

Build \_\_\_\_\_ Run \_\_\_\_\_

21. Hovering beach balls and other Bernoulli effects with fans, balance them all and win!

Build \_\_\_\_\_ Run \_\_\_\_\_

22. Snakes on a plane, Sit with three snakes on you with a crazed plane background for a photo op. Place it off to the side with visual shielding.

Build \_\_\_\_\_ Run \_\_\_\_\_

23. The Monkey Gun Booth. Call it something different--Bug Swat? Create a falling collision booth that incorporates a person fired projectile—blow gun, tee shirt cannon, etc. with an electric switch that drops a soft object. Possibly use a solenoid (normally off) or electromagnet (normally on) to drop the object as the projectile leaves the barrel. Goal is to hopefully collide in mid air. Ticket to fire. Reloading the hanging object and gun needs to be quick.

Build \_\_\_\_\_ Run \_\_\_\_\_

24. Bird Bomber booth: A bird traveling across a wire drops a “load”. The “mark” triggers the release with a switch as the bird is flying to hit the target or head of an unsuspecting person. Newton’s First Law. Remote Control airplane and trigger? Flying across the heads of everyone.

Build \_\_\_\_\_ Run \_\_\_\_\_

25. Laser Security Wall: For Ninjas. Bounce a laser over an opening and the person who can contort their way through it without breaking the beam wins. Floor pads are needed. Ticket to play.

Build \_\_\_\_\_ Run \_\_\_\_\_

26. Spinning Rocket Launch: Spin a wheel with a loaded foam rocket attached to it and it will launch when the timer runs out or at a random time. Shoot for a target but the fun is that it could be launched in any direction including back at the contestant. Ticket to spin.

Build \_\_\_\_\_ Run \_\_\_\_\_

27. Build the Giant Marble Race: 2-3 inch PVC pipes and parts to roll a ball from one place to another that they assemble. Large area, ticket to play. PVC Cut in Half with angles and reducers. A-frame stands with arms to hold troughs.

Build \_\_\_\_\_ Run \_\_\_\_\_

28. Van de Graff static generator: Get shocked with 200-400 kilovolts. Ticket to play.

Build \_\_\_\_\_ Run \_\_\_\_\_

29. Brain Foolishness—Messing with the optic nerve: Blinking Light Glasses and a comfortable lounge where they lie down and experience the glasses. Messes with visual perception. Possible seizures warning

Build \_\_\_\_\_ Run \_\_\_\_\_

30. Which Hunt: Using the “magic” of modern chemistry to find the witch?

Build \_\_\_\_\_ Run \_\_\_\_\_

## Free Events

**In addition to watching the ticketed events from a distance, these will be run without charge.**

1. Iron Filings Table. A large Plexiglas covered flat container filled with iron filing for huge magnet pictures. Magnets might need to be attached to the frame and needs to have a little stand.

Build \_\_\_\_\_ Run \_\_\_\_\_

2. Satellite Pendulum Table: Magnet centered on a table with a small metal pendulum to simulate a gravity well.

Build \_\_\_\_\_ Run \_\_\_\_\_

3. Tethered pendulums, 3 to 5 pendulums attached to the same line which spreads the effect to all of them.

Build \_\_\_\_\_ Run \_\_\_\_\_

4. Magnet tower building. A large magnet and many paperclips to build the largest tower.

Build \_\_\_\_\_ Run \_\_\_\_\_

5. Watch the BIG BANG Booth. Tune an analog television to static and 1% of the static should be coming from the left over microwave radiation of the BIG BANG. Whoa!

Build \_\_\_\_\_ Run \_\_\_\_\_

6. The Chair Of Nails. Sit in the chair of nails for a photo op. No shorts or jumping on laps.

Build \_\_\_\_\_ Run \_\_\_\_\_

7. Cloud Chamber—Dry ice and alcohol fog watch for cosmic rays.

Build \_\_\_\_\_ Run \_\_\_\_\_

8. Wave tube—tube with a speaker and a frequency generator with foam pellets.

Build \_\_\_\_\_ Run \_\_\_\_\_

9. Giant Kaleidoscope made from full length wall mirrors.

Build \_\_\_\_\_ Run \_\_\_\_\_

10. Bug Scan your Face and Color Station. Computer scan your face and print out a B&W copy—color and bug stamp it then pin them up around the place or keep it.

Build \_\_\_\_\_ Run \_\_\_\_\_

11. Do Not Touch Table: Table of things not to touch: Alarm sounds if you touch or move anything. Board with pressure switches and an alarm. Parallel circuits with all of them switched and lighted with red LEDs. Battery operated.

Build \_\_\_\_\_ Run \_\_\_\_\_

12. Freak Show: 4 eyed monster (guy with glasses), the human calculator (a girl with a TI-84), the cat headed boy (somebody with a stuffed cat sticking out of their collar), levitating fingers (fingers that bounce from one hand to another), ... The Barker needs to be the real freak and the "freaks" are actually normal.

Build \_\_\_\_\_ Run \_\_\_\_\_

## **Schedule of Weird Science Carnival Work Days**

**Sign up for a minimum of 5 days out of the 13 weekdays listed outside Room 305**

Tuesday 17 Science Olympiad Meeting 3:20-6pm Signup \_\_\_\_\_

Wed 18 Science Builders Meeting 3:20-6pm Signup \_\_\_\_\_

Thurs 19 Carnival Build 3:20-6pm Signup \_\_\_\_\_

Fri 20 Carnival Build 3:20-6pm Signup \_\_\_\_\_

Mon 23 Carnival Build 3:20-6pm Signup \_\_\_\_\_

Tues 24 Science Olympiad Meeting 3:20-6pm Signup \_\_\_\_\_

Wed 25 Science Builders Meeting 3:20-6pm Signup \_\_\_\_\_

Thurs 26 Carnival Build 3:20-6pm Signup \_\_\_\_\_

Fri 27 Carnival Build 3:20-6pm Signup \_\_\_\_\_

Sat 28 Carnival Build To be decided upon. Signup \_\_\_\_\_

Mon 30 Carnival Build 3:20-6pm Signup \_\_\_\_\_

Tues 31 Science Olympiad Meeting 3:20-6pm Signup \_\_\_\_\_

Wed 1 Science Builders Meeting 3:20-6pm Signup \_\_\_\_\_

Thurs 2 Carnival Build 3:20-6pm Signup \_\_\_\_\_

**Fri 3 Great Big Setup and Party. Everyone gets to tryout the events.**

**3:20-Until Finished      Food Provided**

**Everyone is Expected to Work on Setup**

**Sat 4, SHOW TIME Weird Science Carnival 10am to 2pm Be there at 8:30 am Stay until Tear Down is Finished**