

MID-YEAR ACTIVITY: 19 – 28 MAY

BrainFest 2026

PROGRAMME OVERVIEW

BrainFest 2026 returns with an exciting new adventure: **The Whimsical Ocean Rescue!** This year, BrainFest features our signature mass escape game, a specially curated mass workshop and a self-guided gallery trail.

In the mass escape game, students will race against time and put their heads together while exploring the ocean depths. 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.

Complete Activity Package Includes:

Activity	Activity Type	Duration
The Whimsical Ocean Rescue	Mass Escape Game	1h 15min
Unlocking the Secrets of Ocean Life	Mass Workshop	45min
Ms Samanta Ray's Discovery Journal	Self-guided Gallery Trail	1h

Suggested links to the school curriculum have also been indicated in Annex A of this circular.

How to Book?

Ready to dive in? Complete the booking form at <https://for.edu.sg/brainfest2026> or scan the QR code below to secure your preferred time slots. Confirmation emails will be sent upon successful booking.





MASS ESCAPE GAME

The Whimsical Ocean Rescue

Venue: Science Centre Singapore, Annexe Hall
Duration: 1h 15min (including pre- and post- activity briefing)
Capacity: Max. 200 pax/session
Age Group: Suitable for Pri 4 and above

You and your classmates are young sea creatures on an educational adventure with your beloved teacher Ms Samanta Ray when disaster strikes! A fierce ocean current sweeps you all away, and Ms Samanta Ray crashes into jagged rocks while protecting you, leaving her badly injured.

Now it's up to YOU and your team to save the day! Navigate dangerous ocean depths, crack challenging puzzles, and uncover hidden mysteries as you race to collect magical healing ingredients.

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

- Problem solving
 - Planning and decision making
 - Pattern recognition
 - Balance and coordination
 - Auditory processing
- *This is a team-based game, each team should have 4 to 5 members. Please form the groups before attending.*
 - *Depending on your booking size, there may be more than one school group playing the game together.*



MASS WORKSHOP

Unlocking the Secrets of Ocean Life

Venue: Science Centre Singapore, Marquee
Duration: 45 min
Capacity: Max. 200 pax/session
Age Group: Suitable for Pri 4 and above

Dive deep into marine biology! In this hands-on DNA workshop, you'll become molecular detectives, cracking genetic codes and experiencing how DNA creates the incredible diversity of ocean life.

Learning Objectives:

1. Understand DNA structure and function
 2. Describe the importance of bioluminescence and biofluorescence in marine life
 3. Appreciate how genetic information gives rise to protein synthesis
- *Depending on your booking size, there may be more than one school group attending the workshop together.*

SELF-GUIDED GALLERY TRAIL

Ms Samanta Ray's Discovery Journal

Venue: Science Centre Singapore, Exhibition Galleries

Duration: 1 hour

Dive into Ms Manta Ray's fascinating research journal documenting her discoveries about ocean science and marine biology! Follow her scientific adventures through Science Centre galleries, uncovering secrets about science, ocean ecosystems, and underwater mysteries.

BOOKING INFORMATION

Programme Dates & Pricing

Date	What's included	Cost
19 – 28 May (weekdays)	Mass Escape Game, Gallery Trail & Mass Workshop	<u>Local Schools:</u> Subsidised Price: \$10/student (Usual Price: \$25/student) <u>Private Institutions</u> Subsidised Price: \$12/student (Usual Price: \$30/student)

Important 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.
- Participants will be able to enjoy the subsidised rate of \$10 for schools (original price: \$25) and \$12 for private institutions (original price: \$30) 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

Option A

9:00am	Mass Escape Game
10:30am	Mass Workshop
11:30am	Self-guided Gallery Trail
12:30pm	End

Option B

9:30am	Self-guided Gallery Trail
10:30am	Mass Escape Game
12:00pm	Mass Workshop
1:00pm	End

Option C

9:30am	Mass Workshop
10:30am	Self-guided Gallery Trail
11:30am	Break
12:00pm	Mass Escape Game
1:30pm	End

Option D

1:30pm	Self-guided Gallery Trail
2:30pm	Mass Escape Game
4:00pm	Mass Workshop
5:00pm	End

Option E

2:00pm	Self-guided Gallery Trail
3:00pm	Mass Workshop
4:00pm	Mass Escape Game
5:30pm	End

Important Reminders

- 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.

Booking Details & Process

- Complete booking form: <https://for.edu.sg/brainfest2026>
- Confirmation email will be sent upon successful booking
- Each session has a maximum capacity of 200 pax. If your booking exceeds this capacity, please split the group into 2 or more sessions.
- The minimum booking requirement is 20 pax per session. The minimum number will be billed if actual attendance falls below 20.
- Depending on your booking size, there may be other group(s) joining your session.

For the latest updates, please visit our website at <https://for.edu.sg/brainfest>.

CONTACT

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Activity	Learning Objectives	Syllabus Links	
		Primary	Primary
Mass Escape Game & Gallery Trail	CONTENT 1. Basic brain anatomy 2. Basic neural pathway and function 3. Role of brain in central nervous system 4. Functions of the brain	SCIENCE & MATHEMATICS 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 5. Numbers and algebra	SCIENCE & MATHEMATICS 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 6. Numbers and algebra
	SOFT SKILLS 1. Teamwork 2. Time management 3. Problem solving 4. Planning and decision making 5. Pattern recognition 6. Balance and coordination 7. Auditory processing	CHARACTER AND CITIZENSHIP EDUCATION 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	
		21ST CENTURY COMPETENCIES 1. Relationship Management 2. Critical, Adaptive and Inventive Thinking 3. Communication, Collaboration, and Information Skills	

Activity	Learning Objectives	Syllabus Links	
		Primary	Secondary
Mass Workshop	CONTENT 1. Understand DNA structure and function 2. Describe the importance of bioluminescence and biofluorescence in marine life 3. Appreciate how genetic information gives rise to traits through protein synthesis (transcription and translation)	SCIENCE 1. Practise observation and analytical skills 2. Build interest and stimulate curiosity about their environment 3. Interaction within the environment (Adaptations) 4. Light energy and energy conversion	SCIENCE 1. Develop attitudes relevant to science; inquiry, initiative, inventiveness 2. Interpret and evaluate observations 3. Model of cells (DNA) 4. Chemical changes 5. Interactions within Ecosystems (Interrelationships)
	SOFT SKILLS 1. Focus and attention 2. Observation and analysis		