

2025

GRANDPARENTS

UNIVERSITY®

PURDUE FOR LIFE FOUNDATION



WELCOME TO ***GRANDPARENTS UNIVERSITY!***

The Purdue for Life Foundation is thrilled to have you here in beautiful West Lafayette!

Get ready to make memories that your family will cherish for years to come as you discover the excitement of learning from Boilermaker experts, surround yourself with school spirit, and experience your own commencement at Elliott Hall of Music—just like our Purdue graduates.

It is a privilege to share in these special moments with you, and we hope you enjoy these next two days as a family.

 **HAIL PURDUE // BOILER UP !**



SCHEDULE OF EVENTS

WEDNESDAY

4-6PM  **Early Registration** // Dauch Alumni Center

THURSDAY

9-10AM  **Registration** // Memorial Mall

9:55AM  **Depart for Field Trips** // Memorial Mall

A GPU volunteer will help gather your group near the registration tent on Memorial Mall. Please look for the sign with the name of your field trip on it, and line up there.

10-11:30AM  **Campus Field Trips**

11:30-11:45AM  **Transition to Lunch**

11:45AM-12:30PM  **Opening Session and Lunch**

Purdue Memorial Union Ballrooms

We hope your field trip sparked your Boilermaker spirit and has you excited for the possibilities waiting for you during GPU! Join us to learn about the two days ahead and meet the GPU staff and team leaders. We'll also see if you did your homework when we sing "Hail Purdue!" —the greatest fight song in the nation!

12:30-12:45PM  **Transition to Majors**

A classroom ambassador will help gather your group in the ballrooms before leading you to your major. Please look for the sign with the name of your major on it, and line up there.

12:45-1PM  **Icebreaker**

Get to know your new classmates with the help of your classroom ambassador.

1-4PM  **Class Time**

Each major will have a 15-minute snack break.

4-4:30PM  **Transition to Block Party**

4:30-6:30PM  **Boilermaker Block Party** // Memorial Mall

Get ready for music, food, and fun during an evening inspired by summer camp! You'll get the chance to play giant yard games, send a Purdue postcard home, make buttons and bracelets, and tie-dye your own GPU bandana!

Please remember that grandparents must be with their grandchildren at all times. Evening activities are only for registered participants of Grandparents University.

Be sure to visit the Snack Shack in the ballrooms each day before you head to your major! You'll be able to take these with you to enjoy during your break.



FRIDAY

7:30-8:30AM ● **Breakfast** // *Purdue Memorial Union Ballrooms*

8:30-8:45AM ○ **Transition to Majors**

A classroom ambassador will help gather your group in the ballrooms before leading you to your major. Please look for the sign with the name of your major on it, and line up there.

8:45-9AM ● **Icebreaker**

Continue getting to know your new classmates with the help of your classroom ambassador.

9-11:30AM ● **Class Time**

Each major will have a 15-minute snack break.

11:30-11:45AM ○ **Transition to Lunch**

11:45AM-12:45PM ● **Lunch** // *Purdue Memorial Union Ballrooms*

12:45-1PM ○ **Line Up for Processional**

1-1:15PM ● **Processional to Graduation**

1:15-2PM ● **Graduation** // *Elliott Hall of Music*

Congratulations! You are officially a graduate of Grandparents University 2025. All participants will receive a special Purdue gift for completing the program, and grandchildren will be recognized on stage for their GPU achievements.

2-2:30PM ● **Graduation Celebration**

Purdue Bell Tower

Enjoy cookies and refreshments together before leaving campus. We'll see you next year!

Take some time to decorate your graduation cap during mealtimes!

Supplies will be available at tables throughout the ballrooms. You'll want to keep the cap with you to wear during graduation.



MAJORS

Solve a crime. Design the world around you. Make your own music. Create a monster. Even reach inside of a cow's stomach! There's a major to match every interest, giving grandparents and grandchildren the opportunity to learn with each other and from each other under the guidance of Boilermaker experts.

Guide to Physical Activity Levels

Levels of physical activity vary among majors. Every attempt will be made to honor accessibility requests made in advance.



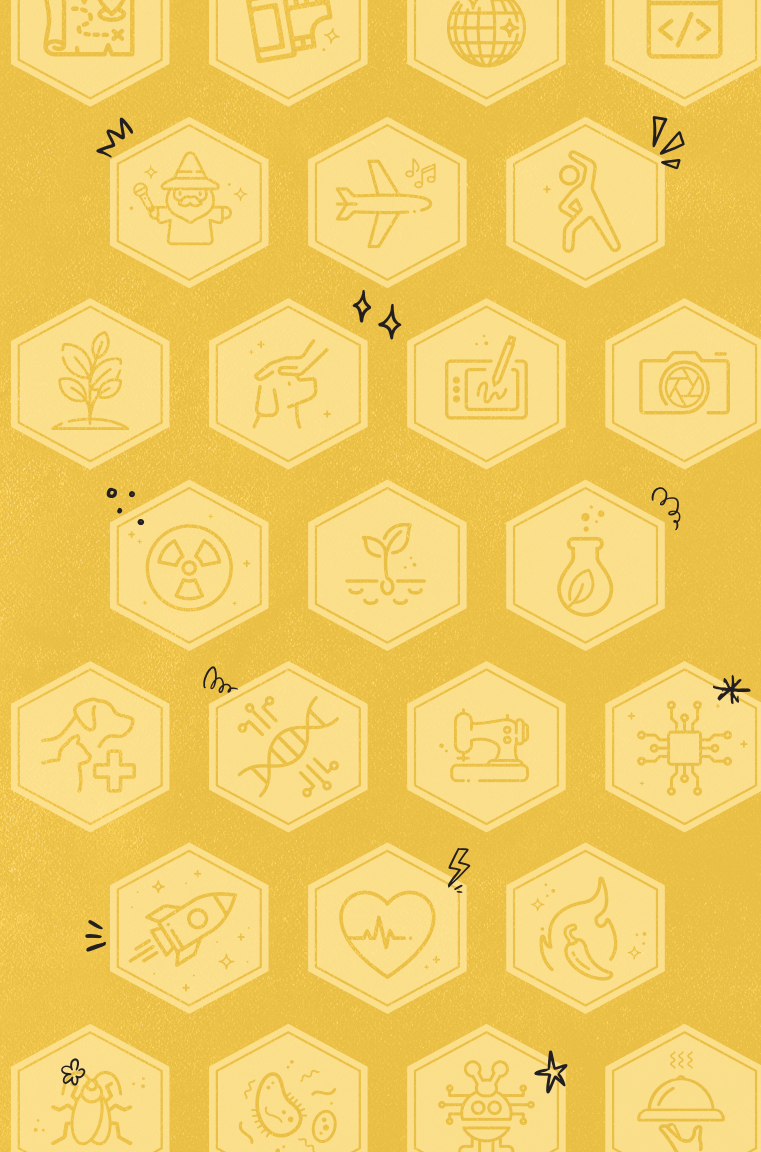
Low: Most activities and tours take place indoors with some walking required. Majors will have mostly seated activities.



Medium: Some movement and walking required between classrooms and venues, which may include stairs. Long periods of standing may be required, and outdoor activity is possible.



High: Significant movement and physical activity required, including walking or hiking outdoors.



ABCs OF ABE

SESSION 1 SESSION 2

FACILITATED BY: College of Engineering

AGE GROUP: 7–14

ACTIVITY LEVEL: High

Experience the world of agricultural and biological engineering—from farm and forest to food and pharmaceuticals! Learn about the kinds of technologies that help crop production around the globe, discover how ecological engineers create designs and restore natural ecosystems, and hear how bioprocess engineers solve problems related to health, food, and the environment.

EXAMPLES OF ACTIVITIES:

- Discover how drones and robots are pushing agriculture into the digital age—and then fly/drive them
- Explore a stream redesign site
- Get a *taste* for bioprocess engineering by making popping boba



ADVANCING ANIMAL HEALTH

SESSION 1

FACILITATED BY: College of Veterinary Medicine

AGE GROUP: 11–14

ACTIVITY LEVEL: High

Discover some of the day-to-day activities of a veterinarian and veterinary nurse. You'll get to see what they see by working directly with live animals, studying X-rays, and even examining the microorganisms that live inside a cow's stomach!

EXAMPLES OF ACTIVITIES:

- Practice physical exam techniques on a dog
- Reach inside a real cow's stomach
- Look at blood cells under a microscope



ADVENTURE AWAITS

SESSION 2

FACILITATED BY: Purdue Libraries & School of Information Studies

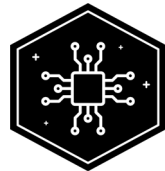
AGE GROUP: 7–14

ACTIVITY LEVEL: Low 

Get ready for a journey filled with maps, games, and puzzles! Unleash your creativity as you explore the world using simple mapping tools. Along the way, you'll discover how maps connect the past to the present and learn to read symbols, directions, and coordinates through scavenger hunts and nature walks.

EXAMPLES OF ACTIVITIES:

- Create a family history book detailing where family members have lived, traveled, or celebrated special moments
- Discover how to identify natural features and man-made structures from above using satellite images
- Design and map a fictional island—complete with mountains, rivers, and cities



AI & U

SESSION 2

FACILITATED BY: College of Agriculture

AGE GROUP: 11–14

ACTIVITY LEVEL: Low 

Alexa. Siri. ChatGPT. Gemini. Artificial intelligence is all around you—and you may not even realize it. As you explore innovative ways to plan a dream vacation and embark on an unforgettable virtual experience, you'll discover how AI works, how to use it responsibly, and what its future might hold.

EXAMPLES OF ACTIVITIES:

- Use an AI chatbot to create an itinerary for a dream destination
- Navigate Google Maps to view potential locations you'd like to visit
- Discover how technology can become your magic carpet to explore new worlds



ALL THE SMALL THINGS

SESSION 2

FACILITATED BY: College of Engineering

AGE GROUP: 7–14

ACTIVITY LEVEL: Low 

Can you imagine a world that's too small to see? Introducing nanotechnology! Explore nanoscale science and engineering, and learn about their impacts on society. By engaging with engineers and scientists, you'll discover materials and technologies that are changing the world.

EXAMPLES OF ACTIVITIES:

- Experiment with and manipulate liquid crystals and thin films
- Tour the nanotechnology center's research cleanroom
- Watch a nano ice cream demonstration before enjoying your own sweet treat



CAN YOU SEE IT?

SESSION 1 SESSION 2

FACILITATED BY: College of Liberal Arts

AGE GROUP: 7–14

ACTIVITY LEVEL: Medium 

It wasn't long ago that you were in the dark about the results of your photography—literally. Explore the beauty of analog film photography, which includes loading film into a 35 mm camera, printing contact sheets, and developing negatives in a traditional darkroom!

EXAMPLES OF ACTIVITIES:

- Discover the secrets of good photographic composition
- Take your new photography skills on a campus walk using 35 mm film in an analog film camera
- Process black-and-white film



CAPTURING LIGHT

SESSION 2

FACILITATED BY: Purdue Libraries & School of Information Studies

AGE GROUP: 7–14

ACTIVITY LEVEL: Low 

With the help of digital cameras and our phones, we can take great photos pretty effortlessly. But do you know how a camera actually works? Discover the history of modern-day photography by making your own pinhole camera. You'll even learn how to create an image without a camera using only light!

EXAMPLES OF ACTIVITIES:

- Discover the origins of optics
- Make a pinhole camera out of cardboard
- Experience photography through a cyanotype activity as you create blue-and-white images without a camera



DIG DEEP

SESSION 2

FACILITATED BY: College of Agriculture

AGE GROUP: 7–14

ACTIVITY LEVEL: High 

There's just something scrumptious about sweet corn off the cob in the summer. But how does sweet corn become sweet? Get ready to get your hands dirty! Discover how agronomists use genetics and the soil beneath your feet to grow the food and fiber that fuel the world.

EXAMPLES OF ACTIVITIES:

- Explore how new crop varieties are developed at Purdue
- Discover the impact of soil on your daily life—from growing food to camping to installing basements
- Experience traditional and cutting-edge soil technologies



DYNAMICS OF DANCE

SESSION 1 SESSION 2

FACILITATED BY: College of Liberal Arts

AGE GROUP: 7–14

ACTIVITY LEVEL: High 

What inspires you to break into dance? Have you ever thought about the moves your body makes when you're dancing? While enjoying fun music, explore the different shapes, motions, and images we can make with our bodies through dance. Then, incorporate everything you've learned into an original dance you'll perform in the dance program studio!

EXAMPLES OF ACTIVITIES:

- Enjoy learning various modern dance techniques
- Create an original dance inspired by everyday surroundings
- Enhance your dance and stage presence by incorporating positive feedback



ENGINEERING IN SPACE

SESSION 1 SESSION 2

FACILITATED BY: College of Engineering

AGE GROUP: 7–14

ACTIVITY LEVEL: Low 

When you think about going to space, you probably think about astronauts. But what about engineers? Through the design, creation, and operation of aircraft, rockets, and space-based systems, engineers play a big part in space exploration! Discover space from an engineer's perspective, and learn about their roles in recent missions to space.

EXAMPLES OF ACTIVITIES:

- Build your very own rocket
- Explore space engineering through origami



HEALTH EXPLORERS

SESSION 1

FACILITATED BY: College of Health & Human Sciences

AGE GROUP: 7–10

ACTIVITY LEVEL: Low 

You're being paged—get ready to unravel some of the mysteries of the human body! Discover what a career in health care would be like by working with and learning from Boilermakers in Purdue's School of Nursing.

EXAMPLES OF ACTIVITIES:

- Learn about vital signs and practice taking them
- Discover the world of germs—how they spread and how to keep yourself healthy
- Explore various systems of the body and how they work together



HOT SCIENCE

SESSION 1

FACILITATED BY: College of Agriculture

AGE GROUP: 7–14

ACTIVITY LEVEL: Low 

What do peppers, bacteria, and hot sauce all have in common? You! Before you create your own hot sauce to take home, you'll learn more about its basic ingredient—bacteria. Study the natural bacteria present on different varieties of peppers, and discover how that bacteria can be put to work to make hot sauce!

EXAMPLES OF ACTIVITIES:

- Use Petri dishes to explore the natural bacteria on different peppers
- Prepare hot sauces from the peppers—making sure to measure the pH and allowing it to ferment overnight
- Test the pH the next day, evaluate the different results, and take your hot sauce home to enjoy



INSECT EXPEDITION

SESSION 1 SESSION 2

FACILITATED BY: College of Agriculture

AGE GROUP: 11–14

ACTIVITY LEVEL: Low 

Explore the awesome world of arthropods—the species that makes up approximately 80% of all living animals on Earth. The numbers are large, but the creatures are not! Insects, spiders, scorpions, millipedes, and isopods—discover how all of these bugs interact with each other and the world around them.

EXAMPLES OF ACTIVITIES:

- Explore the habitats of these crawling creatures
- Learn about what they need to survive
- Meet and interact with residents of the Purdue Bug Barn





MICROBES TO MEDICINES

SESSION 1

FACILITATED BY: College of Science

AGE GROUP: 7–14

ACTIVITY LEVEL: Low 

Get ready to look at dirt like a scientist, and explore the bacteria that live in your own backyard! Discover how the bacteria found in soil can be used to make antibiotics—maybe even ones you’ve taken!

EXAMPLES OF ACTIVITIES:

- Isolate bacteria from soil
- Learn how microorganisms make molecules that we use as medicines
- Observe *Streptomyces* bacteria and the colored compounds they produce



MONSTER INNOVATION

SESSION 1

FACILITATED BY: Purdue Libraries & School of Information Studies

AGE GROUP: 7–14

ACTIVITY LEVEL: Low 

Monsters are on the loose in Purdue Libraries! Well, not yet, but they will be once you create them! After making sure your design complies with American Society of Monster Engineering standards and that it doesn’t infringe on other monster patents, you’ll be able to transform your design into a constructed creation.

EXAMPLES OF ACTIVITIES:

- Design a cardboard monster prototype
- Study standards and patents for prototypes
- Add excitement to the creation with circuitry



ONCE UPON A STUDIO

SESSION 2

FACILITATED BY: College of Liberal Arts

AGE GROUP: 11–14

ACTIVITY LEVEL: Low 

Take a deep breath. Get into character. It’s time to step into the studio! Bring a classic fairy tale to life in the most captivating way as you explore the foundations of theatrical sound design, including music, sound effects, and vocal techniques.

EXAMPLES OF ACTIVITIES:

- Record dialogue from a well-known fairy tale in Purdue Theatre’s Audio Production Studio
- Work with faculty members to select music and sounds to enhance the story
- Experience the magic of the finished product



PAW-SOME PARTNERS

SESSION 2

FACILITATED BY: College of Veterinary Medicine

AGE GROUP: 7–14

ACTIVITY LEVEL: Medium 

If you have a pet, do they stay close to you when you’re feeling sad or sick? Animals have an incredible ability to both understand and help us. Explore the psychology behind the special bond between animals and humans, and discover the many important jobs animals can do!

EXAMPLES OF ACTIVITIES:

- Meet therapy dogs and learn how they help their humans
- Enjoy a demonstration with a trained police working dog
- Complete an art activity that reflects how pets make us feel



PRINTING CREATIVI-TEE

SESSION 1 SESSION 2

FACILITATED BY: College of Liberal Arts

AGE GROUP: 11–14

ACTIVITY LEVEL: Medium 🟡

The next time someone asks where you got your shirt, you'll be able to proudly say, "I made it!" Using a design you've created, experience the process of screen printing from start to finish. You'll even get to carve your own stamp design, so get ready to use your creativity!

EXAMPLES OF ACTIVITIES:

- Create an original design
- Use light to create a design stencil
- Screen print your design on a T-shirt
- Carve your own stamp



RADIATION IN ACTION

SESSION 2

FACILITATED BY: College of Health & Human Sciences

AGE GROUP: 7–14

ACTIVITY LEVEL: Low 🟢

When you hear the word radiation, do you think of being bitten by a radioactive spider or the gamma rays that created the Hulk? As exciting as these stories are, the reality of radiation might be even more fascinating. Discover how to measure radiation, how it benefits our health, and how it's used to treat cancer.

EXAMPLES OF ACTIVITIES:

- Discover the process of radioactive decay using candy
- Build your own radiation detector with a balloon
- Clean up a radioactive spill



READY, SET, CODE!

SESSION 1

FACILITATED BY: College of Education

AGE GROUP: 11–14

ACTIVITY LEVEL: Medium 🟡

Get ready to create something so ridiculous that it just might work! Discover how to creatively solve real-world problems as you program your own car and build a Rube Goldberg machine—a chain-reaction device that uses everyday materials to complete a simple task in a complicated and entertaining way.

EXAMPLES OF ACTIVITIES:

- Explore the concepts of coding, robotics, and creative engineering
- Learn about autonomous vehicles before programming a robotic car
- Figure out the basics of programming using Scratch, a website that helps children create digital stories, games, and animations through coding



RUNNING A RESTAURANT

SESSION 1 SESSION 2

FACILITATED BY: College of Health & Human Sciences

AGE GROUP: 7–14

ACTIVITY LEVEL: Low 🟢

Opening a dream restaurant is only the beginning. Many times, the secret to a restaurant's success is in the details. Explore the essentials of great hospitality and the factors that make a food-service operation successful, including flexibility, professionalism, creating a welcoming atmosphere, and—of course—delicious menus!

EXAMPLES OF ACTIVITIES:

- Design your dream restaurant—choose a theme, location, name, and must-have menu items
- Prepare a dish in a commercial kitchen with assistance from a Purdue chef
- Master your front-of-house skills—setting a fancy table, hiring employees, and providing the best customer service



SEW MANY MEMORIES

SESSION 1 SESSION 2

FACILITATED BY: College of Liberal Arts

AGE GROUP: 7–14

ACTIVITY LEVEL: Low 

Do you have a blanket from when you were little that still brings you a sense of comfort? Or lucky socks you can't get rid of—no matter how dirty they are? Get ready to dive into the history of fabrics and clothing, uncovering the special memories they hold and the stories they tell about the past.

EXAMPLES OF ACTIVITIES:

- Discover how clothing and fabric shape our lives as individuals and as a society
- Learn the basics of sewing using hand stitches and sewing machines
- Sew your very own pillow to take home



SHAPING SPACES

SESSION 1 SESSION 2

FACILITATED BY: College of Liberal Arts

AGE GROUP: 7–14

ACTIVITY LEVEL: Low 

Unleash your imagination in the exciting world of interior design. Discover how a dream becomes a design that transforms into a beautifully crafted room. By exploring different colors, textures, and layouts, you'll begin to see the spaces around you like never before!

EXAMPLES OF ACTIVITIES:

- Learn how color, texture, layout, and furniture affect the interior spaces around us
- Work together to create a colorful mood board for a dream room
- Build a creative world through fun hands-on model making



SHARK TANK JR.

SESSION 1 SESSION 2

FACILITATED BY: Mitch Daniels School of Business

AGE GROUP: 7–14

ACTIVITY LEVEL: Medium 

Messy rooms. Confusing homework problems. Chores you wish would do themselves. You encounter problems every day! If you have ever come up with a solution, then it's time to enter the shark tank. Discover your inner entrepreneur before getting the chance to pitch your very own ideas!

EXAMPLES OF ACTIVITIES:

- Create possible solutions to real-world problems
- Learn about product development and how to conduct market research
- Discover how to find solutions to problems through reverse brainstorming





SKETCHES & SCULPTURES

SESSION 1 SESSION 2

FACILITATED BY: College of Liberal Arts

AGE GROUP: 7–14

ACTIVITY LEVEL: Medium 🟡

Ready to create a masterpiece? Get inspired by Edgar Degas, one of the world's most famous artists. After exploring his work and techniques, you'll sketch and sculpt your own creations. Your finished pieces will go on display next to the Degas Collection at the Purdue Memorial Union!

EXAMPLES OF ACTIVITIES:

- Draw sketches on an iPad
- Create figurative clay sculptures
- Complete a grid enlargement of one of Degas's paintings



STEM-IT!

SESSION 1 SESSION 2

FACILITATED BY: Purdue Polytechnic Institute

AGE GROUP: 7–14

ACTIVITY LEVEL: Medium 🟡

Discover innovative ways to design, solve problems, and create in the exciting world of STEM! From building with Legos to working with robots, get ready to explore just how engaging science, technology, engineering, and mathematics can be—and why STEM is important. Discover innovative ways to design, solve problems, and create in the exciting world of STEM! From building with Legos to working with robots, get ready to explore just how engaging science, technology, engineering, and mathematics can be—and why STEM is important.

EXAMPLES OF ACTIVITIES:

- Experience 3D printing
- Explore STEM through robotics, including Dobot, Dash and Dot, and Sphero
- Tour a micromanufacturing testbed



THE ART OF NATURE

SESSION 2

FACILITATED BY: College of Agriculture

AGE GROUP: 7–14

ACTIVITY LEVEL: Low 🟢

Experience nature in a brand-new way by combining art with science! Get ready to sketch scientific observations using various creative techniques and create your own maps. You'll even discover how trees can talk to us! You will be amazed by what you can create while exploring the world around you.

EXAMPLES OF ACTIVITIES:

- Become a cartographer by creating a watercolor fantasy map
- Learn how to observe and describe nature through scientific sketching
- Uncover the communication methods of trees



THE MUSIC OF AIRPLANES

SESSION 1 SESSION 2

FACILITATED BY: College of Liberal Arts

AGE GROUP: 11–14

ACTIVITY LEVEL: High 🟡

If you close your eyes on Purdue's campus, you'll hear all kinds of sounds—students talking, cars honking, the whirr of bikes and scooters, and even plane engines overhead! Get ready to transform the sounds at Purdue University Airport into a piece of music using your phone and computer software.

EXAMPLES OF ACTIVITIES:

- Record audio at the Purdue Airport on a “soundwalk”
- Organize the sounds using custom software
- Create a “soundscape” musical piece with the recorded audio using GarageBand



UNDERSTANDING NATURE

SESSION 1 SESSION 2

FACILITATED BY: Forestry and Natural Resources

AGE GROUP: 7–14

ACTIVITY LEVEL: High 🟡

Have you ever looked at a tree or a stream and wondered if it's healthy? Did you know that we can use the environment around us to make decisions for the future? Discover the various techniques aquatic science, forestry, and wildlife specialists use to gather information from nature.

EXAMPLES OF ACTIVITIES:

- Practice aquatic sampling techniques
- Learn how to identify different types of wildlife
- Explore a forest by measuring its trees and plants



WELLNESS WARRIORS

SESSION 1 SESSION 2

FACILITATED BY: College of Health & Human Sciences

AGE GROUP: 7–14

ACTIVITY LEVEL: High 🟡

At the heart of every Boilermaker champion is a commitment to health. Go behind the scenes of Purdue Athletics to discover the multidisciplinary approach that supports the health and performance of athletes, including nutrition, wellness, and strength training.

EXAMPLES OF ACTIVITIES:

- Tour the facilities that Boilermaker athletes call home
- Create your own performance snack
- Practice sports medicine by learning basic stretches and athletic taping



WHODUNIT?

SESSION 1

FACILITATED BY: College of Health & Human Sciences

AGE GROUP: 7–14

ACTIVITY LEVEL: Low 🟢

A crime has taken place, and we need “brain detectives”! Dive into the world of forensic psychology, where experts use their knowledge about how people think and behave to help the legal system answer questions. Explore the roles of a forensic psychologist—including analyzing behavior—by participating in mock trials!

EXAMPLES OF ACTIVITIES:

- Create a criminal profile
- Build the perfect jury
- Testify in a mock trial as an expert witness



WRITING WITH AN AUTHOR

SESSION 1

FACILITATED BY: College of Liberal Arts

AGE GROUP: 7–10

ACTIVITY LEVEL: Low 🟢

This is your chance to learn from and write with a beloved Boilermaker author! Every book starts with just an idea, but then it goes through quite the journey—research, interviews, putting words to ideas, and illustrations. Get ready to go on your own journey as you create a book filled with memories!

EXAMPLES OF ACTIVITIES:

- Interview grandparents to create a lap-book biography
- Celebrate your achievements as an author with a book launch
- Spend time with a surprise visitor



HAIL PURDUE

FIRST VERSE



To your call once more we rally;
Alma mater, hear our praise.
Where the Wabash spreads its valley,
Filled with joy our voices raise.
From the skies in swelling echoes
Come the cheers that tell the tale
Of your vict'ries and your heroes—
Hail Purdue! We sing all hail!



CHORUS

Hail, hail to old Purdue!
All hail to our Old Gold and Black!
Hail, hail to old Purdue!
Our friendship may she never lack.
Ever grateful, ever true,
Thus we raise our song anew—
Of the days we've spent with you,
All hail our own Purdue!



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