



Fall 2018 Clubs



Monday	Tuesday	Wednesday	Thursday	Friday
		ART (Grades 3-5) 8:00-8:55 AM		CHESS (Grades 1-5) 8:00-8:55 AM
	TENNIS (Grades 1-5) 3:50-4:50 PM	TECHNOLOGY (Grades 3-5) 3:50-4:50 PM	CHEER (Grades 1-5) 3:50-5:00 PM	
	STEM (Grades 2-3) 3:50-4:50 PM	RUNNING (Grades 2-5) 3:50-4:50 PM	RUNNING (Grades 2-5) 3:50-4:50 PM	
	STEM (Grades 4-5) 3:50-4:50 PM	TKD (Grades 1-5) 3:50-4:50 PM		

STEM CLUBS - A club for kids who like science, technology, engineering and math. Students will perform experiments, build things and participate in activities that challenge their thinking.

TENNIS CLUB - The United States Tennis Association Mid-Atlantic Section (USTA MAS) proudly presents TGA Premier Youth Tennis, the first and only national tennis enrichment program in the country. Students will develop tennis skills utilizing kid-friendly equipment in a play-to-learn style that gets them rallying and having fun right away. Elementary school programs include a five-level progression system. All first time students receive a wristband, a hat, and a student handbook. Program is taught by USTA-trained coaches utilizing the most current teaching methodology. All tennis equipment is provided (e.g. racquets, balls, pop up nets).

TAE KWON DO CLUB - This innovative series of classes is designed to build students' respect, focus, cooperation, self-control and self-confidence in a way that they can easily apply at school and at home. The classes will focus on developing positive character traits, including how to deal with issues such as being bullied, which is often the effect of low self-esteem or self-confidence. This club is run by Mt Kim Martial Arts.

RUNNING CLUBS (Wed and Thurs) - Students will gain strength and stamina while participating in fun running activities.

ART CLUB - Fill your heart with extra art! The art club students will have a chance to create their own unique artwork after viewing famous works of art. They may use paints, oil pastels, mixing materials and even create clay sculptures. This is a club focused on creating, learning and experimenting with art.

TECHNOLOGY CLUB - This club is for students who have an interest in learning basic coding skills and experimenting with new programs and apps. We'll use programs like OSMO, Oz bots, and iMovie.

CHEER CLUB - Learn cheers, chants and a fun pom pom routine! Work on strength skills, cartwheels and round offs. A great club to build confidence and friendships. Club fee includes a t-shirt, hair bows and pom poms.

CHESS CLUB - Our chess club focuses mainly on the basic rules, tactics and general strategies of the game. Children learn the piece movements, piece values and most importantly to make decisions based on those factors. Depending on the group experience we could go far beyond the basics by introducing middle game and endgame theory. We also identify checkmate patterns and tactics like forks, pins, skewers, double checks, decoys, etc. Children are also exposed to chess notation, chess etiquette and general sportsmanship guidelines.

Policies for After School Clubs

- This fall there will be **NO** makeups even if a club has to be cancelled due to school closing, bad weather or an instructor canceling.
- Students must be picked up on time at the scheduled end of the club by an adult listed on their registration form **with an ID**. If a student is picked up late more than twice they will be removed from the club and no refund will be granted.
- If there is a discipline issue during a club the instructor will be responsible for handling the situation and communicating with the parents. For the first incident, the instructor may choose to ask the student to sit out for the remainder of the session (depending on the severity) and the parent will be informed. With the second incident, the student will be asked to miss one session of the club. The third incident will result in dismissal.