

After School Program

U.C.C. Fall 2019 Club Schedule

Clubs start on Friday September 27, 2019

Please look below for club specific dates

Form	Monday	Tuesday	Wed.	Thursday	Friday
SK/1	Tennis 3:45-4:45	Chess Club 4:00-5:00 Kangoo 3:45-4:45	Jr. Money Makers 3:45-4:45	Adventure Club 3:30-4:30 Mad Science (Yr. 1) 3:45-4:45	LEGO Robotics 4:00-5:00 Art Attack 3:30-4:30
2	Tennis 3:45-4:45 Art Attack 3:30-4:30	Chess Club 4:00-5:00 Kangoo 3:45-4:45	Jr. Money Makers 3:45-4:45	Mad Science 3:45-4:45 Adventure Club 3:30-4:30	Robotics 4:00-5:00 Soccer Club 3:45-4:45
3	Tennis 3:45-4:45 Art Attack 3:30-4:30	Chess Club 4:00-5:00 Kangoo 3:45-4:45	Jr. Money Makers 3:45-4:45	Mad Science 3:45-4:45 Adventure Club 3:30-4:30	Robotics 4:00-5:00 Soccer Club 3:45-4:45
4	Comic Design Club 3:45-4:45 Songwriting Club 3:45-4:45	Chess 4:00-5:00 Tennis 4:00-5:00 Scrabble Club 4:00-5:00	Financial Literacy I & II 3:45-4:45	Mad Science 3:45-4:45 Year 4 and 5 Debate 3:45-4:45	Robotics 4:00-5:00 Soccer Club 3:45-4:45
5	Comic Design Club 3:45-4:45 Songwriting Club 3:45-4:45	Chess 4:00-5:00 Tennis 4:00-5:00 Scrabble Club 4:00-5:00	Financial Literacy I & II 3:45-4:45 Soccer Club 3:45-4:45	Music Club 3:45-4:45 Mad Science 3:45-4:45 Year 4 & 5 Debate 3:45-4:45	Robotics 4:00-5:00

6	Comic Design Club 3:45-4:45 Songwriting Club 3:45-4:45	Chess 4:00-5:00 Tennis 4:00-5:00 Scrabble Club 4:00-5:00	Financial Literacy I & II 3:45-4:45 Soccer Club 3:45-4:45	Music Club 3:45-4:45 Mad Science 3:45-4:45	Robotics 4:00-5:00 Year 6 Debate 4:00-5:00
7	Grade 7 Debate 4:00-5:00 Songwriting Club 3:45-4:45 Comic Design Club 3:45-4:45	Chess 4:00-5:00 Tennis 4:00-5:00 Scrabble Club 4:00-5:00	Financial Literacy I & II 3:45-4:45 Soccer Club 3:45-4:45	Music Club 3:45-4:45 Mad Science 3:45-4:45	Robotics 4:00-5:00

Link to ASP Fall Clubs Registration:

https://docs.google.com/forms/d/1W0WJZLfhd8-tcSEI_UWiDhweRzfQEOAMljmn66_rohs/edit

ASP Fall 2019 Special Programs

***NEW – Songwriting Club**

Welcoming all young musicians, writers and rockstars! Join the Songwriting Club to learn more about how to develop your own sound. Students will work over the 8 weeks on preparing an original song to be recorded and then sent home with the students. Students will work through the development of their lyrics and sound, then learning about the ins and outs of recording their own song!

***NEW – Comic Design Club**

The Avengers, Batman, and The Green Lantern may have already been written, but there are still tons of superheroes just waiting for you to tell their story! In this unique program, students will have the opportunity to create their very own comic book, from start to finish. Students will develop characters, conceptualize storyboards, and create their very own comic book to bring home with them. Throughout this process, students will enhance creativity, learning alternative methods of storytelling and self-expression as well as the fine art techniques of the greats. Are you ready to bring your character to life on the page? If so, it's time to Create Your Own Comic Book! Comic Design Club is a unique program allowing students to conceptualize and create their very own comic books. This club is open for students Years 4 to 7, and will be run by experienced comic book creators! Students will learn how to develop their own storyline, create animations and utilize numerous fun and engaging cartooning skills and techniques. Plus the students will be able to take their comics home at the end of the program to share with family!

Kangoo Club

Kangoo Jumps are the world's lowest impact shoes! Our after school programs are fun, energetic and versatile! We bring shoes for each child and run a different activity with them each session. This includes sports like dodgeball and basketball, games, relay races and obstacle courses, choreographed routines and jogging challenges. Games performed

with Kangoo Jumps enhance the motor abilities of children to improve the skill related to components of fitness: strength, agility, speed, coordination, balance and endurance. Exercise on Kangoo Jumps boots may also assist in the development of intellectual, aesthetic and social skills.

Tournament Chess For All Levels

This is a program for everyone – from beginners learning the names of the pieces to the most advanced, rated tournament players. Whatever your level, we will make you better! This program is challenging. But challenging is fun! Students are separated into their respective groups based on level. All participate in tournaments that include not just games, but difficult riddles and problem solving challenges that will see them rise to the occasion to figure out. Every student is challenged to set goals, to solve problems, to take initiative, and to focus. The tournament setting itself provides a great opportunity to teach good sportsmanship, tenacity, and never giving up. The idea behind this program is excellence. We challenge all those participating, from the youngest beginners to the most advanced, to be the best that they can be at this, and any other, obstacle they may confront. On top of the great benefits of the game of chess itself, this program also brings great value off the board. Come one come all!

Mad Science – Extraordinary Laboratories

We'll examine the world children interact with through fun and hands-on experiments, discovering the scientific principles behind it all! Your young scientist will be wowed by amazing activities and quality projects every week, exploring topics ranging from chemistry to magnets, taste buds to sound, lightening to rainbows, and so much more! **Weekly Topics:** Watts-Up, Magnetic Magic, Optical Illusions, Lights...Colour...Action, Chem-Mystery, Sonic Sound, Tantalizing Taste, Harnessing Heat.

Jr. Money Managers – Level I

A fun and memorable introduction to money – What is it? Where does it come from? (hint: it doesn't grow on trees!) We also cover the basics of what it means to be a consumer, and the concepts of savings (why should we save? how do we save?) and debt (including credit cards and credit scores). Finally, yes, we are running one of our popular financial tournaments that will see the kids complaining about taxes and credit more than their parents! It is never too early for your children to learn these materials – this program will surprise you!

Financial Literacy – Level I

Extra Ed has turned learning basic financial literacy upside down – from boring and tedious, to fun and inspiring! Be warned, however, that this program will also turn your home life upside down – from “Mom, Dad, give me money” to “Mom, Dad, give me money for my RESP!” We have created an empowering financial literacy curriculum that features interactive group activities, easy-to-understand visual presentations, a “net worth” tournament, and highly charged discussions. Major topics include savings (Why should I save? How much can I save if I start now? How do I save?), and debt (What is it? How does it all work? Who exactly do I owe money to?). We also cover what it really costs parents to keep their little darlings fed, clothed, and educated for one year, as well as an outline of life's big expenses, like education, real estate and retirement. In an era filled with unrelenting consumer advertising, false images of financial success, and easily accessible credit, this course teaches students how to be financial leaders, not financial victims; to be true to who they are when they manage their finances; and to understand how their financial choices impact not only their own lives in the short and long term, but also the world around them. It is never too early to learn these materials, but it can be too late. Register now!

Financial Literacy - Level II

By popular demand, the exciting continuation of the Level 1 program is here! If you thought the questions your kids were coming home with were awkward the first time around, you're in for a wild ride now. Here's a quick look at what we cover:

- a new profile and net worth competition featuring our “fantasy draft” format – very fun!
- a “How to” guide to registered accounts: What are the types of investments that one can have in them? How do they work?
- a “How to” guide to influencing the world the way each child wants through money management and consumer choices.

- a “How to” guide to banking – avoiding fees, negotiating, and making sure they get what they want...or they’ll go somewhere else!

- a close examination of the language and tactics of aggressive marketing – they will never be fooled by anyone! And much, much more

In an era filled with unrelenting consumer advertising, false images of financial success, and easily accessible credit, this course teaches students how to be financial leaders, not financial victims; to be true to who they are when they manage their finances; and to understand how their financial choices impact not only their own lives in the short and long term, but also the world around them.

Debating

The CASMA debating program prepares students to use language with increasing fluency and accuracy, as a powerful tool of persuasion. Students will develop oral communication and writing skills required for success in all school subjects. They will improve listening and speaking skills through participation in open discussions, controlled debate and a wide variety of rhetorical activities. Indeed, debating helps students express themselves with confidence, but it also teaches them to think critically, to respond precisely and most importantly, to listen attentively. Every lesson, the students’ toolboxes become increasingly filled with rhetorical devices, knowledge of current events and logical fallacies. If you aren’t a critical thinker when you enter the program, it’s only a matter of time before you become one. The final class of each session (i.e. Fall session) is an ‘Open House’, where students proudly demonstrate what they have learned in front of family and friends.

Robotics

Grades 1-3

Fall - Explore the world with Dash and Dot
Join Dash and Dot, the world's greatest explorers! Learn how to program Dash and Dot to discover treasure, dodge booby traps, and make maps using an intuitive graphical coding language! Learn about sequences by creating a travel story. Use loops and if statements to solve puzzles and react to the unexpected. Create art, dance and play music in different countries around the world. Come put your coding knowledge and adventure training to the ultimate test!

Grades 4-6

Fall - **Robot Rescue**
The mBot robot is an exciting and powerful new tool for beginner programmers to harness the power of graphical computer programming. With its distance and light sensors, this rover can complete lots of interesting challenges. In this course students will take advantage of loops and variables to program their own autonomous robotic vehicles capable of aiding in various rescue missions including floods, car accidents and lost persons. At the end of this course you will be confident in calling yourself a programmer! See the mBot robot make your ideas come to life, and become a lifelong coder!!

Grades 6-8

Fall - **Self-driving cars**
Course Description: Self-driving cars are the future and the future is here! Students will create code which allows their robots to parallel park, signal while change lanes, avoid collisions, and more! Let’s help create a safer more enjoyable future by creating a complete set of autonomous features present in next generation self-driving cars.

After School Program Daily Schedule

Year SK/1 –	at Dismissal	Report to the Dining Hall (sign in) - <i>homework, reading, or quiet activity time</i>
	3:20	Snack Time - <i>nutritional snack offered</i>
	3:30 – 4:45	Club Time or <i>activities</i> with ASP Staff (please consult ASP Schedule for details and times)
	After clubs	Report to Dining Hall - <i>activities</i> with ASP Staff until pick up

Parents – you must sign out your son at the Dining Hall upon pick up by 6:00 pm

Year 2/3 – at Dismissal Report to the **Dining Hall** (sign in)
 - *homework, reading, or quiet activity time*

3:20 – 3:30 **Snack Time**
 - *nutritional snack offered*

3:30 - 5:00 **Club Time** or *activities* with ASP Staff
 (please consult ASP Schedule for details and times)

After clubs Report to **Dining Hall**
 - extended *homework* supervision and assistance – if needed
 - *activities* with ASP Staff until pick up

Parents – you must sign out your son at the Dining Hall upon pick up by 6:00 pm

Year 4/*5 – at Dismissal Report to the **Dining Hall** (sign in)
 - *homework, reading, or quiet activity time*

3:40 **Snack Time**
 - *nutritional snack offered*

4:00 **Club Time** or *activities* with ASP Staff
 (please consult ASP Schedule for details and times)

5:00 Report to **Dining Hall**
 - extended *homework* supervision and assistance – if needed
 - *activities* with ASP Staff until pick up

Parents – you must sign out your son at the Dining Hall upon pick up by 6:00 pm

*Year 5 boys may report to the CFL Homework Club or the Library until 5:00 pm. After 5:00 they are to report to the Prep Dining Hall for the After School Program if not picked up.

NOTE – if any Year 5 boy does not follow appropriate rules in the library they may be sent to the ASP program until pick up occurs. (charges will apply if this occurs)

Year 6/7 – Can sign up for any Club participation or report to ASP at any time to participate in the Program.

- *nutritional snack*
- *homework club* or reading time
- can sign out whenever they wish on their own

How to Register!

To Register for Fall Club programs please follow the following instructions:

- 1) Using the ‘ASP Fall 2019 Club Schedule’ in combination with the ‘ASP Club Descriptions’ please choose the clubs that you would like to register for.
- 2) Please click on the link below (or copy it into your web browser) to register your son in any of the ASP club options. **YOU WILL NEED YOUR SON’S STUDENT I.D. NUMBER.** Please notes that on the registration page there are prices, dates and times to remind you of such details.

- 3) Special note – after registering you will receive an email at the email listed confirming the choices you have made. If any such changes need to occur, please contact Emma Kanga – ekanga@ucc.on.ca

REGISTRATION LINK

[:https://docs.google.com/forms/d/1W0WJZLfhd8-tcSEI UWiDhweRzfQEOAMl jmn66 rohs/edit](https://docs.google.com/forms/d/1W0WJZLfhd8-tcSEI UWiDhweRzfQEOAMl jmn66 rohs/edit)

*By completing and submitting this registration document you verify your signature and give us permission to sign up your son(s) for the Clubs and apply any applicable charges to your student account. Costs will again be verified by email after the sign up process is completed.

The soft deadline for signing up for clubs is **Wednesday September 25, 2019**. However, we can still accept registration forms until **Monday, September 30, 2019**.

Best regards,

Emma Kanga
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