



After School Program (ASP)

The After School Program (ASP) at Upper Canada College offers a caring, safe, and educational environment for our UCC boys, while providing a service to our families beyond the regular school day.

Starting with a nutritional supplement, and after a supervised, scheduled Homework or reading session, the boys will be engaged physically or mentally through a variety of club opportunities, introducing basic skills, advanced skills or character life skills to fit all our boys' needs, always keeping in mind our I.B. Learner Profile.

The ASP offers a multitude of services for our boys and parents including, but not limited to:

- supervised after school care for our families between the hours of 3:00 p.m. and 6:00 p.m.
 - Rates are \$15/hour with a 15 minute grace period (billed every half hour)
 - ex. Charges – Minutes 1-15 free, 16-45 (\$7.50), 46-75 (\$15) etc.
- a nutritious snack to help revitalize the boys' energy to get through a longer school day.
- educational assistance in our Homework sessions from our ASP staff that is guided by our own Wernham West Centre For Learning (WWCFL) personnel.
- engaging the boys in creative, physical or technology experiences in a structured, but fun and relaxed environment.
- providing three types of after school clubs to challenge and educate our boys on different levels (active bodies, active minds, or combination clubs).

We encourage you to come down to the Prep Dining Hall and find out what is new in our program and meet and introduce yourself to many of our friendly and experienced ASP staff. **Please review the following documents on ASP to view the [Winter Clubs Schedule](#), [Daily Schedule](#) and [detailed ASP club information](#)!**

Best regards,

Emma Kanga

ASP Coordinator

ekanga@ucc.on.ca

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After School Program

U.C.C. Winter 2020 Club Schedule

Clubs start on Monday January 6, 2020

Please look below for club specific dates

Form	Monday	Tuesday	Wed.	Thursday	Friday
SK/1	Basketball 3:45-4:45 Mad Science 3:45-4:45	Chess Club 4:00-5:00 Guitar Club 3:45-4:45	Jr. Money Makers 3:45-4:45 Zumba Club 3:30-4:30	LEGO Engineering 3:45-4:45	Beginner Coding Club 3:45-4:45
2	Basketball 3:45-4:45 Mad Science 3:45-4:45	Chess Club 4:00-5:00 Guitar Club 3:45-4:45	Jr. Money Makers 3:45-4:45 Zumba Club 3:30-4:30	Robotics 3:45-4:45	Beginner Coding Club 3:45-4:45
3	Basketball 3:45-4:45 Mad Science 3:45-4:45	Chess Club 4:00-5:00 Guitar Club 3:45-4:45	Jr. Money Makers 3:45-4:45 Zumba Club 3:30-4:30	Robotics 3:45-4:45 Aspiring Architect Club 4:00-5:00	Intermediate Coding Club 3:45-4:45
4	Mad Science 3:45-4:45	Chess 4:00-5:00 Basketball 4:00 - 5:00 Scrabble Club 4:00-5:00	Financial Literacy I & II 3:45-4:45 Zumba Club 3:30-4:30pm Drone Club 4:00-5:00	Robotics 3:45-4:45 Aspiring Architect Club 4:00-5:00	Intermediate Coding Club 3:45-4:45 Guitar Club 4:00-5:00
5	Mad Science 3:45-4:45	Chess 4:00-5:00 Basketball 4:00 - 5:00 Scrabble Club 4:00-5:00	Financial Literacy I & II 3:45-4:45 Drone Club 4:00-5:00	Robotics 3:45-4:45 Aspiring Architect Club 4:00-5:00	Video Game Design Club 4:00 - 5:00 Guitar Club 4:00-5:00
6	Mad Science 3:45-4:45	Chess 4:00-5:00 Basketball 4:00 - 5:00 Scrabble Club 4:00-5:00	Financial Literacy I & II 3:45-4:45 Drone Club 4:00-5:00	Robotics 3:45-4:45 Aspiring Architect Club 4:00-5:00	Video Game Design Club 4:00 - 5:00 Guitar Club 4:00-5:00
7	Grade 6&7 Debate 4:00-5:00 Mad Science 3:45-4:45	Chess 4:00-5:00 Basketball 4:00 - 5:00 Scrabble Club 4:00-5:00	Financial Literacy I & II 3:45-4:45 Drone Club 4:00-5:00	Robotics 3:45-4:45 Aspiring Architect Club 4:00-5:00	Video Game Design Club 4:00 - 5:00 Guitar Club 4:00-5:00

[Link to ASP Winter Clubs Registration:](#)

ASP Winter 2020 Special Programs

NEW **Aspiring Architect Club**

We spend most of our lives in buildings. We make our homes in them. We go to school in them. We work in them. But why and how did people start making buildings? For children with a passion for drawing, or dreams of creating buildings, this program explores how architects really work, moving through the process of planning and designing. Aspiring architects will discover design techniques, along with different, exciting architectural styles used throughout history, before bringing their visions to life - first in freehand and then with model construction. The exciting world of architecture is at our fingertips... What will you build?

NEW **Beginner Coding Club**

Take your first steps in coding with this fun, exciting course using Matatalab! Learn basic concepts such as loops and sequences as well as important vocabulary to be set up for future learning success. Tiles and Icons replace typing so students can focus on completing tasks to learn coding concepts.

NEW **Intermediate Coding Club**

Have a blast when you're using Dash, the super genius! Learn how to use Dash's intuitive programming language to create patterns, improve estimation skills, test probability, solve mazes, and create music. Review sequences by creating your own story. Learn to master the use of variables that can count, add and multiply. Shoot hoops in basketball. Learn to create algorithms that give Dash mathematical intelligence. Come multiply your coding skills and have fun with robots along the way!

NEW **Video Game Design Club**

Don't just play games, make them! Create your own games, design your own controller! Games are complicated to create, thankfully you can learn how complicated they really are, and grow to appreciate how much work goes into your favorite games. Learn about game design, character creation, and how to program your own controller by designing and programming your very own games in this course featuring Codey Rocky.

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. Winter session) is an ‘Open House’, where students proudly demonstrate what they have learned in front of family and friends.

Robotics

Grades 1-3

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

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

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.

Guitar Club - *Please send your child with their own guitar!* We welcome beginner-level to advanced guitarists to come and join this exciting musical opportunity. Learn everything from basic chords to professional performance techniques!

Drone Club - Come to Drone Club and build your very own drone! Develop your design, learn about the engineering and science behind drones and then learn to fly your drone!

Zumba Club - Get moving with Zumba Club! Zumba Club will be a mix of dance and movement games. Our participants will be running obstacle courses, choreographing their own dances and getting an overall balanced workout in this high activity after-school program.

Basketball Skills Club - Join LevelUp Ball to develop your skills and drills on the court. We welcome beginner-level to competitive players, ready to get active and have some fun! Players will be grouped based on experience, age and skill - so that everyone is able to learn and enjoy the club.

After School Program Daily Schedule

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

After School Program Winter 2020 Schedule

Monday	Tuesday	Wednesday	Thursday	Friday
No ASP Clubs	January 7	January 8	January 9	January 10
January 13	January 14	January 15	January 16	January 17
January 20	January 21	January 22	January 23	January 24
January 27	January 28	January 29	January 30	January 31
February 3	No ASP Clubs	February 5	February 6	February 7
February 10	February 11	February 12	February 13	No ASP Clubs
No ASP Clubs	February 18	February 19	February 20	February 21
February 24	February 25	February 26	February 27	February 28
March 2	March 3	No ASP Clubs	No ASP Clubs	No ASP Clubs

***GREY** boxes represent days where there will be no ASP Club offered, either due to a school holiday OR the program has completed the 8 week session.

*All **RED** boxes represent days when your child’s club will be running.

- All Monday and Friday programs will run for a total of 7 weeks, while all other programs will run for 8 weeks.
- If you are ever wondering if your child’s club is running please feel free to email ekanga@ucc.on.ca - I am happy to help clarify!

How to Register!

To Register for Winter ASP Club programs please follow the following instructions:

1) Using the 'ASP Winter 2020 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 note 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_UWiDhweRzfQE_OAMljmn66_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 deadline for signing up for Winter 2020 clubs is Friday December 13 2019.

Best regards,

Emma Kanga
ASP Coordinator
ekanga@ucc.on.ca
416-488-1125 x2253