### AM Clubs (7:30-8:00)

Let's Get Creative: Make creative items to start the week off right. Overall Goal of Club: Let's Get Creative encourages confidence with making creative decisions. State Academic Standard Incorporated: Fine Arts (Creating Art) Club Highlights: Making cards, potholders, bracelets

Monday Move It: Get your blood pumping with gym activities on Monday morning! Overall Goal of Club: Monday Move It encourages exercise. State Academic Standard Incorporated: Physical Education (Motor Skills and Movement Patterns) Club Highlights: Parachute games, Relay races, Hunger Games dodgeball

### PM Clubs (4:30-5:30)

Earth First: Learn about the earth and what you can do to be green while making cool crafts.
 Overall Goal of Club: Earth First teaches ecology and good land stewardship.
 State Academic Standard Incorporated: Science (Constructing explanations and designing solutions)
 Club Highlights: Birds, Owls, Conserving water

Ready, Set, Draw: Put your drawing skills to work making fun and unusual art.
 Overall Goal of Club: Drawing builds problem-solving connections in the brain.
 State Academic Standard Incorporated: Fine Arts (Creating Art)
 Club Highlights: Scribble art, back and forth art, pet rocks

 Flash!: Enjoy gym games that make you run!

 Overall Goal of Club: Flash! encourages students to get the recommended sixty minutes of exercise a day.

 State Academic Standard Incorporated: Physical Education (Motor Skills and Movement Patterns)

 Club Highlights: Kickball, Flag football, 4 corners dodgeball



PLAN CLUB extended school enrichment 

#### AM Clubs (7:30-8:00)

No Gym, No Problem: Stay active with small-area games. Overall Goal of Club: No Gym, No Problem shows students how to stay active in small areas. State Academic Standard Incorporated: Physical Education (Motor Skills and Movement Patterns) Club Highlights: Balloon tennis, Chair-less musical chairs, Yoga

Hands On Art: Get your hands dirty with this tactile art club. Overall Goal of Club: Using your sense of touch increases awareness of your surroundings. State Academic Standard Incorporated: Visual Arts: Fine Arts (Creating Art: Studio Production) Club Highlights: play doh, kinetic sand, shaving cream

### PM Clubs (4:30-5:30)

Paper Palooza: Make fun crafts from paper and your imagination. Overall Goal of Club: Making art encourages hand-eye coordination and following instructions. State Academic Standard Incorporated: Visual Arts: Fine Arts (Creating Art: Studio Production) Club Highlights: Negative space, flowers, tie dye coffee filters

Zentangles: Use a variety of designs and colors to create your own zentangles. Overall Goal of Club: Zentangles teach design patterns. State Academic Standard Incorporated: Fine Arts (Creating Art) Club Highlights: Nature shadows, circle zentangles, hand zentangles

Gymtastic: Break a sweat over new games and old favorites. Overall Goal of Club: Gym games build teamwork and good sportsmanship. State Academic Standard Incorporated: Physical Education (Motor Skills and Movement Patterns) Club Highlights: Roshball, Cats in the Corner, End Dodgeball



PLAN GLUB extended school enrichment 

### AM Clubs (7:30-8:00)

Interaction Time: Enjoy interacting with technology and trivia! Overall Goal of Club: Memory retention aids in knowledge acquisition. State Academic Standard Incorporated: Math (Solving problems) Club Highlights: Scene It, Uno, Animal trivia

Hula Hoop Fun: Find out about all the ways you can play with a hula hoop. Overall Goal of Club: Exercising with objects increases opportunity for engagement in physical activities. State Academic Standard Incorporated: Physical Education (Motor Skills and Movement Patterns) Club Highlights: Rattlesnake relay, Dolphin game, Hula hoop dice

### PM Clubs (4:30-5:30)

Bet You Can't: Challenge yourself with physical and mental challenges that are impossible to do! Overall Goal of Club: Mental and physical challenges teach about the world around you and how it acts. State Academic Standard Incorporated: Science (Constructing explanations and designing solutions) Club Highlights: Pick up a chair, Pick up a dollar, Jump forward on toes

In to Win: How many varieties of your favorite games can we play? Overall Goal of Club: Promoting exercise and teamwork with well-loved games. State Academic Standard Incorporated: Physical Education (Motor Skills and Movement Patterns) Club Highlights: Football, 2 ball handball, Ball pop

Found Art: Enjoy making a variety of art out of random things in the closet. Overall Goal of Club: Allowing for creation without direction encourages confidence and creativity. State Academic Standard Incorporated: Fine Arts (Creating Art) Club Highlights: Spaceship, alien, a pet



#### AM Clubs (7:30-8:00)

Rise and Shine: Play all the fun gym games we can find! Overall Goal of Club: Running is a great cardiovascular exercise. State Academic Standard Incorporated: Physical Education (Motor Skills and Movement Patterns) Club Highlights: Scooter dodgeball, freeze tag, wall tennis

Stick Art: Make a ton of fun art out of craft sticks. Overall Goal of Club: Using one object to create a variety of things teaches perspective. State Academic Standard Incorporated: Visual Arts: Fine Arts (Creating Art: Studio Production) Club Highlights: Doll, farm animal, bookmark

### PM Clubs (4:30-5:30)

Hangin' Out: Hang out with your buds while enjoying your favorite activities.
 Overall Goal of Club: Socialization is a foundation for success.
 State Academic Standard Incorporated: Fine Arts (Creating Art)
 Club Highlights: Bowling, play doh, found art

Rock the Vote: Join us for some fast-paced gym action that you choose! Overall Goal of Club: Gym games help teach students how to aim quickly and accurately. State Academic Standard Incorporated: Physical Education (Motor Skills and Movement Patterns) Club Highlights: Gagaball, matball, army dodgeball

Crafty: Make all kinds of amazing paper-based art. Overall Goal of Club: Creating template art forces students to follow instructions for success. State Academic Standard Incorporated: Fine Arts (Creating Art) Club Highlights: 3D flower, mosaic, paper lion



PLAN CLUB extended school enrichment 

### AM Clubs (7:30-8:00)

Having a Ball: Enjoy a variety of gym games using a ball. Overall Goal of Club: Practice hand-eye coordination with various catching and throwing exercises. State Academic Standard Incorporated: Physical Education (Motor Skills and Movement Patterns) Club Highlights: Bump and set, Around the world, Big base kickball

Paper Plate Fun: How many different things can you make out of a paper plate?
 Overall Goal of Club: Learn to think outside the box when creating.
 State Academic Standard Incorporated: Visual Arts: Fine Arts (Creating Art: Studio Production)
 Club Highlights: Giraffe, lion, rainbow snail

### PM Clubs (4:30-5:30)

Wish Upon a Star: Make a variety of great art about stars and the cosmos. Overall Goal of Club: Allowing students to express creativity improves confidence in decision-making. State Academic Standard Incorporated: Visual Arts: Fine Arts (Creating Art: Studio Production) Club Highlights: Woven star, origami star, galaxies

Seeing Stars: Enjoy your favorite flicks! Overall Goal of Club: Watching movies teaches story arc and character development. State Academic Standard Incorporated: Fine Arts (Visual Literacy) Club Highlights: Incredibles 2, Peter Rabbit, Wonder

Gym Time: Get your energy out in some team-driven games. Overall Goal of Club: Practice teamwork while getting exercise. State Academic Standard Incorporated: Physical Education (Motor Skills and Movement Patterns) Club Highlights: Fireball, knockout, poison ball



PLAN extended school enrichment