

CABIN JOHN MIDDLE SCHOOL AND FLEX ACADEMIES

WINTER AFTER SCHOOL ACTIVITIES PROGRAM

WINTER SESSION: JAN 14 - MAR 5

Coder Kids Digital: Photo Editing (Grades: 6 - 8)

Coder Kids learn about digital photography equipment, photo composition techniques and how and when to use manual and priority modes. Coder Kids use professional digital cameras and photo editing and photo management software. Coder Kids learn to surpass auto-mode to take control of their photos and craft their own artistic brands. Topics: Breakdown of digital photography equipments Manual and priority modes- taking control of the camera Photographic composition techniques: shallow and deep depth of field, time and motion Photo editing and management software Project

Vendor	Start Date	End Date	Days	Sessions	Grades/Ages	Start Time	End Time	Fee
Coder Kids	1/14/2020	3/3/2020	T	8	Grades: 6 - 8	3:15 PM	4:20 PM	\$236.00

STOCK MARKET CLUB (Grades: 6 - 8)

Come and learn how investors make (and lose) money in the stock market and how you can start investing successfully at a young age! In this hands-on class, students use a cool stock-trading simulation tool with real-time market data to build a \$100,000 stock portfolio, "learning by doing." This practical experience empowers campers with the tools and mindset to face future investment decisions with confidence and "buy low, sell high"! A solid foundation for successful future investors! Note: This club is structured as 3 independent and different modules to be offered year-round (preferred) or individually in the fall, winter or spring.

Vendor	Start Date	End Date	Days	Sessions	Grades/Ages	Start Time	End Time	Fee
SPARK Business Academy	1/14/2020	3/3/2020	T	8	Grades: 6 - 8	3:15 PM	4:20 PM	\$256.00

DEBATE CLUB (Grades: 6 - 8)

Students learn the art of persuasion and help select debate topics they find appealing. Students work in rotating groups and practice their debating skills in a supportive environment, including developing arguments, issuing rebuttals, providing examples, rebuilding their case and summarizing points of view. Students learn to think on their feet and enhance their public-speaking skills, gaining self-confidence in the process. Note: This club is structured as 3 independent and different modules to be offered year-round (preferred) or individually in the fall, winter or spring.

Vendor	Start Date	End Date	Days	Sessions	Grades/Ages	Start Time	End Time	Fee
SPARK Business Academy	1/15/2020	3/4/2020	W	8	Grades: 6 - 8	3:15 PM	4:20 PM	\$256.00

EliteGamingLIVE Class (Grades: 6 - 8)

Support your gamer in an educational way! EliteGamingLIVE a STEM learning platform for students in grades 3-12. We are the premiere esports league for students, combining interscholastic competition with STEM education. We identify which area of STEM your child is most interested in and what he/she wants to learn about. Then, EGL facilitates this learning through esport. Players compete in after-school video game competitions to qualify for the Winter EGL Championship. Within the competitions, students complete STEM education modules online that relate to future career opportunities that they show interest in. At the Winter EGL Championship, the top students from at each participating school compete for cash prizes, summer camp scholarships, and official EGL medals and trophies. Teacher testimonials: There are students out there that know that they like video games, but they don't see that it might mean they could have an interest in these different career opportunities. EGL might actually lead them to find a career that they're passionate about - Andy Harsha, Belzer MS Principal, Indianapolis We've had this program for almost four years and it's really neat to see it as something that from day one really impressed me. This is not just kids sitting around playing video games. There's a lot more to it. Our kids are introduced to STEM and they're now a part of a team. It's great." - Ryan Haughey, Westfield MS Principal, Indianapolis Our mission: Student-athletes enjoy a number of social, developmental, and academic benefits that can have positive lifelong benefits. Encouragement from coaches, parent involvement, and scholarship awards are just some of the benefits. But all students need support from their community, their parents and their peers to reach their full potential. By fostering educational opportunities through video games EliteGamingLIVE has developed a positive and supportive community that gives students opportunities.

Vendor	Start Date	End Date	Days	Sessions	Grades/Ages	Start Time	End Time	Fee
EliteGamingLIVE	1/15/2020	3/4/2020	W	8	Grades: 6 - 8	3:15 PM	4:20 PM	\$189.00

“CHOPPED!” (Grades: 6 - 8)

This semester we will bring back our ever popular "Chopped!" Cooking classes! This taken is taken after the hit TV show "Chopped". Each week our chefs will learn the art of creativity and experimentation in cooking. Students will be given a mystery ingredient each recipe and work in teams to discover how to use the ingredient in their dish. This class has lots of team work - building social and cooking skills. Culinary skills will be sharpened and tastebuds impressed by your chefs creations each week!

Vendor	Start Date	End Date	Days	Sessions	Grades/Ages	Start Time	End Time	Fee
Cooking Thyme LLC	1/16/2020	3/5/2020	Th	8	Grades: 6 - 8	3:15 PM	4:20 PM	\$210.00

Safe Sitter (Grades: 6 - 8)

A comprehensive training course designed for 11- to 13-year-olds on the essentials of babysitting. Course includes tactics for handling emergencies, basic first aid and child care skills.

Vendor	Start Date	End Date	Days	Sessions	Grades/Ages	Start Time	End Time	Fee
Suburban Hospital - Safe Sitter	1/16/2020	3/5/2020	Th	8	Grades: 6 - 8	3:15 PM	4:20 PM	\$201.00

The Actor's Toolbox (Grades: 6 - 8)

This class focuses on the key skills the actor needs in order to create a believable, theatrical reality on stage. These skills include sensory awareness, interplay, active playing, ensemble building, as well as vocal and physical expressiveness as a pathway to creating specific characters. These skills are built through theatre warm-ups, exercises, group improvisations and will culminate in the sharings of monologues and/or open scene-work. Parents will be invited to observe the last 30 minutes of the last class for an informal sharing (or "informance") where students will share what they learned in class.

Vendor	Start Date	End Date	Days	Sessions	Grades/Ages	Start Time	End Time	Fee
Imagination Stage	1/16/2020	3/5/2020	Th	8	Grades: 6 - 8	3:15 PM	4:20 PM	\$203.00