



The Town of Secaucus in collaboration with the Board of Education is excited to begin offering several exciting and engaging after school programs. Research indicates that there are many benefits to enrolling students in quality after school programs. Students who participate in enrichment programs after school perform better academically, have less behavioral issues and attend school more regularly. The programs we are offering are based upon high quality award winning curricula and run almost exclusively by certified district teachers. The goal of each one of these programs is to offer a hands on, fun, engaging learning experience.

Start Date: April 4<sup>th</sup> 2016

Duration: 8 weeks

Time: 3:00PM – 4:30PM

Cost: \$80 per program per student (\$90 for Build your own Computer Games)

Registration: Online at [www.secaucusnj.gov](http://www.secaucusnj.gov) beginning March 16<sup>th</sup>, 2016

### **Crazy Eights**

Crazy 8s is a recreational after-school math club that helps students enjoy the math behind their favorite activities. It's a collection of novel, high-octane math activities that will appeal to a wide range of kids, not just the future math-contest types. Kids build glow-in-the-dark structures, crack secret spy codes and play games like Toilet Paper Olympics. The goal of Crazy 8s is to show that math is fun and recreational, not compulsory, in order to change our culture and get kids to think of math as play.

*Grades: K-1<sup>st</sup>, 2<sup>nd</sup>-3<sup>rd</sup>, 4<sup>th</sup>-5<sup>th</sup>*

### **LitART LEARN**

LitART LEARN is an integrated thematic literacy curriculum designed specifically for after school. The goals of the program are to build oral language, fluency, thinking skills, reading comprehension, creativity, phonics knowledge and vocabulary, as well as to support students' social and emotional development. LitART is a hands-on, activity-based curriculum that engages and motivates students in reading, writing, mathematics, and recreation. The daily schedule includes many short, energizing activities, including interactive games, word games, and riddles. Once a student has read a book, they engage in a creative response activity which can be drama, pantomime, improvisation, art, games, or writing designed to support and extend their experience with the book.

*Grades: 1<sup>st</sup>, 2<sup>nd</sup>-3<sup>rd</sup>*

### **Sonrisas Spanish**

Sonrisas Spanish is an after school Spanish curriculum that is effective because it engages students in a fun, natural, and age-appropriate way. Students acquire Spanish with a combination of music, lesson activities, games, authentic children's Spanish literature, art, and drama. Students practice their skills with partner time and portfolio activities. Students do Circle Time, Story Time, Art Time, and Portfolio Activities. Language concepts are introduced in Circle Time—all in Spanish—through songs, games, and lesson activities. In Story Time the teacher reads an authentic children's Spanish storybook—engaging students' imagination and reinforcing language concepts.

*Grades: K, 1<sup>st</sup>-2<sup>nd</sup>, 3<sup>rd</sup>-5<sup>th</sup>*

## **Sparks Physical Education Program**

Research shows that students should be doing at least 60 minutes of vigorous or moderate-intensity physical activity at school, with more than half of the activity occurring during regular educational hours and the remaining amount before and after. In fact, high-quality physical education is one of the best strategies available for reversing the present trend of unhealthy and overweight youngsters. What's more, according to a CDC review in 2010, physical education could help to boost children's mental capacity, as well as their physical fitness. The SPARK program is designed to encourage all children to be more active, improve their social skills, and emphasize both health-related fitness and skill development. The SPARK program uses cooperative, cultural and aerobic games, dances from around the world, and teaches enjoyable skill and sport activities written in scope and sequence. The curriculum also includes instructional units on jump rope, parachute play, jogging games, fitness circuits, and beanbag activities.

*Grades: 1<sup>st</sup>-2<sup>nd</sup>, 3<sup>rd</sup>-5<sup>th</sup>*

## **One Hour Mysteries**

One-Hour Mysteries offers motivating mysteries that students solve using clues and logical reasoning. The students become crime scene investigators, analyzing clues found at a crime scene and applying forensic techniques in their analysis. The mysteries include: Mystery at the Mall, The Coaster Caper, The Case of Santa's Blackmail, The Case of the Missing Tiara, and A Hollywood Crime. These whodunits are motivating ways to promote critical thinking. In these mysteries, students will solve matrix logic puzzles to determine clues that are essential in solving the crime. Skills include deductive reasoning, inferring, taking notes, organizing data, and analyzing evidence.

*Grades: 4<sup>th</sup>-5<sup>th</sup>*

## **The Spaghetti Book Club**

The Spaghetti Book Club is a fun and engaging literacy program that teaches students how to write and illustrate book reviews that are published online. The Spaghetti Book Club is a meaningful way to encourage students of any age to think critically about literature while providing them with the unique opportunity to publish their thoughts and opinions for a world-wide audience. Publishing online is a huge motivator and reward for students. It is a thrill for students to see their work published online!

*Grades: 4<sup>th</sup>, 5<sup>th</sup>*

## **Painting**

Students interested in painting will explore fine art through a Cross-Curricular lens, using Nature and Art History to fuel their explorations. Students will be taught painting techniques and color theory completing between 2-3 acrylic paintings on canvas per 8 week session.

These enrichment classes are intended to inspire an interest in all of the arts and humanities. One of the functions of art is to foster personal awareness, and self-expression is self-improvement.

By combining the arts and humanities we will integrate the ideas and writings of the great masters of art and poetry which provides academic and aesthetic balance. It is this balance of mind and emotions that embraces the Platonic Ideal. The Greeks believed that a developed feeling for beauty refines the spirit, and beauty is both academic and aesthetic.

*Grades: 3<sup>rd</sup>-4<sup>th</sup>*

### **Multisensory Learning**

The multisensory program will be taught by Dawn Leon a Huber Street First Grade Teacher and Noelle DenHerder who is currently Mrs. Leon's student teacher and who is graduating in May and will have her degree in Elem Ed /special education. Mrs. Leon will teach the class at Huber St. and Ms. DenHerder will be teaching the class at Clarendon. This class will focus on the fundamentals of first grade skills using multisensory approaches. Multisensory is an approach proven to help children who need to learn in different ways. Mrs. Leon will be teaching this program by working with three separate groups doing three separate things. Each child will get to go to each group within that day. Each group has a certain skill being taught. Every week the activities change. The children will love the movement and the ability to all do different activities. Mrs. Leon utilizes this approach in her own classroom and has been successful with teaching many skills the children need, etc... working independently, social skills, math skills using manipulatives, games and working with a partner, and reading using concrete methods to help the children become better readers. This class is filled with plenty of opportunities to learn many necessary skills.

*Grades: 1<sup>st</sup>*

### **Build your own Computer Games**

Why simply play games when you can learn to make your own?

In this course, children will learn how to build their own Computer Games and share it with the world! In an interview with Steve Jobs, Apple's co-founder said, "I think everybody in this country should learn how to program a computer because it teaches you how to think." Fortunately, it has never been easier to learn how to code. There are now so many education platforms and tools to make creating software applications and mobile apps easier. This course is exclusively designed by Accel Learning for 4<sup>th</sup> and 5<sup>th</sup> grade students to learn Computer Programming using Scratch from MIT. As part of this class, students will learn to build games like ping pong, make characters dance and create web based greeting cards! This course will help students get ready for advanced programming skills to make more complex games and make their own game apps for smart phones.

This program is taught by an outside instructor from Accel Learning Center in Secaucus, NJ.

*Grades: 4<sup>th</sup>-5<sup>th</sup>*

### **Computer Programming**

Some educators and experts are calling computer programming the "new literacy" - a subject so important that every child needs to know the basics to excel in our rapidly changing world. This program is designed specifically to engage our 3rd graders in fun activities that teach them the 21st century concepts and skills of computer programming. Although at an elementary level, students will gain an understanding of the basic programming concepts of sequencing instructions, loops, and decision making. Students will progress at an individually appropriate pace in a collaborative and relaxed environment.

*Grades: 3<sup>rd</sup>*

## Schedule of Programs at Huber Street School Spring 2016

	Monday	Tuesday	Wednesday	Thursday	Friday
<b>Kindergarten</b>	Spanish	Crazy 8's			
<b>First</b>	Sparks PE	Spanish, Multisensory	Crazy 8's	LitArt	
<b>Second</b>	Sparks PE	Spanish	Crazy 8's	LitArt	
<b>Third</b>	Painting	Sparks PE	Crazy 8's	Spanish, LitArt	Computer Programming
<b>Fourth</b>	Painting, One Hour Mysteries	Build Computer Games, Sparks PE	Crazy 8's	Spanish, Book Club	
<b>Fifth</b>	Book Club, One Hour Mysteries	Build Computer Games, Sparks PE	Crazy 8's	Spanish	

## Schedule of Programs at Clarendon School Spring 2016

	Monday	Tuesday	Wednesday	Thursday	Friday
<b>Kindergarten</b>	Spanish		Crazy 8's		
<b>First</b>	LitArt	Multisensory, Crazy 8's	Sparks PE	Spanish	
<b>Second</b>		Crazy 8's	LitArt, Sparks PE	Spanish	
<b>Third</b>	Spanish, Computer Programming	Crazy 8's, Sparks PE	LitArt	Painting	
<b>Fourth</b>	Spanish, One Hour Mysteries	Crazy 8's, Sparks PE	Book Club	Painting, Build Computer Games	
<b>Fifth</b>	Spanish, One Hour Mysteries	Crazy 8's, Sparks PE		Book Club, Build Computer Games	

\*Programs are subject to cancellation depending on final registration numbers. Refunds are made only if a class is canceled and registration is on a first come first serve basis. Parents of students participating in after school programs must provide transportation at the end of each session. There is no late bus provided for students enrolled in the programs. Any questions or suggestions for our Fall session, please call Ruby Kish at 201-330-2000 ext. 4206 or e-mail [rkish@Secaucus.net](mailto:rkish@Secaucus.net).

**“Secaucus After School Programs” is looking for a new name! Help us pick one and win a free class.**

Although we refer to our programs as the “Secaucus After School Programs” we are looking for suggestions for a catchy new name that captures the spirit of all our programs. Just submit the name on an index card to your teacher along with student name, grade and teacher. Submissions due by March 25<sup>th</sup>.