

2019-2020 CLASS Descriptions

Fundergarten K

Kindergarten age students will engage in child-led activities as they learn in a playful, cooperative environment, where they will be able to explore their interests and discover the joy of learning. Teachers will foster a love of learning through books, reading, writing, exploring numbers, scientific inquiry, and artistic expression. Fundergarten will combine instruction in a relaxed setting, with the opportunity for children to investigate and collaborate together. This class is designed to expand the child's natural curiosity through problem solving tasks. Kindergarten is the beginning of a child experience in school, and it is important in our program to build each child's self-esteem, build cooperation skills, and create a love for learning! Children will interact with peers, engage in social learning that includes listening, speaking, and problem solving experiences, while engaging in core instruction and enrichment activities. **Students may register for 1 Explorers (A) section, and/or one Discoverers (B) section.*

The Arts

Kinderart K

Kindergarten artists will be taught to recognize that art is another way to communicate, to tell us things in pictures rather than words. Students will have an opportunity to explore and experiment with a wide variety of 2 and 3 dimensional materials, as well as being exposed to the work of master artists to inspire their personal creativity through the use of a broad variety of media.

Students will:

- Establish self-esteem and self-confidence
- Improve hand-eye coordination and fine motor skills
- Expand aesthetic awareness
- Begin to identify some of the elements of art (line, shape, color, texture, pattern)
- Develop art-related skills
- Discuss design ideas and techniques
- Use a variety of materials to create art (tempera, finger paint, watercolor, collage, clay)
- Use personal experiences as subject matter in artwork
- Communicate feelings about art

Primary Art Experience 1-2

Students will explore specific methods for representing subjects from their imagination as well as visual images. Students will be exposed to the work on master artists to inspire their personal creativity through the use of a broad variety of media. In this class students will:

- Establish self-esteem and self-confidence
- Refine motor skills and sharpen intuitive abilities
- Expand aesthetic awareness and develop aesthetic judgement
- Further identify the elements of art (line, shape, color, texture, pattern, space)
- Communicate responses to art
- Develop cultural awareness through art
- Use personal and cultural experiences as subject matter in art work
- Focus on creative art expression, images, symbols, and personal experience

Art With a Heart 1-4

The power of imaginations will be harnessed as students use recycled materials to create amazing artistic creations.

Creative Crafts of the World 1-6

Students will study folk crafts from around the world, and discuss far-away cultures, traditional dress, and geography. Projects may include any or all of the following: Candle Making, Aboriginal Dot Painting, Soap Making, Woven pot holders (all cultures), Japanese Origami and Kumihimo Braiding, Weaving, Basket making, Quilling, Mandals, and more.

Celebrating Art and Artists 3-4

Artists will develop new skills and talents while designing unique creations using a variety of materials. Students will learn more advanced techniques while expanding self confidence, artistic skills and craftsmanship. Classes will focus on:

- Knowledge of artistic styles and art history through the study of master artists
- Imaginative projects
- Cultural awareness through art
- The power of self-expression
- Developing a critical eye
- Personal and cultural experiences as subject matter in art work
- A refined understanding of the elements of art (line, shape, color, texture, pattern, space) by exploring a variety of techniques

Fiber Arts 4-6 1 ½ hours

Using fiber and textile media and techniques, students will create works that focus on the transition between two and three-dimensional artworks. Fiber and textile processes may include: weaving, fabric dyeing, fabric printing, papermaking, basketry, batik, and mixed media. Cultural, historic, and aesthetic aspects of these processes will be incorporated, as well as experiences in art criticism.

The History, Art, and Practical Usage of Needlework 3-6 1 ½ hours

Students will study the artistic, cultural aspects and history of knitting, crocheting, embroidery, quilting, etc., as well as artists who have taken the practical arts of needlework to a whole new level. They will learn basic knitting and crocheting skills or expand on prior knowledge.

Origami 3-6

Students will learn about the history and cultural background of origami in addition to making their own new creation during each class period. They will also learn about the practice of senbazuru (making 1,000 paper cranes within one year) inspired by the book Sadako and the Thousand Paper Cranes about the historical figure Sadako Sasaki, and organizations like Cranes for Cancer.

3-Dimensional Design 5-6

Students will examine the function of space, volume, mass, plane, and line. Sculptural issues will be explored through the solution of design problems. Students will develop critical thinking skills as they apply to three dimensional art forms and to help you gain a deeper understanding of visual art. Students will have opportunities to experiment with different media such as cardboard, paper mache, clay, wire, and found objects, ect.,and learn how to taking ideas from 2d to 3d.

Intermediate Drama - Charlotte's Web 3-6 (Fall)- a play by Joseph Robinette from the original story by E.B.White. 1 ½ hours

All the enchanting characters are here: Wilbur, the irresistible young pig who desperately wants to avoid the butcher; Fern, a girl who understands what animals say to each other; Templeton, the gluttonous rat who can occasionally be talked into a good deed; the Zuckerman family; the Arables; and, most of all, the extraordinary spider, Charlotte, who proves to be "a true friend and a good writer." Determined to save Wilbur, Charlotte begins her campaign with the "miracle" of her web in which she writes, "Some pig." It's the beginning of a victorious campaign which ultimately ends with the now-safe Wilbur doing what is most important to Charlotte. This is a beautiful, knowing play about the power of friendship.

Intermediate Musical - You're a Good Man Charlie Brown 3-6 (Spring) 1 ½ hours

YOU'RE A GOOD MAN, CHARLIE BROWN (Revised) is a fresh approach to the all-time 1967 classic, based on the beloved comic strip by Charles Schultz. Sally Brown joins Charlie Brown, Linus, Lucy, Schroeder, and Snoopy in this charming revue of vignettes and songs. Two new songs, "Beethoven Day" and "My New Philosophy," have been added to the twelve numbers from the original version, which include "My Blanket and Me," "The Baseball Game," "Little Known Facts," "Suppertime," and "Happiness

Storytelling 1-2

We'll use our imaginations and ideas from picture books to create dramatic stories from cultures around the world. Students will work together as they learn to identify key images and important moments, and retell the story in their own words and actions.

Fractured Fairy Tales 1-2

These humorous takes on favorite tales full of colorful characters and plot twists will be sure to keep students grinning from ear to ear! Students will work on plays, creating costumes and scenery, and finally perform in front of an audience. Fractured fairy tale productions will enable young actors to find their funny bone!

Drama Games 1-3

Children experience the joy of creative play through theatre games. Students will have fun, build confidence, and stretch their imaginations.

Drama Kittens K

Drama games, movement and make-believe: Students will explore all aspects of creative drama in this class! We will play games, work with puppets, sing songs, read stories, dance, and use our imaginations to go on dramatic adventures. On the final day of class we will share some of our dances, songs, and games with families in an informal presentation.

Music Experience K-3

We will work on steady beat and our singing voices through a variety of fun activities including singing, movement activities, listening, and playing classroom percussion instruments.

Music Experience II

Here primary grade students will continue work on steady beat and singing voices. The activities will include singing, movement activities, listening, and playing classroom percussion instruments, including xylophones. We will also start working on music reading skills: basic rhythms, high-low, dynamics, etc.

Intermediate Instruments 4-6 1 ½ hours

In this class, 3rd-5th graders will work on a variety of musical objectives using different instruments. Throughout the year we will learn to play recorders, hand drums, ukuleles (1st semester) and xylophones. Using these instruments, we will learn to work together and perform music. Singing and movement activities will also be used in our class.

The World of Music and Dance 1-4

Students will explore the ways that music and dance is both shaped by and gives shape to the cultural settings in which it is performed, through studying selected musical traditions from around the world. They will learn the songs, dances and musical customs of a variety of cultures.

Magical Movement 1-2

Young children love to move to music, and that joy provides an important opportunity to nurture the value of movement within each child's identity. This class is designed to teach students the basics of rhythm and how music informs and enhances the movement experience.

Social Studies

Latinx Customs and Language 1-6

This class will give students basic communication skills for traveling in a Spanish-speaking country while on vacation and during country-specific holidays. They will learn language that will help them to ask for directions, find resources like a restroom, order food at a restaurant, shop for groceries, visit tourist destinations, introduce themselves, etc. They will also learn about the cultures, holidays, and customs from the countries of Latin America and Spain.

Culture & Communities K

This class will focus on an academic study of (religious & secular) holidays, celebrations, observances, and remembrances of various groups of people around the world as a way to encourage global citizenship.

Character Building 1-3

Focusing on Zones of Regulation and Second Steps to learn skills for learning, empathy, emotional management, and problem solving, students will explore calming techniques, cognitive strategies, and sensory supports so they will have a toolbox of methods to use to self-regulate.

Around the World K-2

Come take a journey around the world! We will visit countries from (almost) every continent, learning about cultures, habitats, and landmarks using stories, songs, crafts and more.

Service Learning 5-6 1 ½ hours

Service learning applies real-world application of classroom knowledge in a community setting, allowing students to synthesize their learning in more meaningful ways, and gain an enhanced sense of civic responsibility. Students will be actively involved in a wide range of opportunities which will benefit others and the community. Community-based service activities will be paired with structured preparation and student reflection.

Leadership 5-6 1 ½ hours

If you want to learn or improve your leadership skills, learn to work with others in a positive way, plan school activities, and learn how to make a positive impact in our community as a young person...then this is a class for you.

Understanding Differences 1-3

Students will gain an understanding of deaf and blind cultures, and people with learning differences, mental health conditions, intellectual disabilities, autism spectrum disorder, and physical disabilities. through an introduction to braille, American Sign Language, and through wide reading, and use of videos. Lessons will be accompanied by group discussions that communicate and encourage sensitivity.

Fifty Nifty United States 1-3, 4-6

Student tour guides will tour the United States, learning significant as well as bizarre facts with which to enchant their "tourists". They will learn songs, do extensive research, play games, and engage in other activities to become state experts. Projects may include travel brochures, maps, timelines, games, art projects, cooking, ect., as part of a museum to share with friends and families.

Washington State History 3-4

Students will learn about Washington from the pre-statehood through current days. They will explore Washington geography and regions, and what makes our state so diverse. Students teams will work as travel agents to plan travel and leisure opportunities for traveler from our state and visitors from around the world.

Ghost Towns 3-4

In this class the folklore, strange tales, otherworldly sightings, and ghost stories from towns around the U.S.A. will be explored, with a strong focus on the ghost towns of Washington State. Each class meeting will focus on a different ghost town, how to get there, what might be found there, and some of the strange tales it has to offer.

The History of America 4-6

Through hands on, experiential learning, students will gain a comprehensive understanding of the history of The United States, beginning with World exploration and the indigenous people of North America and the first settlers and colonists. They will study the events leading up to, and resulting from The American Revolution, and the creation of The Constitution and the American government as we know it. Learning opportunities will include research, writing, reader's theatre, and art in a collaborative setting; allowing students to develop critical thinking skills as well as social-emotional learning.

A Whole New World 1-2

Students have license to create their own civilizations after conducting research on social structures, geography, weather, architecture, law, and other aspects of ancient, present, and fictional civilizations. They will devise an alternate universe, determining the population, deciding what biome their people would settle in, what plants and animals would be available to the people in this environment, the sorts of tools they would develop depending on the resources. They will develop their own economy, culture, system of counting, language and alphabet, and system of government. They will create shelters, villages, and a transportation system. They will invent their own sports, systems of communication, and much, much more.

Mythical Creatures 3-4

Children live in a world of magic, where unicorns, dragons, and other imaginary creatures inhabit their everyday lives through make-believe. This class takes advantage of students' interest in all things mythical and magical by helping them learn about fantastical creatures within a cultural and historical context. By drawing upon young students' boundless imaginations, the activities will encourage students to discover similarities and differences in traditions and symbolism that exist in cultures around the world and to understand how different social meanings are embedded in make-believe creatures. Finally, students will create paintings, drawings, puppets, and more, representing magical creatures of their own invention, or ones based on the creatures they've learned about.

Science, Math, and STEM

Zoology 1-4

Students will study animals of all shapes and sizes, from the tiniest insects to the largest mammals, through readings, videos and online activities. They will gain an understanding of the main branches of the animal kingdom, while studying animal habitats, behaviors, diets, and adaptations. Special studies on endangered species, classification, mimicry and camouflage as well as ecosystems and food webs will be investigated.

Creative Thinking and Gaming K, 1-3, 4-6

This class will explore learning through “mucking about”. Students will also explore creative thinking through strategy games and hands on explorations based on their own interests and ideas.

Cool Kids Code K-2 1 ½ hours

This class is perfect for kids who have great imaginations, like figuring out how things work or simply love technology. Cool Kids will have a blast creating animated stories and bringing their imaginations to life. Along the way they will learn basic coding and programming, problem solving, logic, physics and more.

Minecraft Education 1-6 1 ½ hours

Students will engage in activities across subjects in an open-world game that promotes creativity, collaboration, and problem-solving in an immersive environment where the only limit is their imagination.

Because of the popularity of this class, students may only sign up for one section.

Dinosaur Island 1-3 1 ½ hours

Young paleontologists will study dinosaurs, other prehistoric creatures, and their habitats, and bring them to life. They will create art, oral presentations, games, and dramatic productions to share their findings. Here are a few concepts these young scientists will explore:

- Food sources and dietary needs
- Predators and prey
- Specific body parts can have important survival functions
- Many species have parental care, and parental care can take different forms (including the provision of food, and protection from predators)
- Inferences about behavior from left behind tracks and traces
- Ecological niches (how members of a given species "make a living"; e.g., humming birds specialize in extracting nectar from long, tube-shaped flowers),
- Food chains
- Anti-predator defenses (like body size, body armor, living in groups)
- Natural selection
- Processes of fossilization
- Using fossils to infer behavior
- Reconstructing ancient environments by studying fossil plants
- The use of new technologies allow us to detect things (like pigments) in fossils that are invisible to the naked eye.

Lego Maniacs 1-3, 4-6

Students will follow the engineering design process of think, plan, do and review. We will have weekly challenges that students will explore as we investigate simple machines and structures. Students will help select and plan many of the challenges as they develop their skills and interests.

Tinkering K, 4-6

Using a variety of hands-on, playful learning materials, students will engage their natural curiosity, become motivated, and develop the skills and confidence to describe and discuss their ideas. Students will work both collaboratively and individually to create and critique an assortment of projects, as they gain an opportunity to develop empathy for real people, and use a variety of hands-on building tools to exercise their creativity. Students will push themselves to take risks, communicate effectively, solve real-world problems, and overcome challenges.

Invention Studio 4-6

This project-based makerspace class is designed to solve real-world problems using STEAM (Science, Technology, Engineering Art and Mathematics). Students can work independently or collaboratively in groups to build wonder, inquiry, innovation and critical thinking skills. In the project-based makerspace, students will investigate topics, ideas or problems in an area of focus. These focal points may include technology, architecture, medicine, etc. Students will have the opportunity to design and test solutions to their inquiry.

Media Workshop 4-6 (STEM/Literacy)

By creating stop-motion videos, "TED talks", movie shorts, music videos, PSAs, movie scores and more, students will work from pre-production through editing. They will create storyboards, develop scripts that incorporate components of good story and nonfiction writing, and use these to tell their stories using 21st century technology applications.

Future City 3-6

Students will be lead through a project-based learning experience, that helps them tackle relevant citywide sustainability issues as they imagine, research, brainstorm, design, and build cities of the future. Along the way, they'll discover engineering, develop a meaningful relationships with their peers. This cross-curricular class gives students the opportunity to do the things that engineers do—identify problems and brainstorm and design solutions, build models, test and retest their ideas and share their results. Future City is an engaging way to build students' 21st century skills while they apply math and science concepts to real-world problems.

Science Experiments You Can Eat 1-3 1 ½ hours

This class will focus on kitchen-chemistry explorations. We'll harness the power of crazy carbon dioxide and use it to make homemade soda, candy, and almost-instant ice cream. We'll find out about the science of sugar as we transform it into taffy and lollipops. We'll perform other strange science stunts. Along the way, students will master fundamental culinary techniques. All recipes will be nut-free, and vegetarian substitutions will be available, but many recipes contain common baking ingredients such as wheat, eggs, and dairy. No other accommodations based on dietary preferences or restrictions can be made.

Nature Study 1-6

Students will explore nature in a variety of ways. Opportunities will include searching outside for fascination specimens, then bringing them back inside for identification and detailed illustration that deepens knowledge about that object. Other times, students may listen to read-alouds and attempt to replicate scenes mentioned in the books, such as shelters that were described in the Little House series or the My Side of the Mountain series. This class will incorporate research of the physical details of natural specimens, scientific illustration and labeling for later use as a field guide. Topics may include the flora and fauna of the Pacific Northwest, fungus, survival skills, and the connection to local tribes. *This class will be held in our outdoor classroom, as well as indoors.*

Exploring Ecosystems 1-2

Students will create mini ecosystems in class to study plant and animal life. Students will conduct scientific investigations to complete projects in and out of our class to better understand earth's systems. This course will also allow us to support the development of our community garden project. We'll have hands on science activities to create and so much to learn!

Environmental Sustainability 1-6

Students will learn how the natural environment of the Pacific Northwest Western Region functions, and particularly, how human beings can manage behavior and ecosystems to live sustainably. It is a multi-disciplinary class integrating disciplines such as biology, chemistry, physics, ecology, earth science, atmospheric science, mathematics, and geography. *This class will be held both in our outdoor classroom, as well as indoors.*

The Way Things Work 1-3

Children are fascinated with tools and machines. In this class students will study examples of a variety of machines to learn how they work. They will gain an understanding of machines by taking them apart to learn about them in their simplest forms, and through interactive activities. To enhance their understanding they will experiment with making their own functioning machines.

K-2 STEM

Science, Technology, Engineering, and Mathematical practices open students to new ideas, and allow for project-based learning opportunities that foster authentic growth and development. Students work together to explore, experiment, and solve problems. STEM activities open the doors for students to become tomorrow's movers and shakers through critical thinking, and problem solving. Classes will center on:

- Identifying a real-world problem
- Asking questions to explore the problem
- Developing possible solutions
- Exploring ideas through hands-on activities

Fall Gardening 1-6 1 ½ hours

We will have fun planning a winter garden, and preparing our raised bed garden soil for winter planting and overwintering and learning about the needs of winter crops. We will study garden designs to determine what will work best for us, and learn about different gardening techniques. We will plant fast growing cool weather salad greens, radishes, kale, chard, and onions, as well as carrots, spinach, garlic, peas, and chives to harvest in the spring. We will plant crocuses, daffodils, and other spring blooming bulbs; plant apple trees and learn about cross pollination; and learn about ways to protect our garden from the many woodland creatures that share our outdoor classroom. *This class will take place in our outdoor classroom as well as indoors*

Spring Gardening 1-6 1 ½ hours

Students will plan an early harvest garden, study gardening techniques that are best suited to the Pacific Northwest, start seedlings, prepare our outdoor garden area for Spring planting and harvest. *This class will take place in our outdoor classroom as well as indoors.*

The Double Decker Bus: Early Addition and Subtraction 1-3

This is the story of a double-decker bus, with ten seats on each deck. Five seats on each deck are red and five seats are white. The bus goes by quickly and the little girl in the story, sitting at her bedroom window and watching, works out ways to use the colors of the seats to calculate quickly how many people are on the bus. Her father drives a double-decker bus and she helps him figure out a way to know how many empty seats there are on the top deck even though he can't see them. In this class, children move the beads on an arithmetic rack to represent passengers going from one deck on the bus to the other, and sitting in various combinations in the red and white seats. This context supports the development of the understanding that numbers can be named in many ways. Several games are also included in this unit to extend composing and decomposing strategies as students establish equivalence.

Ages and Timelines: Subtraction on the Open Number Line 1-3

This class begins with the story of Carlos, an eight-year-old boy who is fascinated by his great-grandfather's thick, beautiful silver hair. His great-grandfather lives in Puerto Rico and Carlos is preparing to meet him for the first time. Having only seen photos of him as a much younger man, Carlos wonders how old his great-grandfather is and how many years it will take before he might have hair like that, too. As Carlos begins to investigate these questions, his whole family becomes involved in exploring age differences and figuring out how old they each were when Carlos was born. When Carlos shares his investigation with his teacher, the whole school gets involved in the project.

This story context sets the stage for a series of investigations. Children interview their family members and compare age differences. Timelines are introduced as a context for using the open number line—a helpful model used as a tool to explore and represent strategies for addition and subtraction. This class will focus on the open number line as a model for subtraction.

Trades, Jumps, and Stops 1-3

The story *The Masloppy Family Goes to New York City* sets the stage for a series of investigations to develop several big ideas and strategies important in the algebra strand. Seven-year-old Nicholas Masloppy (fondly known as the Organizer) and his brother and sisters are all waiting for the very special night when the family's big piggy bank will be opened. The family has been saving for a long time and now the bank is full. They are hoping to have enough money to go to New York City, where they will ride the subway to the Empire State Building, take a boat ride around the city, and visit the American Museum of Natural History. When the bank is opened, Nicholas's task is to organize the money into three equivalent piles for the three excursions. The piggy bank context is developed in the story and then used as an important model for exchange and equivalence.

The T-Shirt Factory 1-3

We begin with the story of *Grandma Eudora's T-Shirt Factory*. Grandma Eudora is part of the Masloppy family—a large, endearing family that finds it difficult to keep track of things. Everyone is forever losing, misplacing, and looking for things. One of the children, Nicholas, decides to sort, organize, and take inventory of things in the house, including Uncle Lloyd's T-shirts, which he arranges in rolls with rubber bands. One day as Uncle Lloyd is doing the laundry, Itchy, the family dog, knocks over a bottle of bleach. The result of this mishap is colorful tie-dyed T-shirts, which Grandma begins to sell in a highly successful business. Children work in groups (companies with factories) making and selling T-shirts and organizing their warehouses. This class focuses on place value, regrouping, equivalence, and the recording of the inventory. Students keep track of inventory before and after shipping orders, as boxes and rolls in the warehouse are opened so that orders can be filled.

Groceries, Stamps, and Measuring Strips 1-3

The focus of this class is the introduction and early development of multiplication. By making use of realistic contexts, the unit invites students to find ways to mathematize their lived worlds with grouping structures. We will use many contexts: inside the grocery store; postage stamps; city buildings, windows, and buses; tiled patios; a baker's trays; and sticker pages. Initially, formal multiplication notation is not the focus; efficient grouping is, as students are encouraged to make groups (and groups of groups) to find efficient ways to deal with repeated addition and determine totals. Formal notation (the use of \times to indicate multiplication) is introduced halfway through the unit with the context of measurement. *This class requires students to have a strong number sense, and to understand multi-digit addition and subtraction. Instructor permission required.**

Muffles' Truffles 3-4

Muffles is the owner of a candy shop that sells many boxes of truffles. His truffles are so delicious he cannot keep up with the demand for boxes of truffles. Student mathematicians become workers in Muffles Truffles shop, and help Muffles out with some of his problems. This work gives students an opportunity to explore multiplication and division, along with a firm foundation of place value—the multiplicative structure of our base-ten system, through the use of arrays, and to explore some of the big ideas in multiplication (the distributive, associative, and commutative properties), as well as area models.

The Big Dinner 3-4

In The Big Dinner the preparation of a turkey dinner introduces early multiplication strategies and supports automatizing the facts, using the ratio table, and developing the distributive property with large numbers. Strings of problems guide learners toward computational fluency with whole-number multiplication and build automaticity with multiplication facts by focusing on relationships.

Field Trips and Fundraisers: Fractions Concepts 4-6

Students will develop an understanding of fractions, beginning with the story of a class field trip. The class is split into four groups and each group is given submarine sandwiches to share for lunch. Upon returning from their trip, the students quarrel over whether some received more to eat than others. This story sets the stage for a series of investigations where they must determine fair sharing and then make a ratio table to ensure fair sharing during their future field trips. They also design a 60k bike course for a fundraiser, a context that introduces a bar model for fractions and provides students with another opportunity to explore equivalent fractions.

Best Buys, Ratios, and Rates: Addition and Subtraction of Fractions 4-6 *(Prerequisite - Field Trips and Fundraisers)**

Student shoppers will begin an understanding of the equivalence of fractions, proportional reasoning, and rates with a comparison of the cost of cat food at two stores: Bob's Best Buys where it is on sale, \$15 for 12 cans, and Maria's Pet Emporium where it is on sale, \$23 for 20 cans. Several important ideas and representations develop as students explore this problem, among them finding ways to determine the cost of a common number of cans for comparison and the use of the ratio table to represent their proportional reasoning about the context. The development of the ratio table is further supported in the next investigation as students work to determine the cost of several different amounts of bird seed sold by weight. As the unit progresses, proportional reasoning is once again the focus as students develop recipes for a variety of containers, using the recipe of Maria's gourmet puppy snack mix.

In the second half of this course the double number is introduced for computation as students investigate the readings on a farm truck's gas tank over the course of trips to several neighboring farms to pick up produce. A trip across the Pennsylvania Turnpike is also explored.

LANGUAGE ARTS

Literacy Adventures 1-4

In this class students will play games, and engage in group activities that promote literacy and improve reading and writing skills, such as: a variety of center activities, Reader's Theater, Mad Libs (parts of speech), Blurt (vocabulary) Boggle (word recognition), Scrabble (spelling and vocabulary building), and many more.

Animalia * (Literacy/Science) 1-4

Student zoologists will continue their studies by researching thriving and threatened species, learning about how animals find food, take care of their young, their habitats, adaptations, etc. They will use nonfiction writing skills to create their own reference materials and presentations. **(In order to take this class you must be enrolled in Zoology Specialists)*

Robots, Monsters and Aliens 1-4

We've seen them in cartoons, books, movies and our imagination. Now let's make some of our own. This class will combine the reading of great stories and creativity of the arts. Each week we will read books, create with crafts, and develop our own creature stories through cartooning. Bring your imagination and have some fun.

All About Me 1-2

Young writers will hone their skills by focusing on personal experience and real-life events. Along with an emphasis on basic writing strategies, they will learn to add emotional language and sensory details to written work. Students will learn what makes for a good storyteller, and explore different ways of telling their stories. Projects might include graphic stories (comics), scripts for short films; personal essay, journaling, and much more.

Personal Journaling 1-2

In this class students will be keeping personal journals as they learn to write captivating leads, strong transitions as well as memorable endings to enhance their personal stories. At the same time they will gain an understanding of the critical skills of organization, elaboration, craft, spelling, punctuation, and non-fiction text features, as well as adding artistic images that support their creative ideas.

Mad Hatter Poetry 1-2

At each weekly tea time, complete with treats, candles, and other elegant touches, students will study poetry through read alouds, shared reading, song, practiced recitation, and artistic and dramatic representation. They will learn songs, nursery rhymes, and other simple poems, and practice writing their own too!

(This class will work with parents to accommodate food allergies)

Meet The Poets 3-4

Students will meet each week for tea and treats as they study the life of a different poet and poetic form. They will be completely immersed in reading and writing poetry. Pinkies up!

Historical Journalism 4-6

Students will research and write about different historical events as they learn the fundamentals of journalism by studying the elements of a news story, learning to write copy, researching and identifying sources of information. They will learn to critique the media, fact check, and identify sources of "fake news." Students will gain an understanding of what makes good copy and how to layout a newspaper.

Yearbook 4-6

Students will use nonfiction writing skills to create a yearbook for our program. This class will include team building opportunities, as students extend skills learned in Historical Journalism. Additionally, students will learn interviewing skills, and how to lay out copy to create a real keepsake for each family.

Storytime 1-2

Students develop a lifelong love of reading through book discussions and book-related projects. They will learn how the pleasure of reading is multiplied when they share their ideas, explore differences of opinion and find common interests. Teachers will read books that are challenging for young readers to get off the page, but that have themes that children are able to grasp and discussion worthy. Students' ideas will become cross-curricular projects that build on the theme of each story.

Night of the Notables 3-4

In this unique and exciting experience, students will research a famous person of their choice, alive or deceased, who has made a major contribution in the areas of science, math, politics, exploration, the arts, etc. They will read books about their notable, research online, explore videos or movies, or even museums or historical sites. Students will develop a creative project related to their notable person's life in some way. The

culmination of this class will have students dressing as their notable person, and giving a presentation to families that best suits their personal style. This engaging class is designed to elevate the students' understanding of the qualities, characteristics, and challenges that are part of every successful, 'notable' person's life. It is meant to inspire them to nurture and develop their gifts and talents in order to make our world a better place.

Diversity Book Clubs 4-6

Through rich and complicated picture books students will learn about other cultures, lands, and people as a way to gain a global understanding, and to see themselves reflected in the pages of what they read. Students will read books about, and discuss, universal themes and emotions, including:

<p><u>Terrible Things</u> - An allegory of the Holocaust</p> <p><u>Thank You Mr. Falker</u> - dyslexia</p> <p><u>Fly Away Home</u> - homelessness</p> <p><u>The Table Where Rich People Sit</u> - poverty</p> <p><u>Each Kindness</u> - poverty and exclusion</p> <p><u>The Other Side</u> - race and segregation</p> <p><u>Freedom Summer</u> - race and segregation</p> <p><u>Oliver Button is a Sissy</u> - Sexual Identity and stereotypes</p> <p><u>Noah Chases the Wind</u> - Autism</p> <p><u>And Tango Makes Three</u> - Non-Traditional Families</p> <p><u>Morris Micklewhite and the Tangerine Dress</u> - Sexual Identity and Stereotypes</p> <p><u>Last Stop on Market Street</u> - Ethnic, cultural, and socio-economic awareness</p> <p><u>The Story of Ruby Bridges</u> - Race and segregation</p> <p><u>So Far From the Sea</u> - Japanese Internment</p>	<p><u>The Harmonica</u> - The Holocaust</p> <p><u>The Whispering Town</u> - The Holocaust</p> <p><u>One Green Apple</u> - Cultural Sensitivity - Muslim</p> <p><u>The Name Jar</u> - Cultural Sensitivity - Asian</p> <p><u>The Lotus Seed</u> - Cultural Sensitivity - Asian</p> <p><u>The Sneeches</u> - An allegory of segregation</p> <p><u>Williams Doll</u> - Sexual Identity and stereotypes</p> <p><u>Julian is a Mermaid</u> - Sexual Identity and stereotypes</p> <p><u>Baseball Saved Us</u> - Japanese Internment</p> <p><u>The Butterfly</u> - The Holocaust</p> <p><u>Encounter</u> - Native culture, racism, and oppression</p> <p><u>A Boy Called Slow</u> - Native American Culture</p> <p><u>Henry's Freedom Box</u> - The Underground Railroad</p> <p><u>Amazing Grace</u> - Racial sensitivity and identity</p> <p><u>Ruth and the Green Box</u> - Race and segregation</p> <p><u>The Girl Who Thought in Pictures: The Story of Dr. Temple Grandin (Amazing Scientists)</u> - Autism</p>
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Socratic Seminar

Students will engage in dialogue and discussion that is collaborative and open-minded around a series of important and diverse topics. Students will learn how read closely and to use text evidence to support and answer open-ended questions. Socratic questioning is a systematic process for examining the ideas, questions, and answers that form the basis of human belief. It involves recognizing that all new understanding is linked to prior understanding, that thought itself is a continuous thread woven throughout lives rather than isolated sets of questions and answers. Socratic Seminar is intended to:

- Offer opportunities for student voice
- Embrace the power of open-ended questions
- Often mimic how intellectual discourse occurs in real life
- Support providing evidence-based arguments
- Build active listening skills
- Reinforce close reading
- Approach real world solutions as having multiple perspectives
- Hone critical thinking skills
- Build oral communication skills
- Emphasize the importance of critical reflection
- Help to develop conflict resolution skills

Library K- 6

This class would provide access to library resources and include book check-out, book talks, interactive read-aloud, classroom instruction extension, extensive research opportunities, instruction about digital literacy - finding and evaluating source material.

Health & Physical Education

Quiet Mindfulness Practice K-6

We have included 30 minutes of Mindfulness this year, right after lunch, to allow students a moment of repose before moving into afternoon classes. This time may include meditation, independent reading, drawing and journaling, and other silent activities that will help students with positivity, concentration, and remaining present.

If you plan to register for contiguous classes before and after lunch, you will automatically be signed up for recess/lunch/mindfulness. Otherwise, you must decide whether to register your child for mindfulness and only attend this class in its entirety if registered. If you want to register for only recess and lunch following morning classes you must plan to leave before mindfulness. To attend lunch/recess/mindfulness before a contiguous afternoon class, you will need to indicate that with your registration.

Sports Lab K-6

Students will learn rules, skills, and techniques for a variety of different sports, as well as understanding the concept of fair play. They will learn how playground “rules” differ from the rules of professionals, and how to be a good winner as well as a good loser.

Games to Play With Your Friends K-4

Through play, children learn valuable life lessons including problem-solving, sportsmanship and getting along with others. They can develop leadership skills and enhance their creativity, and learn lifelong fitness awareness. . Language development is also strengthened as children interact and play with others. In this class, student will learn a collection of games that can be played in groups to promote social interaction and physical fitness.

Yoga K-2

Students will learn yogic principles in a fun and engaging way! Yoga will them see the connection they share with each other, with the planet, and with the universe as a whole. Students will learn the value of exercise and good nutrition, the power of creative visualization, and the importance of aligning body, mind, and spirit. Yoga promotes emotional growth and physical well-being too! In addition to stretching and strengthening exercises, this class is full of fun and creativity. Yoga postures promote full body-mind coordination, flexibility, focus, balance, positive emotional growth, and imaginative thinking. Through guided activities and cooperative games in which everyone wins, students will become more physically fit, expand their sense of self-awareness, and develop their self-confidence.