

Grade 2

Advanced Beginner Swim (Sessions 1, 2, and 3)

To determine your child's ability level, please refer to the description below. All children will be tested by the instructors on the first day of each session and appropriately placed based on their ability level. *A student must be enrolled in Enrichment and Recreation to participate in the swimming program.*

Advanced Beginner: Child must be able to swim the length of the pool (25 yards) using the freestyle stroke in 7-foot deep water.

Ahoy, Mateys! (Session 2)

Join the crew! Swashbucklers in this cross-curricular class will experience the life of pirates by learning the lingo, making treasure maps, designing flags for their ships, navigating using stars and compasses, wearing eye patches, learning about famous pirates, and more. Fun-rated: Arrr!!

Animals in Art (Session 3)

Join our art safari! Students who love animals will enjoy creating a variety of paintings, drawings, and clay pieces inspired by animals found in their natural settings as well as animals found in famous paintings by artists such as Henri Rousseau.

Artworks (Session 3)

Be creative! Students will strengthen their problem-solving skills by engaging in art activities that will require them to think creatively, develop unique details and style, and produce individual solutions. Students will be introduced to the artistic process and to historical artists who were confident in being themselves.

Beginner Swim (Sessions 1, 2, and 3)

To determine your child's ability level, please refer to the description below. All children will be tested by the instructors on the first day of each session and appropriately placed based on their ability level. *A student must be enrolled in Enrichment and Recreation to participate in the swimming program.*

Beginner: Child must be able to comfortably submerge their head in the pool.

Chess: Basics and Beyond (Sessions 1, 2, and 3)

This beginning level class is designed to take each student from basic knowledge to a more proficient level of play. Students will:

- Learn opening principles of the game: setting up the board and moving the pieces
- Study special rules: castling, under promotion, and en passant
- Understand pins, forks, check and checkmate
- Master quick ways to win, including the 4-move checkmate and the 2-move checkmate
- Study the history of chess ... and much more.

Chess: Competitive (Sessions 1, 2, and 3)

This class is for students with advanced technical knowledge of the game and who enjoy competitive game play. This is the ideal choice for students who would like to compete in state and national tournaments. Students will: • Study notation • Review famous games • Practice the rules of tournament play • Learn more complex ope.

Chess: Great Gameplay (Sessions 1, 2, and 3)

This class requires knowledge of all concepts listed under “Basics and Beyond.” This course focuses on starting and completing a full game. Students will: • Review tactics such as pins, forks, and getting out of check • Learn notation • Master opening strategies and middle game planning • Study common end game combinations such as king and two rooks, king and queen, and king and one rook • Review games ... and much more.

CSI – Crime Scene Investigators in Training (Sessions 1, 2, and 3)

Who did it? What does the evidence reveal? In this CSI course, students will focus on problem-solving and critical-thinking skills as they learn basic forensic techniques to try to solve the crime. This course is designed to meet the needs of a variety of learners through an integrated STEM (science, technology, engineering, math) approach. Through hands-on experiences, students will develop an understanding of basic forensic techniques such as footprint and fingerprint analysis, paint splatter analysis, witness testimony, general data analysis, and basic evidence collection techniques..

Designing Games to Tackle Climate Change (Session 2)

Turn your passion for the planet into an engaging board game in this hands-on makerspace class. Students will design and build their own climate change-themed games, focusing on real-world issues like renewable energy, pollution, conservation, and sustainability. Using tools like 3D printers, laser cutters, and craft materials, participants will bring their game ideas to life, learning how to weave science and strategy into fun gameplay. Along the way, they'll explore how creative problem-solving can inspire action and solutions for global environmental challenges. By the end of the session, students will have a one-of-a-kind game that educates and entertains while making an impact!

Materials fee: \$25.00

Diggin' Dinos (Session 3)

Dig into the fascinating, extinct world of dinosaurs. In this introductory class, students will become junior paleontologists and study a variety of these terrestrial reptiles focusing on names, classifications, sizes, habitats, food, and more.

Enchanted Castle (Sessions 1 and 2)

Enter the fantasy world of imaginative literature while developing critical, creative, and higher-level thinking skills. Through game activities, students will learn more about the elements, styles, and

characters in fairy tales, will increase their vocabularies, and will discuss moral values. They will even create their own fairy tales to share with family and friends.

Escape! (Session 1)

Help open the lock! Participants work together to solve a series of engaging problems to achieve a common goal: open the locked box. A class that cultivates the life-long skills of critical thinking, collaboration, creativity, and communication.

Exploring Math (Sessions 1, 2, 3)

Enhance the mathematical skills learned in the early grades. Students will participate in many fun, hands-on math activities that incorporate art, literature, manipulatives, and puzzles. Each session is different, so sign up for more math fun. This is an exploratory course, not a review class.

From Computers to Game Boards (Session 1)

Explore the exciting world of computers and coding through board game making. In this course, students will learn basic concepts like computers, problem-solving, and programming principles by designing their board game. Using the makerspace, students will create a board game inspired by how computers work. By the end of the session, students will have a playable game that blends creativity with foundational coding and computer ideas — perfect for sparking an interest in technology.

Materials fee: \$25.00.

FUNtastic Fine Arts (Sessions 2 and 3)

Cover multiple disciplines in one hour! Each session, students will follow a different theme in literature which carries over into art and music. In art, students will complete a wide variety of activities which may include painting, drawing, collage work, sculpture, and puppetry. In music, students will explore the world around them using a variety of media, including music, movement, and homemade instruments.

Hands off! Feet only (Session 3)

World Cup winner! This course teaches basic skills and rules for the most popular sport in the world. Great for those who have little or no experience, or those who just want to get better at the basics.

International Children's Games (Sessions 2 and 3)

Learn about children and customs from places around the world through their play, games, and hands-on activities. This course is designed to expose students to various heritages worldwide through the eyes of children.

Intro to Theater Games (Session 3)

Do people call you dramatic? Do you love to make others laugh or to create make-believe worlds? This is the class for you! Students will develop imagination and creativity through a variety of improvisation

games and reenact some of their favorite short stories! Students will enhance their speaking, listening, and teamwork skills. Each session will culminate in a production for family and friends.

It's Greek to Me (Sessions 2 and 3)

Travel through time and space to climb Mt. Olympus. Students will study Greek mythology, learning about the Olympian gods and goddesses, and exploring the connections these ancient stories have with modern society.

Little Leapers Obstacle Course (Session 3)

Little Leapers is all about learning to move like a pro! Students will practice parkour-inspired skills like jumping, vaulting, and balancing using the Railyard Fitness course in a safe and supportive environment. Each obstacle is designed to help build body awareness and agility while having a great time. Kids will navigate new courses each day, making every class an adventure in movement!

Math Adventures in Board Game Design (Session 3)

Step into the Avery Coonley makerspace and unleash your creativity in this exciting hands-on class where math meets game design. Students will use the design thinking process to brainstorm, build, and playtest their very own board games, incorporating math concepts like geometry, probability, patterns, and problem-solving into their gameplay mechanics. From creating strategic puzzles to designing dynamic game boards and pieces, participants will use maker tools like 3D printers, laser cutters, and craft materials to bring their ideas to life. By the end of the class, students will have a fully functional math-inspired board game to share and play with friends and family. Whether you're a math whiz or a creative thinker, this class makes learning math a game-changing experience.

Materials Fee: \$25.00

Miniature Home Designer! (Sessions 1 and 2)

Join this class to learn about interior design, miniature modeling, and working with many different art styles and mediums to create your own customized model house! Starting with a wooden structure, students will determine the use of each room in their miniature house and then style the interior of each room based on its intended use. Starting with sketches and design boards, students will brainstorm what will bring their best imagination to reality, then we will make it happen! Bring your imagination for your dream house of the future! Shaggy pink rugs? Blue striped wallpaper? Green pillows? Orange curtains? Let's do it! All materials will be included, and students will bring their completed house home at the end of the two-week session.

Materials fee: \$40.00

Movin' and Groovin' (Session 3)

Develop and challenge your expressive and creative talents through a variety of dance movement explorations. No previous dance experience is required. Each session culminates in an informal presentation for family and friends. Comfortable, loose clothing should be worn.

NU CTD Animal Adaptations: Zoology (Session 1)

In this course, young zoologists investigate amazing animals from around the world, each with astounding physical traits and behaviors that help them survive in their environments. Through research and hands-on activities, students learn about animal classification, a variety of habitats, and the survival methods of animals that live in them. Students are challenged to advance their critical thinking skills as they consider the implications of environmental changes for future generations of species.

Special Notes:

- This class is a 3-hour course. No other Enrichment courses can be chosen during the session.
- Lunch and recreation can be added to the registration of this class.

NU CTD Awesome Explosions and Collisions (Session 3)

What can be learned from investigating collisions and explosions? Hands-on science experiments allow students to bump, crash and jolt a wide variety of materials. Students develop critical thinking skills as they explore how explosive phenomena such as impact craters, the Big Bang, and plate tectonics reveal a wealth of scientific knowledge about our world.

Special Notes:

- This class is a 3-hour course. No other Enrichment courses can be chosen during the session.
- Lunch and recreation can be added to the registration of this class.

NU CTD Engineering Simple Machines (Session 2)

Young engineers develop an understanding of simple machines, exploring terms like work, energy, force, and effort through hands-on experiments. Students gain experience with foundational physics concepts with wheels and axles, wedges, pulleys, screws, inclined planes, and levers. Discover where these machines are used in everyday life and then apply this knowledge to create original multi-step machines that perform simple tasks.

Special Notes:

- This class is a 3-hour course. No other Enrichment courses can be chosen during the session.
- Lunch and recreation can be added to the registration of this class.

NU CTD Grossology: Fascinating Systems of the Human Body (Session 2)

The human body conducts fascinating and sometimes repulsive bodily functions, but all serve a valuable purpose. From spit and vomit to sweat and snot, curious students expand their critical thinking skills as they engage in experiments and activities to learn about systems of the human body and their role in indicating illness and maintaining health. This course builds fundamental biology skills for future study.

Special Notes:

- This class is a 3-hour course. No other Enrichment courses can be chosen during the session.
- Lunch and recreation can be added to the registration of this class.

NU CTD Solution Sleuths: Experts in Problem Solving (Session 3)

A fire engine travels five miles to a fire at a speed of 60mph. Its tank holds 500 gallons of water, but it has been leaking throughout the journey at a rate of 5 gallons per minute. How much water is left in the tank when it arrives at the fire? By learning and applying strategies, students grapple with mind boggling and brainteasers to determine the best solutions to real-life problems. Mathematical dexterity is enhanced as young learners think about, solve, and create their own complex and interesting problems utilizing operations such as multiplication and division.

Special Notes:

- This class is a 3-hour course. No other Enrichment courses can be chosen during the session.
- Lunch and recreation can be added to the registration of this class.

NU CTD Storytelling with Scratch (Session 1)

How can we tell a digital story? Create original storylines and narratives across genres and animate them in Scratch, a block-based programming language for kids. Design code, sketch animations and backgrounds, and develop characters that tell your story in a digital format. Explore how technology can enrich our storytelling experience and abilities. This interdisciplinary course blends advanced creative writing strategies with computational concepts and integrative problem-solving skills.

Special Notes:

- This class is a 3-hour course. No other Enrichment courses can be chosen during the session.
- Lunch and recreation can be added to the registration of this class.

Parkour Challenge Course (Session 2)

Take movement skills to the next level. Using the Railyard Fitness system, students will practice parkour basics like vaults, precision jumps, and soft landings. Each session includes a dynamic obstacle layout with balance beams, platforms, and jumps, where students can test their speed, agility, and creativity. With new setups each day, this course builds strength, confidence, and problem-solving skills while making fitness an exciting adventure!

Read, Write (Sessions 1, 2, and 3)

Reinforce the reading, decoding, phonetic, and writing skills developed in kindergarten. Literature-based lessons will incorporate exciting read-aloud, writing, and art projects. Each session's stories and activities will be different and unique, so sign up more than once and help your child to READ and to WRITE all summer long.

Science Sampler (Sessions 1, 2, and 3)

Investigate scientific areas such as color and light, rocks and minerals, plants and animals, land and water, planets, and more! Hands-on experiments lead students to an interest in and knowledge of various aspects of science.

See The USA (Sessions 1 and 3)

A new state a day! Students will play games, sing songs, and solve puzzles as they discover interesting facts about a different state each day. Included in this fun study will be its location, its capital, its nickname, its bird, some of its famous people and landmarks. A great introduction for future Social Studies classes.

Taking Root (Session 3)

Help your students “take root” in this class. Increase students’ understanding of trees and seeds around us. This class will include activities focused on seed growth and dispersal, tree life cycle, and habitat characteristics. Unique to Avery Coonley is the access to the wonderful Maple Grove Forest Preserve just next door. Students will be able to witness in real time all that the forest provides us.

Theater Arts for the Younger Student (Sessions 1 and 2)

Do you have a flair for the dramatic? Put that creative energy to use! The focus of this course will be to develop imagination and creativity through a variety of games and activities which are designed for full and active participation by all students. Each two-week session will culminate in a public production.

Vive la France (Session 2)

Learn about French food, play authentic French games, and virtually visit French monuments. These are a few of the favorite cultural activities that are part of an introductory course for beginning French students. The students will be introduced to basic expressions and vocabulary through games, songs, and group activities. This class is recommended for those with no prior background in French.

Your Amazing Body (Sessions 1 and 2)

What a wonderful body you live in! Students will gain knowledge and appreciation for their bodies as they study the organs, bones, muscles, skin, the heart, and how the body protects itself.

Grade 2

CLASS	GRADES	9:00	10:00	11:00	12:30
Session 1					
Chess: Basics and Beyond	K-8		X		
Chess: Competitive	K-8			X	
Chess: Great Gameplay	K-8	X			
CSI: Crime Scene Investigators in Training	2-4		X		
Enchanted Castle	2-4	X			
Escape!	1-2			X	
Exploring Math	1-2		X		
From Computers to Game Boards	2-3			X	
It's Greek to Me	2-3	X			
Miniature Home Designer	2-4	X			
NU CTD Animal Adaptations: Zoology	1-2	X	X	X	
NU CTD Storytelling with Scratch	1-2	X	X	X	
Read, Write!	1-2	X			
Science Sampler	1-2		X		
See the USA	1-2			X	
Theater Arts For the Younger Student	1-2		X		
Your Amazing Body	1-2	X			
Session 2					
Ahoy, Mateys!	2-3			X	
Chess: Basics and Beyond	K-8	X			
Chess: Competitive	K-8		X		
Chess: Great Gameplay	K-8			X	
CSI: Crime Screen Investigators in Training	2-4	X			
Designing Games to Tackle Climate Change	2-3			X	
Enchanted Castle	2-4		X		
Exploring Math	1-2	X			
Funtastic Fine Arts	K-2			X	
International Children's Games	1-2		X		
It's Greek to Me	2-3		X		
Miniature Home Designer !	2-4		X		
NU CTD Engineering: Simple Machines	1-2	X	X	X	
NU CTD Grossology: Fascinating Systems of the Human Body	1-2	X	X	X	
Parkour Challenge Course	2-4	X			
Read, Write!	1-2			X	
Science Sampler	1-2	X			

Theater Arts For the Younger Student	1-2	X			
Vive la France	2-4			X	
Your Amazing Body	1-2		X		
Session 3					
Animals in Art - It's a Jungle!	1-2	X			
Artworks	1-2			X	
Chess: Basics and Beyond	K-8			X	
Chess: Competitive	K-8	X			
Chess: Great Gameplay	K-8		X		
CSI: Crime Scene Investigators in Training	2-4		X		
Diggin' Dinos	1-2			X	
Exploring Math	1-2			X	
Funtastic Fine Arts	K-2		X		
Hands Off! Feet Only	1-2			X	
International Children's Games	1-2	X			
Intro to Theater	2-3	X			
Little Leapers Obstacle Course	K-2	X			
Math Adventures in Board Game Design	2-3			X	
Movin' and Groovin'	1-2	X			
NU CTD Awesome Explosions and Collisions	1-2	X	X	X	
NU CTD Solution Sleuths: Experts in Problem Solving	1-2	X	X	X	
Read, Write!	1-2		X		
Science Sampler	1-2			X	
See the USA	1-2	X			
Taking Root	1-2		X		