

M O N D A Y	Grade Level	Class Description
	CATCH Kids Club Activities & Homework Assistance (all students)	
	1	Dash & Dot Robots (use coding to control robots)
	1	Diving into Literacy (fun, engaging literacy activities with art, skits, & creations)
	1, 2	Ag in the Classroom (hands on projects; e.g., wind mill, egg hatchery)
	2, 3	"Why on Earth" (STEM) & Project Wild (active wildlife learning and STEAM)
	2, 3, 4	MakerSpace (creating, making, and building using everyday items and art)
	3, 4	Project Wild (active wildlife learning and STEAM)
	4, 5, 6	Explosive Science (science experiments; some explosive using chemistry/math)
	5, 6, 7, 8	Archery (will compete in competitions)
5, 6, 7, 8	MakerSpace (littleBits, MakeyMakey, snap circuits, BMX bikes)	
6, 7, 8	Hot Topics (this will be driven by student interest daily/weekly; e.g., classroom karaoke, community outreach, mad scientist experiments, DIY projects, journaling)	

T U E S D A Y	Grade Level	Class Description
	CATCH Kids Club Activities & Homework Assistance (all students)	
	1, 2	Project Wild (active wildlife learning and STEAM)
	1, 2, 3	"Sew"ing Your Heart Out (sewing projects)
	1, 2, 3	Sports Clinic (sports related activities)
	1, 2, 3, 4	Ag in the Classroom (hands on projects; e.g., wind mill, egg hatchery)
	3, 4, 5	Cooking for Life (cooking lessons)
	4, 5, 6	Digital Creative Media (using technology to create digital productions)
	4, 5, 6	Storm Chasers (weather related activities)
	5, 6, 7, 8	Archery (will compete in competitions)
	5, 6, 7, 8	Service & Leadership (activities planned to foster service and leadership skills)
	6, 7, 8	Hot Topics (this will be driven by student interest daily/weekly; e.g., classroom karaoke, community outreach, mad scientist experiments, DIY projects, journaling)

W E D N E S D A Y	Grade Level	Class Description
	CATCH Kids Club Activities & Homework Assistance (all students)	
	1, 2	"Why on Earth" (STEM activities about natural phenomena)
	1, 2	Cooking for Life (cooking lessons)
	1, 2, 3	Explosive Science (science experiments; some explosive using chemistry/math)
	1, 2, 3, 4	Cheerleading / Zumba (learn how to be a cheerleader and Zumba dance)
	3	Robotics
	3, 4, 5	Guitar (guitar lessons; guitars provided for after-school)
	4, 5	Discovering the World Around Us (skype, technology, culture, and art)
	4, 5, 6	Movie Production (will use technology to create unique short production movies)
	6, 7, 8	Sports Clinic (sports related activities)
6, 7, 8	Hot Topics (this will be driven by student interest daily/weekly; e.g., classroom karaoke, community outreach, mad scientist experiments, DIY projects, journaling)	

T H U R S D A Y	Grade Level	Class Description
	CATCH Kids Club Activities & Homework Assistance (all students)	
	1, 2	Art Factory (arts & crafts, some digital & some to take home)
	1, 2	Project Wild (active wildlife learning and STEAM)
	1, 2, 3, 4	Sports Clinic (sports related activities)
	3, 4	Service & Leadership (activities planned to foster service and leadership skills)
	3, 4, 5	Cooking for Life (cooking lessons)
	3, 4, 5, 6, 7, 8	"Sew"ing Your Heart Out (sewing projects)
	4, 5, 6	Mad Scientist: Dissect What? (Yes. Students will be dissecting things!)
	5, 6, 7, 8	Art-Spiration (art production of drawings, textured paint, spray paint, etc.)
	5, 6, 7, 8	Archery (will compete in competitions)
	6, 7, 8	Robotics
	6, 7, 8	Hot Topics (this will be driven by student interest daily/weekly; e.g.,, classroom karaoke, community outreach, mad scientist experiments, DIY projects, journaling)

F R I D A Y	Grade Level	Class Description
	CATCH Kids Club Activities & Homework Assistance (all students)	
	1, 2	Discovering the World Around Us (explore language, culture, art, & dancing)
	1, 2	Let the Games Begin (board games, online games, trivia, collaborative games)
	1, 2	Voice (musical performance, choir, voice technique, body movement)
	2, 3	Dash & Dots Robots (use coding to control robots)
	3, 4	Explosive Science (science experiments; some explosive using chemistry/math)
	3, 4, 5, 6, 7, 8	Yoga (physical postures, deep breathing, mindfulness and listening to the body)
	4, 5, 6	Project Wild (active wildlife learning and STEAM)
	5, 6, 7, 8	Guitar (guitar lessons; guitars provided for after-school)
	6, 7, 8	Mad Scientist: Dissect What? (Yes. Students will be dissecting things!)
6, 7, 8	Hot Topics (this will be driven by student interest daily/weekly; e.g., classroom karaoke, community outreach, mad scientist experiments, DIY projects, journaling)	