

Group 1					
TIMES	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
2:30pm-3:00pm	SNACK/ARRIVAL	SNACK/ARRIVAL	SNACK/ARRIVAL	SNACK/ARRIVAL	SNACK/ARRIVAL
3:00pm-4:00pm	Basketball Leadership	Pixel Art STEM	Jr.NBA Tournament	Jr.NBA Tournament	Basketball Healthy Living
4:00pm-5:00pm	Study Lab Homework Assistance	Study Lab Homework Assistance	Study Lab Homework Assistance	Study Lab Homework Assistance	Food Explorers Leadership
5:00pm-6:00pm	Design Squad STEM	Mindful Movement Leadership	Sculpting Art	Arduino STEM	Brain Games Recreation

Group 2					
TIMES	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
2:30pm-3:00pm	SNACK/ARRIVAL	SNACK/ARRIVAL	SNACK/ARRIVAL	SNACK/ARRIVAL	SNACK/ARRIVAL
3:00pm-4:00pm	Study Lab Homework Assistance	Study Lab Homework Assistance	Study Lab Homework Assistance	Study Lab Homework Assistance	Brain Games Recreation
4:00pm-5:00pm	Global Citizen Literacy	Design Squad STEM	Bloggers Workshop Literacy	Sculpting Art	Volleyball Healthy Living
5:00pm-6:00pm	Volleyball Leadership	Fine Art	Volleyball Healthy Living	Volleyball Healthy Living	Food Explorers Leadership

Group 3					
TIMES	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
2:30pm-3:00pm	SNACK/ARRIVAL	SNACK/ARRIVAL	SNACK/ARRIVAL	SNACK/ARRIVAL	SNACK/ARRIVAL
3:00pm-4:00pm	Study Lab Homework Assistance	Study Lab Homework Assistance	Study Lab Homework Assistance	Study Lab Homework Assistance	Food Explorers Leadership
4:00pm-5:00pm	Invent-a-Sport Leadership	Gerden Club Leadership	Pixel Art STEM	Recreation Sports Healthy Living	Brain Games Recreation
5:00pm-6:00pm	Fine Art	Design Squad STEM	Arduino STEM	Sculpting Art	Recreation Sports Healthy Living

Program Description

Study Lab	Homework and school project assistance.
Jr.NBA Tournament	Intramural basketball competition that will include 8 regular season games, allstar game and skill challenges, playoffs and championship game.
Basketball/Volleyball Leadership	Participants will be assigned groups and create or research drills so that it is a player led practice. They will learn how to give and receive constructive criticism.
Basketball/Volleyball/ Healthy Living	Participants will learn basic skills in their respective sport and practice for scrimmage games against other SASF sites.
Recreational Sports Healthy Living	Participants will see different sport themes each week like; badminton, volleyball, flag football, relay races, fitness, basketball and soccer. They will use information from these sessions for their leadership activity.
Invent 'a' Sport Leadership	Participants will use the theme for the previous week to create an activity or game for their peers. They will practice productive communication and give and receive feedback of their games and strategies to complete the tasks..
Design Squad STEM	Participants will have a weekly engineering challenge where they will use STEM skills as a team. Staff will use everyday objects as supplies and encourage strong communication skills and applied knowledge.
Pixel Art STEM	Participants will create 2D pixel characters using computer software and then insert their character into participant created games as well as have the opportunity to have these characters 3D printed.
Arduino STEM	Participants will learn how to use Arduino boards to experience engineering at a more impacting level. The Arduino projects are set as challenges which will include knowledge of how to use included software and hardware.
Fine Art	Participants will use skills learned earlier in the year to create visual art for our end of the year Gallery. Mediums used will be colored pencil, pastel and water colors on canvas.
Sculpting	Participants will use clay for sculpting projects that will be used as visual pieces for the Art gallery or for the Clay animation short movies.
Global Citizen	Participants will experience different cultures around the world and be invited to discuss historical and current events that demonstrate connections to their own experiences. This will be done through hands on projects and activities.
Bloggers WorkShop	Participants will engage in different literary mediums to showcase their thoughts via poetry, short stories, graphic story telling and journalism. The final project is to create an online blog which can be used for future SASF seasons.
Garden Club	Participants will be involved in the Community Garden. Working in conjunction with garden staff, they will learn the importance of community engagement and learn about planting, harvesting and upkeep.
Food Explorers	Participants will use knowledge and skills gathered in previous seasons about nutrition and cooking to create their own recipes and compete in teams in a "Chopped" competition format.
Brain Games	Participants will engage in social recreational games with academic engagement as a focus. Activities and games will be designed for participants to use STEM, literacy and teamwork skills.
Mindful Movement	Participants will be shown different breathing and stretching routines designed to help them be "mindful" of their own bodies. Students will learn these routines and will help guide them. There will also be a chance to do "chats" meant to inspire meaningful conversation about balance and prevalent issues.