

ASP 2017-2018 Curriculum Descriptions and Objectives:

Arts and Crafts: (Ages 5-12) Create developmentally appropriate activities for each age group. Inspire creativity and engage children in hands on activities that allow them to expand their fine motor skills. Explore ideas or concepts that allow children to express and challenge themselves. Extend thinking across multiple subject areas i.e. language, music, art, history, science, social studies, multicultural studies, math. Break up activity into easily accessible parts to allow children time to complete activity. Create mementos that allow children to share their experiences with family. Have example ready ahead of time for children to visualize their goal. Encourage variances and creative interpretation.

Global Culture: (Ages 5-12) Promotes multicultural awareness and self-esteem. Introduce children to diversity and culture that extends beyond their own country. Inspire acceptance and understanding of all races, cultures, and ways of life. Introduce a new country/culture each week with examples of arts, music, food, or clothes to enhance children's understanding and provide multi-dimensional learning experience. Discuss differences and similarities to one's own culture to engage children in dialogue and debate.

Rocket Readers: (Ages 5-8) Reading provides children with a higher aptitude for learning. Reading encourages speech skills, communication skills, language mastery, logical thinking skills, acclimation to new experiences, concentration, and discipline. Choose an age appropriate story in which to share with the children and engage them in critical thinking. Ask questions throughout the story to keep children inspired. Provide children with a craft or lesson after the story in order to apply what they have learned. Use themes to connect story to the outside world. I.e. MLK Day, Black History Month, President's Day, Seasonal.

Literacy Leaders: (Ages 9-12) Youth explore literacy in a variety of forms. From Acrostic Poetry to Haikus. Comic Books to Journaling. The goal of this program is to enhance the understanding of the written word and allow youth a creative outlet for exploration. There will be solo writing projects as well as group based projects that aid in problem solving and teamwork.

Weird Science: (Ages 5-8) Provides youth with safe, age appropriate, hands on, science experiments. Inspire creativity, create goal setting, planning, problem solving. Plan experiments that engage children and teach the fundamentals of the scientific method i.e. observation, hypothesis, prediction, experiment, conclusion. Discuss the "hows" and "whys" of what happened during the experiment. Ask questions to engage children and encourage critical thinking. Experiments should be accessible for all children involved. Create hand-outs for children to write or draw their theories or questions on and have information regarding the experiment tying into visual learners' needs.

STEM: (Ages 9-12) Safe, age appropriate, hands on, science experiments. Inspire creativity, create goal setting, planning, problem solving. Plan experiments that engage children and teach the fundamentals of the scientific method i.e. observation, hypothesis, prediction, experiment,

conclusion. Discuss the “hows” and “whys” of what happened during the experiment. Ask questions to engage children and encourage critical thinking. Experiments should be accessible for all children involved. Create hand-outs for children to write or draw their theories or questions on and have information regarding the experiment tying into visual learners’ needs.

Non-Cook Cooking: (Ages 5-12) Enables youth with the opportunity to have hands on experience with cooking without the use of a stove. Provides children with the opportunity to read and follow recipes, use measuring tools, practice patience, exercise team working skills, and learn healthy habits with real world applicability. The goal of Non-Cook Cooking is to allow youth the ability to learn, create, and have a sense of pride in their accomplishments through the teaching of life skills.

5&6-Year-Old Choice Block Activities

Music Makers: Provides youth with a preliminary understanding of musical instruments and musical genres. Exploring the history of music and the cultural significance that it plays in society. Includes sing along, instrument exploration, and Arts & Crafts as youth delve into the role that music has on our lives.

Jr. Business Builders: Play based learning module to explore the world of numbers including play instruction in commerce, business management, and creating budgets. Children will create store fronts and charge “money” for their wares as their peers role play consumers. Program will engage youth with practical life skills utilizing a play structure to engage and excite them about numbers.

Four Square 101: In the Social Recreation world four Square is a must know game. During Four Square 101 our youngest members will learn the basics of the game in a safe, controlled, positive environment before they move up to the big leagues. Youth learn coordination, good sportsmanship, and problem solving skills.

Explorers Club: Farrington Farm will visit each Wednesday during the Spring and help our youth engage with the nature that exists around them. Senses will ignite as youth explore the green spaces around the club and discover the role nature plays in our lives.

Fitness Friday: Our youngest members rule the gym each Friday as they participate in specialized fitness programs tailor suited to their age group. Warm ups and stretching are key to a successful workout and then fun games such as Pac Man, Volcanoes & Ice Cream Cones, and Dinosaur Eggs get our members off and running. Practicing teamwork, good sportsmanship, and problem-solving are key to becoming a great athlete.

Lego Club: Youth work in teams or individually to construct specialized projects each week. Following instructions from their Group Leader or coming up with their own creative idea. Projects are displayed each week in program area so youth have a sense of pride and

ownership over their creations. Promoting STEM skills, teamwork, problem solving, and enhancing their creativity.

Puppet Theater: Using our very own Puppet Theater youth construct miniature plays to put on for their peers and staff each week. Youth utilize role playing and dramatic play to pull the audience into their story. Some weeks utilize a long term instruction in shadow puppetry or story telling while others are theme based story telling. Youth both engage with animal and human puppets, as well as create their own. Parents are always welcome to visit and view our weekly performances.