

# MONDAY

## Grades 3-5

	CCA	Description/	Room #/	# of Students/
1	Film Club/	Clubs are extremely common in schools. Clubs are very beneficial to students; they are a great opportunity to meet new people, improve social skills, grow as a person, and improve your abilities. These types of clubs because they provide an excellent opportunity to meet new individuals who share similar interests and to learn more about the subject.	112	15
2	Dodgeball/	Dodgeball provides students with a refreshing break from their academic routine and fosters sportsmanship and camaraderie. This break from academics not only encourages physical fitness but also contributes to a well-rounded education. As students play, they develop valuable traits and form connections, making dodgeball an ideal activity for both fun and personal growth.	Elementary School Gym/	24
3	Sustained silent reading/	Sustained Silent Reading (SSR) as an extra-curricular activity can be highly beneficial for students. It allows them dedicated time to immerse themselves in novels of their choice, fostering a love for reading and improving literacy skills. During SSR, students bring their own books and read quietly, promoting individual reading habits and reducing distractions. This activity not only enhances comprehension and focus but also provides a relaxed environment where students can escape into different worlds through literature	304	24
4	Chess Club/	Chess Club is designed to give students an opportunity to learn the game of chess, improve their chess skills, and to enjoy challenging their peers.	311	16
5	The Magic of Sudoku/	Introduction to the fun of doing Sudoku puzzles. Puzzles will be done initially on paper and as a group. Then as students feel comfortable they will challenge themselves to try increasingly more difficult Sudoku puzzles on paper and eventually electronically.	109	15

6	Mandala colouring/	It can be an efficient stress-relieving exercise, but the circle also helps to promote mindfulness, attention and focus, which in itself is very therapeutic.	306	15
7	Photography/	Teaching students with little to no photography background basic elements like camera techniques and digital capture composition and subject matter.	313	20
8	Sticker DIY/	Making your own stickers is a great way to personalize your belongings or add a fun touch to gifts and cards. You can turn drawings into stickers!	106	15
9	Spirit House (House Captain) / (House Captain)	Working with the house captains.	309	12
10	Football/	Football training with techniques, endurance and strength	secondary football pitch or ES pitch/	15
11	Math lovers club/	The Math Lovers Club is for students who share a passion for mathematics. In this club we will explore mathematical concepts and solve challenging problems.	308	15
12	Scrabble/	Scrabble is a word game. Players use letters to make words on a board. Each letter has a point value. The player with the most points at the end wins! Here's how to play: Set up: Players draw tiles and place them on their racks. Take turns: Players take turns making words on the board, connecting them to existing words. Scoring: Points are awarded based on the letters in the word and any premium squares used. Drawing tiles: After placing a word, players draw new tiles to replenish their racks. Ending the game: The game ends when no player can form a new word or when all players have passed. Scoring the final round: Players score any remaining tiles on their racks as a negative points. Determining the winner: The player with the highest total score wins the game. For a visual guide, check out this video tutorial: <a href="https://www.youtube.com/watch?v=swlg3vQXboE/">https://www.youtube.com/watch?v=swlg3vQXboE/</a>	213	16

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13	Paint By Numbers /	"Paint by Numbers" is an engaging and educational activity for students practice precision and control by carefully filling in areas with paint or markers. They will focus on detailed areas and learn to complete tasks with precision, which can translate to improved accuracy in other subjects. As well it will develop patience as they work through the activity, learning to stay focused on long-term goals.	108	15
14	Linguist Club/	Hosting and learning another language, example basic Korean, Japanese, Thai, Viet, German	214	15
15	Coding/	In our Coding CCA, Grade 5 students will dive into Scratch and Blockly to create exciting projects like custom games, vibrant animations, interactive stories, and lively virtual dance parties. This hands-on experience will introduce students to coding in a fun and imaginative way, allowing students to bring their unique ideas to life.	ES Computer Lab/	15
16	Physical Training/	Do exercises to promote health and well being, instil discipline, leadership qualities and team spirit .They involve stretches, light push ups, stomach exercises just to name a few. Students are expected to bring along attire suitable for the activity.	303	15