

# JOHN LONG MIDDLE SCHOOL

Home of the Longhorns

# Program Schedule



	Monday	Tuesday	Wednesday	Thursday	Friday
2:50 -	Sign-In	Sign-In	Sign-In	Sign-In	Sign-In
3:00	Snack	Snack	Snack	Snack	Snack
	Socialization	Socialization	Socialization	Socialization	Friday
3:00 –	<b>Board Games</b>	<b>Board Games</b>	<b>Board Games</b>	<b>Board Games</b>	Frolics
3:10	Reading	Reading	Reading	Reading	
	Scholars Club	Scholars Club	Scholars Club	Scholars Club	Friday
3:10 – 4:10	(Homework, Group Tutoring & Grade Recovery)	(Homework, Group Tutoring & Grade Recovery)	(Homework, Group Tutoring & Grade Recovery)	(Homework, Group Tutoring & Grade Recovery)	Frolics
	Enrichment Program Tracks		Enrichment Program Tracks		Friday
4:10 – 5:10	EPT 1 – Mad Science: Energy, Matter & More	BTB Special Interest Clubs (Student's Choice)	EPT 2 – Sports Skills: Flag Football	BTB Special Interest Clubs (Student's Choice)	Frolics
5:10 – 5:45	Project Based Learning Introduction to Sewing	Friday Frolics			
	Sports Skills & Drills Techno Time	Friday Frolics			
5:45 – 6:00	Clean Up	Clean Up	Clean Up	Clean Up	

See description of activities on reverse side

3<sup>rd</sup> Quarter January 8<sup>th</sup> – March 9<sup>th</sup>

#### Socialization

This part of our program allows the student's time to transition from their academic day to a more relaxed atmosphere. Students can utilize this time to talk with friends, play card games, board games or simply relax in a comfy chair and read a book.

#### Scholar's Club

This activity provides time for students to complete homework, receive tutoring, work on grade recovery and build upon valuable educational skills.

### **BTB Special Interest Clubs**

BTB Clubs are clubs that the students choose based on their interest. These clubs are can be student or Group Leader directed. Clubs can include drama, arts & crafts, cultural diversity, music, sports, etc. Students will have a choice of two different clubs every two weeks.

### **Enrichment Program Tracks**

These are specialized sessions provided twice weekly over a seven-week period. During EP Tracks, students will have an opportunity to engage in exciting activities led by special guests who will give students real coaching and hands on opportunities in a variety of topics.

Track 1 – Mad Science: Energy, Matter & More - In Energy, Matter & More students will have the opportunity to explore the exciting properties of matter and energy. They will investigate the different states of matter, the processes of changing from state to state and explore all about different reactions as matter is mixed and new forms of matter (polymers) are created. Students will unravel energy and how it produces electricity and investigate light and lasers. Students will also explore their senses and learn renewable energy sources in hands-on exciting sessions with cool take homes.

Track 2 – Sports Skills: Flag Football - The Flag Football Program is a complete immersion into the sport of football for beginners all the way to varsity players. It will introduce athletes to the preparation, history of the game, the positions, skills, sportsmanship and competition of the game.

## **Project Based Learning (PBL)**

This prepares students for academic, personal, and career success, and prepares students to rise to the challenges of life and the world they live in. Activities are planned and implemented collaboratively with staff and students based on student interest and community need. Project Based Learning unleashes a contagious, creative energy among staff and students.

## **Sports Skills and Drills**

This activity consists of a variety of sports drills and exciting fun. For the beginner, or the established athlete, Skills and Drills is a fun relaxing way to try your hand at a new sport with encouragement and support from the site staff and fellow teammates. Adult supervised and directed, Skills and Drills helps students realize the importance of collaboration and teamwork.

# **Techno Time**

This activity is a block of time that allows students to complete projects they may currently be working on, engage in new computer-based projects and activities, or just research individual topics of interests. Techno Time provides access to the technology that drives student achievement and 21st Century education.

## **Friday Frolics**

This will provide time to wrap up the activities from the week and give students an opportunity to enjoy special activities or events. Designed with student interest in mind, activities or events may include; a field day, a dance, movie time, video game tournaments, special presentations or any other just-for-fun activity that the students may enjoy.