

# CASCADIA ELEMENTARY AFTER-SCHOOL CAMP

Facilitated by Hall of Fame Team Camp



**Fall Quarter: Mondays 10/14-12/16, Tuesdays 10/15-12/10, Wednesdays 10/16-12/11**  
(8 weeks)

Skip days (i.e. no after-school camp): Monday 11/11, Monday-Wednesday 11/25-11/27

Mondays—2:25-4:00 PM	Tuesdays—2:25-4:00 PM	Wednesdays—1:10-2:45 PM
<input type="checkbox"/> <b>1-on-1 Sports: After-School Hoops</b> (2 <sup>nd</sup> -5 <sup>th</sup> ) \$328 <input type="checkbox"/> <b>Akiko: Japanese Club</b> (2 <sup>nd</sup> -5 <sup>th</sup> ) \$340 <input type="checkbox"/> <b>Kodely: Play Doh World Explorers</b> (2 <sup>nd</sup> -5 <sup>th</sup> ) \$280 <input type="checkbox"/> <b>Kodely: Little Entrepreneurs</b> (2 <sup>nd</sup> -5 <sup>th</sup> ) \$280 <input type="checkbox"/> <b>Seattle Magic Academy: Discover Magic! Orange Wand Magic Course</b> (2 <sup>nd</sup> -5 <sup>th</sup> ) \$358	<input type="checkbox"/> <b>1-on-1 Sports: After-School Soccer</b> (2 <sup>nd</sup> -5 <sup>th</sup> ) \$328 <input type="checkbox"/> <b>Bilingual Kids Seattle: Spanish Language!</b> (2 <sup>nd</sup> -5 <sup>th</sup> ) \$472 <input type="checkbox"/> <b>Bricks 4 Kidz: LEGO Roving Robots</b> (2 <sup>nd</sup> -5 <sup>th</sup> ) \$354 <input type="checkbox"/> <b>Creative Coding</b> (3 <sup>rd</sup> -5 <sup>th</sup> ) \$472 <input type="checkbox"/> <b>Math N Stuff: Pokémon Trainers Club</b> (2 <sup>nd</sup> -5 <sup>th</sup> ) \$280 <input type="checkbox"/> <b>The Pantry: Cooking Club</b> (4 <sup>th</sup> -5 <sup>th</sup> ) \$670	<input type="checkbox"/> <b>Alliance Française: Petits Explorers</b> (2 <sup>nd</sup> -5 <sup>th</sup> ) \$480 <input type="checkbox"/> <b>BEAM Experiences: Dungeon Master Academy</b> (3 <sup>rd</sup> -5 <sup>th</sup> ) \$354 <input type="checkbox"/> <b>CreArt Studios: Draw, Paint, Build &amp; Sculpt</b> (2 <sup>nd</sup> -5 <sup>th</sup> ) \$304 <input type="checkbox"/> <b>Half-Pint Puppets: Build a Puppet, Change the World!</b> (2 <sup>nd</sup> -5 <sup>th</sup> ) \$310 <input type="checkbox"/> <b>Kong Academy: Parkour</b> (2 <sup>nd</sup> -5 <sup>th</sup> ) \$390 <input type="checkbox"/> <b>Mode Music: Ukulele 101</b> (3 <sup>rd</sup> -5 <sup>th</sup> ) \$347 <input type="checkbox"/> <b>Stone Soup Theatre: Sherlock Mystery</b> (2 <sup>nd</sup> -5 <sup>th</sup> ) \$323

- Register at [hof-teamcamp.com](http://hof-teamcamp.com), payment by credit card is due at the time of enrollment. Registration opens on **Monday, September 23<sup>rd</sup> at 9 AM**.
- If you are placed on a waitlist, you will be notified if a seat becomes available and will have the option to accept or decline the seat.
- Registration closes on **Friday, October 4<sup>th</sup> at 11:59 PM**. Class schedules cannot be changed after registration closes.
- Upon registration, you will indicate if your child will walk home, attend Kids Co. aftercare, or will be picked-up. Campers should be picked up promptly at 4pm (Mon/Tue) or 2:45 PM in the Gym.
- During the registration process, there will be an option to request a scholarship and to make additional donations to the scholarship budget.
- Learners will go directly to the Gym at the end of the school day for check-in.
- Should an instructor cancel for the day, ***please plan alternate after-school arrangements for your child***. You will receive a refund for any days that the instructor misses. Instructors with attendance issues will not be asked to return for subsequent quarters.
- Families will not be reimbursed for days that learners do not attend.

Contact Sara Ray (970-219-5276, [sara@hof-teamcamp.com](mailto:sara@hof-teamcamp.com)) about programming, enrollment, & scholarships

*HOFTC is not a licensed childcare entity.*

## CLASS DESCRIPTIONS: Fall Quarter (10/14/24 – 12/16/24)

Classes that do not meet the minimum enrollment will be cancelled.

### 1on1 Sports: After-School Hoops

(2<sup>nd</sup>-5<sup>th</sup> Grade, Min 10/Max 18)

Join One-on-One Basketball this semester for After School Hoops®, an ideal after school activity for aspiring athletes. Basketball is a unique sport that combines upper and lower body motor-skill learning with an intense cardiovascular workout. Our organization has decades of experience teaching this sport in a motivating, inclusive and age-appropriate manner. After School Hoops® makes three guarantees: your child will learn, sweat, and have fun!

### 1on1 Sports: After-School Soccer

(2<sup>nd</sup>-5<sup>th</sup> Grade, Min 10/Max 18)

Join One-on-One this semester for After School Soccer. Skilled and experienced instructors will conduct an exciting and progressive session each week right after school. We will learn age-appropriate fundamentals, rules and strategies of the beautiful game, and have fun scrimmaging while focusing on teamwork, sportsmanship, and FUN!

### Alliance Française: Petits Explorers

(2<sup>nd</sup>-5<sup>th</sup> Grade, Min 5/Max 12)

Tailored for 2<sup>nd</sup>-5<sup>th</sup> grade students without any prior knowledge of the language, this program by the Alliance Française de Seattle offers a fun, playful and immersive introduction to French. In our play-based approach, students will participate in exciting activities that encourage language development, cultural appreciation, and self-expression. Through games, music, and other engaging activities, our experienced and passionate instructor will guide students through hands-on experiences, making each session a delightful exploration of French language and culture. By the end of the program, your child will have an understanding of basic French vocabulary and phrases, and a newfound appreciation for the language. Join us for a captivating experience where learning is dynamic, fun, and filled with the joy of discovering a new language!

### Akiko: Japanese Club

(2<sup>nd</sup>-5<sup>th</sup> Grade, Min 4/Max 10)

This Japanese club is for all students who are new to Japanese or have learned some. Students will practice spelling the first 46 letters called Hiragana using provided worksheets. For returning students, Katakana, another 46 letters and Kanji, Chinese characters will be introduced. Each sessions include Japanese traditional and seasonal activities such as Calligraphy, Tea ceremony, Kimono day and traditional festival, Origami, Anime, movie and Japanese characters, Japanese songs and dance etc. Also, we will work on Japanese food (rice ball making, mochi baking or cold noodles etc.) in the classroom and will introduce a small portion of a store-purchased Japanese snacks each class. Please make sure your child's listed allergies are accurate during registration.

### BEAM Experiences: Dungeon Master Academy

(3<sup>rd</sup>-5<sup>th</sup> Grade, Min 8/Max 14)

Learn to be a Dungeon Master and forge your own adventure! In this inclusive camp about creative storytelling, kids won't just be playing D&D as an adventurer, they will build magical worlds, draw amazing maps, and weave fantastic stories. Campers will use craft materials to bring their campaigns to life, practice improv techniques, and learn the rules of D&D so that they can lead their own adventures. Then, working in groups, we will create characters and take turns running games for each other. At the end of the course, kids will take home custom adventure kits to share with friends and family!

### Bilingual Kids Seattle: Spanish Language!

(2<sup>nd</sup>-5<sup>th</sup> Grade, Min 10/Max 18)

Have you ever wanted to provide your child with the opportunity of being bilingual? Students will learn and practice the second most commonly spoken language in the U.S. while benefiting from language learner outcomes such as support for higher academic achievement and the development of cognitive skills. Additionally, learning a new language gives students a greater global understanding of our world and access to another culture to see things from a new perspective.

This is an immersion class consisting of a section of language instruction in an academic setting (60 min) and a section of Arts & Crafts activities in Spanish (30 min). The academic component follows an innovative, dynamic and well-researched curriculum while the Arts & Crafts section provides a fun environment to practice the language and learn new words in real context through painting & drawing, crafting and music.

### Bricks 4 Kidz: LEGO Roving Robots

(2<sup>nd</sup>-5<sup>th</sup> Grade, Min 8/Max 14)

Build and design real, functioning robots! Each day, students receive a short lesson, followed by guided building time. We will tackle creative team challenges to design and construct robots that automatically react to their environment using motors and sensors. Our robots will use echolocation to detect objects, react to obstacles that they bump into, and follow colored paths with light sensors. The session ends with an awesome battle-bot tournament!

### CreArt Studios: Draw, Paint, Build & Sculpt

(2<sup>nd</sup>-5<sup>th</sup> Grade, Min 15/Max 21)

Embark on a journey into the realm of imagination this season with a range of exciting projects: from spooky silhouettes and 3D Picasso faces to clay monsters and Tim Burton-inspired portraits. Explore the rich culture of Mexico, master figure drawing, and delve into the fundamentals of one-point perspective. Join us for a fun and educational artistic adventure!

### **Creative Coding**

**(3<sup>rd</sup>-5<sup>th</sup> Grade, Min 5/Max 12)**

Creative Coding teaches your child to code by helping them make their own custom video games! Our Project based, multi-level classes are amazingly fun yet very effective in teaching creative problem solving AND emotional resilience. As the students bring their ideas to life, they iterate through the emotional cycle of Coding (idea>excitement>effort> frustration>more effort>triumph!) With our support and positive encouragement. Repeating this cycle not only builds great coders, but more importantly, develops emotional persistence that will help students enjoy taking on new challenges in all aspects of their lives. Students new to coding will participate in the Creative Coding core curriculum, learning the fundamental elements of coding using MIT's Scratch to create their very own computer games! Many parents and educators are realizing that the benefits of learning to code at a young age extend far beyond the skill itself. Through the "brain exercise" of coding, coders build intelligence like athletes build muscles. Just as importantly, they develop stronger problem-solving skills, confidence over technology, and emotional persistence.

### **Half Pint Puppets: Build a Puppet, Change the World!**

**(8-12yo, Min 6/Max 15)**

Learn to make your own Muppet-style Puppet! With the help of a professional puppet builder, you get to construct a puppet that you design, stitch, glue, and bring to life! We'll create a script together with our characters to perform on the last day of camp for family and friends! All materials are provided, and you'll leave with new skills, friends, and a puppet you made yourself!

### **Kodely: Play Doh World Explorers**

**(2<sup>nd</sup>-5<sup>th</sup> Grade, Min 8/Max 20)**

Join our captivating Play-Doh World Explorers series! Delve into geography through creative playdough adventures. Enhance critical thinking and hands-on skills while fostering a love for exploration and learning.

### **Kodely: Little Entrepreneurs**

**(2<sup>nd</sup>-5<sup>th</sup> Grade, Min 8/Max 20)**

Unlock the potential of young entrepreneurs—where creativity meets business! Empower your child to design their own products, launch imaginative ventures, and build leadership skills in a supportive, engaging environment.

### **Kong Academy: Parkour**

**(2<sup>nd</sup>-5<sup>th</sup> Grade, Min 6/Max 12)**

Get ready for an adventurous journey in Social Awareness, Relationships, and Responsible Decision-Making Skills. The Kong Academy program empowers kids physically, socially, and emotionally through: play, games, and parkour-based movement. Join us as your kids unlock their social superpowers through fitness-focused games and movement-based adventures. They'll dive into a world of teamwork, navigating challenges that foster social awareness and build positive relationships.

### **Math N Stuff: Pokémon Trainers Club**

**(2<sup>nd</sup>-5<sup>th</sup> Grade, Min 8/Max 24)**

Pokémon is a card game in which two players take on the role of Pokémon trainers, attempting to outwit and outplay each other using different Pokémon creatures and tactics in the arena. This after-school Pokémon class teaches the basic rules of the Pokémon Trading Card Game! Our young Pokémon trainers will get their own trainer decks to duel their friends. They will add new cards to their decks as they learn deeper strategies and the spirit of the game

### **Mode Music & Performing Arts: Ukulele 101**

**(2<sup>nd</sup>-5<sup>th</sup> Grade, Min 3/Max 12)**

Come learn ukulele with us! Whether you've played before or have never picked one up, our group ukulele class gives students the opportunity to learn an instrument that they can take with them anytime, anywhere. Basic knowledge of the instrument is introduced while learning to tune, strum, and read tablature and chord charts. We will also learn about the cultural significance and history of the ukulele. Students will leave this class being able to pick out simple, familiar melodies and play a handful of basic chords that can be used to play hundreds of songs! On the final day of class, students will have the opportunity to share what they've learned with friends and family by performing a showcase of selected songs. Participants may bring their own instrument, rent (\$15) or purchase (\$30) a Ukulele from Mode Music.

### **The Pantry: Cooking Club**

**(4<sup>th</sup>-5<sup>th</sup> Grade, Min 8/Max 12)**

This hands-on series will explore some of our favorite foods from around the world. We finish each day with a family-style meal and enjoy what we created together!

### **Seattle Magic Academy: Discover Magic! Orange Wand Magic Course**

**(2<sup>nd</sup>-5<sup>th</sup> Grade, Min 10/Max 20)**

Get ready to take an amazing adventure into the exciting world of magic! Join the Seattle Magic Academy with their very popular magic class! Learn how to teleport objects across the room, find hidden magical treasures, levitate a cup of popcorn, plus many more! This term is the "Orange Wand" course. The 4 different wand color courses offered can be taken in any order, and all the magic is different in each course. Students gain communication skills and self-confidence in these magic classes. Students will receive all the magic tricks taught in the course, "secret" file folders, access to an online video vault to revisit everything being taught, and more surprises.

### **Stone Soup Theatre: Sherlock Mystery (Play)**

**(2<sup>nd</sup>-5<sup>th</sup> Grade, Min 7/Max 15)**

There's a mystery about and there's only one dynamic duo who can solve it. In the lovely city park, there seems to be an apple thief afoot, and everyone is anxious for the thief to be caught. Join Sherlock and Watson for the elementary case!