# THORNTON CREEK ELEMENTARY AFTER-SCHOOL CAMP

**Facilitated by Hall of Fame Team Camp** 



## Winter Quarter: Mondays 2/3-3/31 and Wednesdays 2/5-4/2 (8 weeks)

Skip days (i.e. no after-school camp): Monday 2/17 & Wednesday 2/19

	Mondays			Wednesdays	
Block 1 2:25-3:40 PM Standard Classes		Kong Academy: Parkour (K-2 <sup>nd</sup> ) \$352  Kulsoom: Botanical Drawing & Watercolor (K-5 <sup>th</sup> ) \$370  Mad Science: Ready, STEM, Go! (1 <sup>st</sup> -5 <sup>th</sup> ) \$341  Orangutan Chess: Chess Club (K-2 <sup>nd</sup> ) \$270  Orangutan Chess: Chess Club (3 <sup>rd</sup> -5 <sup>th</sup> ) \$270	Block 1 1:10-2:25 PM Standard Classes		Kulsoom: Fiber Arts (K-5 <sup>th</sup> ) \$400 Orangutan Chess: Chess Club (K-2 <sup>nd</sup> ) \$270 Orangutan Chess: Chess Club (3 <sup>rd</sup> -5 <sup>th</sup> ) \$270
Block 1 2:25-4:10 PM Long Class		Kids Carpentry Seattle (K-5 <sup>th</sup> ) \$424	Block 1 1:10-2:55 PM Long Class		Akiko: Japanese Club (2 <sup>nd</sup> -5 <sup>th</sup> ) \$340  Kids Carpentry Seattle (K-5 <sup>th</sup> ) \$424
Block 2 3:40-4:10 PM		HOFTC: Choose Your Own Adventure (K-5 <sup>th</sup> ) \$55	Block 2 2:25-2:55 PM		HOFTC: Choose Your Own Adventure (K-5 <sup>th</sup> ) \$55

- Register at hof-teamcamp.com, payment by credit card is due at the time of enrollment. Registration opens on **Monday**, **January 13**<sup>th</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, January 24<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 Time, Kids Co., or K&P (escorted by a staff member), or will be picked-up. Campers should be picked up within 5 minutes of class end-time from their classroom.
- Standard Class enrollees have the option of enrolling in a Block 2 class as well.
- During the registration process, there will be an option to make donations to the scholarship budget. Please reach out to Sara Ray to inquire about receiving a scholarship.
- Campers will go directly to the Commons at the end of the school day for check-in, snack, & social prior
  to the start of class. Please send your child with a snack and water bottle. Please remind your child
  that the snack is to be saved for after-school enrichment.
- 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.

#### HOFTC is not a licensed childcare entity.

# CLASS DESCRIPTIONS: Winter Quarter (2/3/25 - 4/2/25)

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

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.

#### **HOFTC: Gaga Ball + HOF Games**

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

Can't get enough Gaga Ball? Play every week while mixing in some other summer camp favorites such as 9-Square, Castle Ball, and dodgeball games! Newcomers will learn the games and improve their skills, while seasoned players can get their competitive juices flowing.

#### **HOFTC: Choose Your Own Adventure**

(K-5<sup>th</sup> Grade, Max 8 Mon, Max 16 Wed)

Would your child like to join friends for an **organized active game** led by one of our experienced counselors? Would they prefer to play an **indoor board game or card game**? How about **solo time** to color or work on homework? Maybe they just need some **less-structured free-time** on the playground or field (rain or shine!) after school to burn off excess energy and engage in free play. We offer all of those options! Choose Your Own Adventure allows each child to recharge after school in their own way, without screens and with proper supervision.

Kids' Carpentry Seattle (K-5<sup>th</sup> Grade, Min 5/Max 8)

Kids' Carpentry is a hands-on toy building experience designed to teach kids practical woodworking skills with an emphasis on the safe use of hand tools. While kids construct fun and exciting projects, they are also empowered to become independent thinkers--building confidence, self-esteem, and a repertoire of practical skills that will last them a lifetime. At the end of the session kids will bring home one or more wooden games or toys that they have built by hand from scratch.

#### Kong Academy: Parkour

(K-2<sup>nd</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.

#### **Kulsoom: Botanical Drawing & Watercolor**

(K-5<sup>th</sup> Grade, Min 5/Max 10)

We will explore some basic drawing techniques to draw plants in this beginner friendly class, artists will then add on to their skills of watercoloring their masterpieces. Each kid will have their own journal where they will log in their piece each week and bring it home at the end of the session.

Kulsoom: Fiber Arts (K-5<sup>th</sup> Grade, Min 5/Max 10)

Students will be introduced to beginner sewing, embroidery and weaving in the first few weeks of this session and later will have the option to choose one final project and apply the skills they learned in the course of this session.

## Mad Science: Ready, STEM, Go!

(1st-5th Grade, Min 12/Max 20)

In this program children learn foundational science and find out how STEM is at work in the world around them! They will learn about the animal kingdom, both on land and under the sea, make mixtures, explore the science of motion and energy, and discover the technology that powers our modern world. Weekly topics include: All About Animals, Energy Burst!, Get Connected, Life in the Sea, Mix It Up, Moving Motion, Radical Robots, and Super Power Sources. At the end of every class, participants will take home an educational toy that extends the learning experience!

### Orangutan Chess: Chess Club

(K-2<sup>nd</sup> and 3<sup>rd</sup>-5<sup>th</sup> Grade, Min 10/Max 22)

Chess Club is a community for new and experienced students to learn together, including checkmate patterns, tactics, openings, strategy, chess notation, chess history, famous games, local chess events, how to play in chess tournaments, different ways to play chess (variants), how to create a chess variant and more! ChessKid.com gold memberships are provided to all club members for 24/7 access to puzzles, lessons, and games. OCA has instructed multiple Washington State Chess Champions since 2017. Because younger students frequently have shorter attention spans, OCA offers 10-15 minutes of optional "wind down" time at the end of the club with non-chess videos like TED educational cartoons or the award-winning Shaun the Sheep.