



Thomas Edison EnergySmart Charter School

150 Pierce Street, Somerset, NJ, 08873
Tel: (732) 412-7643 Fax: (732) 412-7645
E-mail: info@energysmartschool.org

2017-2018 After School Clubs & Extended Care

After School Clubs:

After School Clubs are scheduled from 3:00 pm to 3:55 pm. There will be a fee to join a Club, Sports Club or Advanced Team. Students that qualify for free lunch will be able to join clubs for free; students that qualify for reduced lunch will receive a 50% reduction in cost. **Clubs run in three (3) month periods (September – November, December – February and March – May). Clubs may not be added, canceled or changed during the middle of a period and no refunds will be issued.** Cancellations must be made in writing to the Main Office at info@energysmartschool.org. After School Clubs are charged monthly and are not based on the number of school days in any particular month. Credit will not be given for holidays, snow days, emergency school closings, early dismissals, field trips, student's absences, or early pick-ups. A late charge will be assessed for any late pick-up at the rate of \$2 per student for every 1 minute the student is left on campus.

The fee schedule for most Clubs is on Page 3. FLL, FTC, VEX IQ, Science Olympiad and all Sport Teams (those that require tryouts) will have a \$100 flat yearly fee. Clubs offered by Steamworks (Crazy Chemistry, Electronics Lab, Nano Robotics, Mega Robotics, Silly Circuits, Stop Motion Animation, Python and Virtual Reality Game Programming) will be \$50 per month.

Club procedures and rules must be understood and followed. There may be prerequisites to join clubs. Dates and times are subject to change and TEECS reserves the right to cancel a club if there is not enough interest. Every member of a "Sports Club" or "Advanced Team" must maintain a B average for all classes each marking period. If he/she fails to meet the requirements, he/she will not be allowed to participate or attend team meetings or practice until their average grade is at the required level. Every member will have until either the progress report or marking period end, whichever comes first, to meet the required B average grade for all classes.

Extended Care:

For students that cannot be picked up by 3:00 pm and are not enrolled in a Club, Extended Care is offered from 3:00 pm to 6:00 pm. Extended care is charged monthly in one-hour increments and is not based on the number of school days in any particular. The fee schedule is on Page 2. Credit will not be given for holidays, snow days, emergency school closings, early dismissals, field trips, student's absences, early pick-ups or mid-month cancellations. A late charge will be assessed for any late pick-up at the rate of \$2 per student for every 1 minute the student is left on campus.

Payment Policy:

Payment for After School Clubs and Extended Care is due on the 1st of each month. Payments can be made with a credit card through Community Pass or by check (made payable to TEECS). Please note that we no longer accept cash. Payments received after the 15th of the month will be assessed a late fee of \$10. Additionally, students will not be able to participate in clubs or extended care if payment has not been received for the previous month.



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Extended Care - Fee Schedule 3:00 pm – 4:00 pm

# Of Days	Fee	Sibling Rate
	(Per month, per student)	
5 days per week	\$100	\$75
4 days per week	\$80	\$60
3 days per week	\$60	\$45
2 days per week	\$40	\$30
1 day per week	\$20	\$15

Extended Care - Fee Schedule 4:00 pm – 5:00 pm

# Of Days	Fee	Sibling Rate
	(Per month, per student)	
5 days per week	\$100	\$75
4 days per week	\$80	\$60
3 days per week	\$60	\$45
2 days per week	\$40	\$30
1 day per week	\$20	\$15

Extended Care - Fee Schedule 5:00 pm – 6:00 pm

# Of Days	Fee	Sibling Rate
	(Per month, per student)	
5 days per week	\$100	\$75
4 days per week	\$80	\$60
3 days per week	\$60	\$45
2 days per week	\$40	\$30
1 day per week	\$20	\$15

After School Clubs - Fee Schedule (excludes those listed on Page 1) 3:00 pm – 3:55 pm

# Of Days	Fee	Sibling Rate
	(Per month, per student)	
5 days per week	\$150	\$125
4 days per week	\$120	\$100
3 days per week	\$90	\$75
2 days per week	\$60	\$50
1 day per week	\$30	\$25

Club Descriptions

3D Printer Club (Grades 4 – 6)

The TEECS' 3D Printer Club is a "heads on, hands on" project. It uses an exciting, hot, new technology to engage students – a 3D printer! The Club's curriculum reinforces math and science principles taught during the school day. Through the involvement of volunteer coaches and STEM professionals who use 3D printing in the workplace, this club also exposes students to STEM career possibilities.

Stop Motion Animation (Grades 3 – 5)

You see stop motion animation all the time on TV, movies — even if you don't realize it. This club offers children ownership and autonomy in the film making process & encourages problem solving. Encourages kids to project & plan out where a story is heading and fosters iteration & experimentation through trying and testing!

Art Club (Grades 4 – 9)

This club focuses on enhancing student appreciation of art through enrichment activities and group discussions. These activities will further develop art making skills and increase the understanding of the importance of communication through visual storytelling.

Art and Crafts (Grades K – 3)

Students will work on various art projects. Students will work on their fine motor skills (cutting, gluing, painting) as well as build confidence as they work to create projects for both school and home.

Badminton (Grades 6 – 7)

Students will learn and practice the game rules and strategies. Students will also learn the values of good ethics, sportsmanship and integrity.

Badminton (Grades 8 – 9)

Students will learn and practice the game rules and strategies. Students will also learn the values of good ethics, sportsmanship and integrity.

Band (Grades 6– 7)

Students will choose from the following instruments: flute, clarinet, any saxophone, trumpet, trombone, euphonium, French horn, percussion and students are welcome to ask about other instruments. They will continue to learn to read music and perform as an ensemble. Students are expected to practice what they learn at home.

*Please see Ms. O'Sullivan for instrument rentals.

Band (Grades 8– 9)

Students will choose from the following instruments: flute, clarinet, any saxophone, trumpet, trombone, euphonium, French horn, percussion and students are welcome to ask about other instruments. They will continue to learn to read music and perform as an ensemble. Students are expected to practice what they learn at home.

*Please see Ms. O'Sullivan for instrument rentals.

Board Game Club (Grades K – 3)

Students will learn how to communicate with their peers properly, take turns, follow directions, as well as an array of educational skills such as number recognition, patterns, shapes, phonics, counting money, color recognition, sequencing, etc. in this club.

Students will start with easier games at the beginning of the year and will be challenged each month with new and more complicated games. Students will get a chance to meet and work with students in other classes.

Bollywood Dance (Grades 1 - 3)

The Bollywood Dance Club aims to provide students insight into the Bollywood culture of India through various styles of dancing. Students will also be able to partake and learn choreographed dances, allowing for a cultural experience.

Book Club (Grades 2- 4)

Students will expand their literary knowledge by engaging in comprehensive book studies. Students will recommend and vote for books to read and will engage in discussions and activities to help expand their comprehension skills. Students will be responsible for obtaining a copy of the books we will be studying.

Chess Club (Grades K - 9)

Students will learn the game of chess. Chess provides students with an opportunity to learn and use critical thinking skills, develop forethought and visualization skills, improve problem solving skills, overcome the fear of risk taking, learn concentration and self-discipline, assume responsibility for their decisions and be rewarded for their determination and perseverance, increase self-esteem and develop good sportsmanship and socialization skills.

Crazy Chemistry (Grades 1 - 3)

Practical Chemistry is lots of fun! Learn about the chemistry that you encounter every day in your house and at school. Experiment hands-on with real chemical reactions and test different liquids, salt, vinegar and learn about chemistry.

Crazy Chemistry (Grades 4 - 6)

Practical Chemistry is lots of fun! Learn about the chemistry that you encounter every day in your house and at school. Experiment hands-on with real chemical reactions and test different liquids, salt, vinegar, learn about PH, acids & bases and electrochemistry. Explore atoms, molecules, and elements!

Creative Writing (Grades 3 - 5)

Creative Writing Club will enable students to enhance their writing skills in a fun environment. Students will create original comics, stories, poems, and plays and have opportunities to share what they wrote with their peers and with members of other clubs. Students will create some pieces on their own, and also have opportunities to work together with other club members on collaborative pieces.

Drama Club (Grades 2 - 8)

Students will learn the process of performing a stage production. Students will audition for roles in the first few weeks. Over the course of the months, students will rehearse lines, choreography, and vocals for the end of year productions. Students will perform this production at the end of the year.

Electronics Lab (Grades 3 - 5)

Young makers can explore this exciting and popular field by learning the basics of electronic circuits and how electronic components work, which they can then apply to an idea of their own. They will be able to create their project using everyday materials. Students will use breadboards and will learn to build circuits that blink, squeak, tick and whirl.

Folk Dance (Grades 4 - 6)

Turkey has a rich tradition of folk dancing that reflects the culture of the region the dances are performed. These dances are observed on variety of occasions from weddings to festivals. Some of the dances students will be taught include halay and horon.

Glee Club (Grades 3 – 8)

Glee Club is a musical group. In Glee Club, students sing popular songs and perform at the school concerts. Students add dance moves to create a theatrical performance.

Green Team (Grades 3 – 8)

The Green Team committee is devoted to helping TEECS continue to be a “green” school. There will be several events and activities this team will run in the school and surrounding community that will relate to being green.

Java Minecraft (Grades 3 – 5)

Oculus Rift is a hardware platform consisting of a headset and earphones that allows people to experience virtual reality. Learn the how to use the Unity® game engine and tackle the unique design challenges that arise when building for Virtual Reality. You’ll learn how the game engine controls everything from moving platforms to artificial intelligence.

Kindergarten Sports (Grade K)

Students in kindergarten sports will be playing a variety of sports including t-ball, whiffle ball, spud, kickball, basketball, soccer, and assorted backyard games. They will learn the basics of each game and practice them in teams each week. Students will learn how to work together as well as learn dedication and sportsmanship. We plan to have a lot of fun playing games throughout the year!

Lego Club (Grades K - 2)

Lego club is a place where students can expand their creativity while practicing their fine motor skills. Students will have a chance to either build independently, with a partner and/or in groups. Students will also be expanding their social skills while building with peers.

Martial Arts (Grades K – 3)

Martial Arts is popular because no other activity can provide the same results as Martial Arts can for each individual. Whether your kids’ goals are for self-confidence, self-defense, personal development, or fitness, our program will take them there. Power Kick U.S.A. of Somerset is a blend of traditional and contemporary martial arts that offers your child not only an effective self-defense program but a means for personal development and discipline that can lead to success in other areas of their life. They will learn how to become a peak performer in the martial arts, combative arts and performing arts.

Martial Arts (Grades 4 – 9)

Martial Arts is popular because no other activity can provide the same results as Martial Arts can for each individual. Whether your kids’ goals are for self-confidence, self-defense, personal development, or fitness, our program will take them there. Power Kick U.S.A. of Somerset is a blend of traditional and contemporary martial arts that offers your child not only an effective self-defense program but a means for personal development and discipline that can lead to success in other areas of their life. They will learn how to become a peak performer in the martial arts, combative arts and performing arts.

Math Club (Grades 3 – 5)

Students will be proficient in their regular math concepts and above. They will use different ways of solving math problems.

Math Club (Grades 6 – 7)

Students will learn advanced math concepts and applications of the same. They will focus on using different strategies to solve math problems.

Model UN (Grades 5 – 8)

Students will carry out in-depth research, which will include geography, history, science and economics related to countries of their choice. They will also begin to understand the relations between countries and particularly power relations between rich and poor countries. Students will learn to debate the issues that confront world leaders and draft resolutions in response to these global issues. In addition, they will develop and experience important social skills such as teamwork and group cooperation, conflict resolution, negotiation, consensus building, critical thinking, public speaking, and listening.

Model UN (Grade 9)

Students will carry out in-depth research, which will include geography, history, science and economics related to countries of their choice. They will also begin to understand the relations between countries and particularly power relations between rich and poor countries. Students will learn to debate the issues that confront world leaders and draft resolutions in response to these global issues. In addition, they will develop and experience important social skills such as teamwork and group cooperation, conflict resolution, negotiation, consensus building, critical thinking, public speaking, and listening.

Puzzle Club (Grades K - 1)

A club designed for Kindergarten and 1st grade students using less complicated concepts that challenge children in a fun and engaging way. The puzzles are educational and perfect for developing young brains! A unique approach and the first club of its kind to be aimed at a young audience.

Python Programming (Grades 6 - 9)

Python is a powerful, expressive programming language that's easy to learn and fun to use. Python for kids easily brings kids into the world of programming. We build cool graphics & games during the course. We use IDLE as a development tool as well as common libraries that help with graphics and game building like tkinter and pygame to explore the power of Python language!

Robotics-FLL/FTC *Team Selection Process

In the Robotics Competitions, teams of students are tasked with designing and building a robot to play against other teams in a game-based engineering challenge. STEM concepts are put to the test on the playing field as students learn lifelong skills in teamwork, leadership, communications, and more. Students are expected to prepare for tournament that are held year round at the regional, state and national levels.

Robotics-MEGA (Grades 3 – 5)

Students will use STEM and Core Values to work together to design and build robots using Legos and other materials.

Robotics-NANO (Grades K – 2)

Students will use STEM and Core Values to work together to design and build robots using Legos and other materials.

Robotics-VEX-IQ (Grades 5 – 6)

In the Robotics Competitions, teams of students are tasked with designing and building a robot to play against other teams in a game-based engineering challenge. STEM concepts are put to the test on the playing field as students learn lifelong skills in teamwork, leadership, communications, and more. Students are expected to prepare for tournament that are held year round at the regional, state and national levels

School Newspaper (Grades 5 – 9)

The Newspaper Club is an extra curricular club that provides an opportunity for students to develop their speaking, listening, and writing skills in a setting that simulates the work of a news reporter. Students are assigned teachers and staff to interview by asking questions about school and classroom activities. Reporters take notes and use them to develop headlines and articles that they type themselves for the newspaper. Students also write about events, clubs, activities, etc., that take place here at TEECS, and then create the layout of the paper for review by students, staff and parents.

Science Olympiad (Grades 4 – 5) *Team Selection Process

Several science challenges are introduced to students at the beginning of the club. Students select challenges based on their interests and strengths and start working in groups (maximum 2) on the topics they chose. At the end of preparation, students are expected to compete against other schools at the NJ Elementary Science Olympiad competitions. Competitions generally take place in the spring. Students are expected to demonstrate preparation, commitment to task, and teamwork.

Science Olympiad (Grades 7 – 8) *Team Selection Process

Science Olympiad competitions are like academic track meets, consisting of a series of 23 team events in each division B, middle school, from different branches of science, such as genetics, earth science, chemistry, anatomy, physics, geology, mechanical engineering and technology. By combining events from all disciplines, Science Olympiad requires a wide cross-section of students to get involved. Emphasis is placed on active, hand-on group participation. Through Science Olympiad, students work together toward a shared goal. Teamwork is a required skill in most scientific careers today, and Science Olympiad prepares for group learning by the vent categories that forge alliances. In Elevated Bridge, for example, an engineering which and a kid from wood shop can become gold medalists. Similarly, a talented builder and a student with a good science vocabulary can excel in Write It Do It, one of Science Olympiad's most popular events.

Silly Circuits (Grades 5 – 9)

Learn about electronics while doing fun crafts. Add LED lights, motors, sound to your paper circuits ex: greeting cards, paper crafts, and origami projects. Explore the fun world of electronics! Squishy circuits are fun play dough based circuits with lights, sound and movement like a glowing LED light clay frog or a mean looking octopus that makes sounds!

Soccer (Grades 1 – 2)

Students will work on integrating the individual skills needed to play soccer with the ability to be a part of a team as a whole. Students will be goal oriented and will work on a progressive training model, looking for improvements from week to week. There will be a structured training program approach, where students practice the same skills week in and week out, adding to them when the students master or can apply the skill to the game. Every session will end with a match so they can use their skills in a game setting. Most importantly, we will be teaching students the importance of sportsmanship, dedication, and building their confidence throughout.

Tee-Ball (Grades 1 - 2)

Students will learn the basic rules of Tee-Ball while developing teamwork and sportsmanship. The ball is not pitched, but rather sits on a stationary tee to allow hitters to develop an accurate swing.

Virtual Reality Game Programming (Grades 6 – 9)

Oculus Rift is a hardware platform consisting of a headset and earphones that allows people to experience virtual reality. Learn the how to use the Unity® game engine and tackle the unique design challenges that arise when building for Virtual Reality. You'll learn how the game engine controls everything from moving platforms to artificial intelligence.

Volleyball (Grades 3 – 8)

This club will help with the development of volleyball skills, instilling core life values of character, integrity, confidence, self-esteem and sportsmanship. This club will promote our values both on and off the field.

Word Games (Grades 1 – 2)

Students of all abilities will play word games such as crosswords, word searches, scrabble, mad libs, up words, and many other new games that are vocabulary oriented. The club will challenge your child's mind as well as increase their vocabulary.

Yoga (Grades K – 3)

Yoga is a collaborative, non-competitive environment where children cheer on one another. As a result, this unique combination of mind and body exercise is a great way for children to raise their self-confidence and improve self-esteem.

Zumba (Grades K – 3)

Zumba is a dance fitness program that was created in the 1990s. It involves dance and aerobic elements. If your child loves to crank up the music, shake, and dance and have fun with their friends, then they will enjoy this club.

Zumba (Grades 4 – 9)

Zumba is both a dance and fitness class. Aside from its heart-health benefits, Zumba provides a work out for the whole body. From head and shoulder rolls that loosen up the neck and warm the upper body, to footwork that strengthens and stretches calves and ankles, this fitness method touches on nearly every muscle and joint. Thanks to all the dancing that a good Zumba workout requires, students will improve their posture, have better coordination, feel good about themselves and have greater confidence.