

Activity Name **Secondary Curriculum Support**

Activity Leader Tony Hacking

Day and Time Monday Lunch

Age Range G6–9

Description The purpose of this CCA is to assist our Secondary students' learning and to support their academic and social/emotional needs.

We will reinforce learning from the previous week's learning objectives and teaching.

Teachers will assist students with assignments and homework, as required and will also be on hand to explain directions, check assignments, and quiz students for tests.

Outcomes and Objectives We aim to instill in our students:

Objectives

The capacity to think, learn, adapt.

The ability to innovate and create.

The commitment to sustain enquiry or task.

The ability to choose, and use the tools for learning, life and work.

Cost No Charge

Activity Name **Debate Club**

Activity Leader Susan Sawarkar

Day and Time Tuesday Lunch

Age Range G4–8

Description The club teaches students the art of persuasion. It helps them hone their skills in argument, clarity, public speaking, and time management. It gives them insights into current issues: sociological, political, economic, and philosophical.

Outcomes and Objectives Public speaking, time management, skills in argument.

Cost No Charge

Activity Name **Advanced Interactive Skills**

Activity Leader Melanie Taruc

Day and Time Friday Lunch

Age Range G6–9

Description In this session, students will have the opportunity to learn different skills within interactive media. They will review their skills and progress in different activities and they will be able to open their minds to new technology to showcase their abilities. Students will have a chance to coach their peers in a range of interactive skills.

Outcomes and Objectives Teamwork skills. Technology skills. Leadership skills.
Reviewing skills

Cost No Charge

Activity Name **Craft Creations**

Activity Leader Reema Monk

Day and Time Monday After School

Age Range EC2–G1

Description We will be focussing on project art like building on collages over a two week period, layering paint to get different effects on paper, using origami to build 3D landscapes and other 3D art works. Children will have the opportunity to work on designing their own art and collage projects. Draw an initial picture and then work out the process of creating their art work in small groups.

Outcomes and Objectives Children will be able to expand their creativity
Children will learn to work on project work
Children will learn to take responsibility for their own ideas and watch them come to life

Cost No Charge

Activity Name **Yoga and Mindfulness**

Activity Leader Carly Pearlman

Day and Time Monday After School

Age Range G1–3

Description The aim of this club will be to practise a variety of yoga postures and work on yoga breathing. There will also be a focus on meditation and mindfulness as well. Students will learn and experience what it means to be mindful and how yoga, meditation and mindfulness can benefit them.

Outcomes and Objectives Learn simple yoga poses and postures.
Exercise their mind through meditation and mindfulness.
Learn to use mindfulness and meditation techniques in their daily lives.

Cost No Charge

Activity Name **Props Club**

Activity Leader Alice Nixon

Day and Time Monday After School

Age Range G3–5

Description Students will be designing and creating props for this year's school production. They will discuss the theme of the script and explore effective ways in which they can replicate this visually on-stage. Last year's group created a huge 3-D castle and learned how to create a stone-effect on it with paint and by adapting sponges. This year, the aim is to transform more of the stage so that the audience can be further transported into OWIS's magical world of drama and song. We will explore how different media can be combined for effect, including movement when necessary.

Cost No Charge

Activity Name **Secondary School Band**

Activity Leader

Day and Time Monday After School

Age Range G6–9

Description In band students get the chance to come together with others in order to learn and perform as a rock band. The choice of music is determined mostly by the students and they also have the option of which instrument they would like to play. One of the great things about this band is that there is no prior learning required for most of the instruments, and students will generally be taught how to play the songs on instrument of their choice. This is a

great opportunity for young adults to experience the joy of making music with friends, and also to feel the thrill of performing on stage in front of a live audience.

Outcomes and Objectives To be able to rehearse and perform together as a band

To gain sufficient proficiency on an instrument to play a piece of music

To work together as a team in order to recognise and address areas of a performance in need of improvement

Cost No Charge

Activity Name **Junior Football**

Activity Provider Football Passion

Day and Time Monday After School

Age Range EC2–G1

Description Participants will be coached in basic technical, tactical and physical football skills. Through a range of fun games and drills the students will learn skills to facilitate ball mastering, dribbling with the ball, kicking/passing the ball and controlling the ball. They will learn to distinguish between partners and opponents and be taught to understand the value of teamwork. As they proceed they will begin to understand very simple football laws, tactics and positions. At this age the crucial factor is that they enjoy their football in a safe and fun environment developing a passion for the sport and the focus is very much on fun, skills development and individual improvement.

Outcomes and Objectives The skills which will be developed and taught in this CCA include learning to master the ball, commencing discovery and understanding of basic football laws, developing basic

movements, co-ordination and control skills, distinguishing partners and opponents and developing good sportsmanship and teamwork.

Cost \$130 +GST (\$139.10)

Activity Name **Adult Mandarin - Available to parents and teachers only**

Activity Provider Pan Caifeng (Grace)

Day and Time Monday After School

Description Our Conversational Mandarin course caters for learners of elementary Chinese covering communication for survival, daily life, learning and working, social activities, etc. Our course covers communication Skills, words and expressions to help learners build a good foundation when learners are new to Mandarin. This course has 2 sessions. Session 1 (September to November 2016): Learners will be able to perform in a limited capacity within the most immediate, predictable areas of need, using essentially conversational Chinese. Topics include: 1. Talk about money, numbers and dates; 2. Receive visitors; 3. Introduce yourself in social or business settings; 4. Ask and tell time. 5. Go shopping and bargain; 6. Talk about daily activities, opinions and feelings. Session 2 (January to March 2017): Upon completion of this course, learners are able to satisfy immediate, predictable needs and basic everyday transactional needs, using predominantly simple sentences in Chinese. Topics include: 1. Talk about weather and hobbies; 2. Make and answer telephone calls; 3. Communicate in travel related situations; 4. Book tickets and hotel rooms; 5. Give and understand directions; 6. Order food and drinks and entertain friends.

Outcomes and Objectives This Adult Mandarin course has been designed to provide practical daily vocabulary and a foundation for basic conversational skills through a simple role-play format. Learners will master basic pronunciation rules, vocabulary and grammar of Chinese. Learners will be able to make simple conversations about everyday topics in Chinese.

Cost No Charge

Activity Name **Coding with Scratch**

Activity Provider C'ignature Enrichment

Day and Time Tuesday After School

Age Range G1–3

Description Scratch is designed for 8-12 year olds to learn a particular style of programming suited to creating interactive applications with multimedia content. Scratch is often used informally within a school computer club with pupils encouraged to work in pairs on projects that interest them. In our opinion, a successful lesson plan needs to introduce programming concepts, without overwhelming the pupils, and stimulate their interest so that they have the desire to put their skills to use in creating their own projects.

Outcomes and Objectives Pupils will have directly explored many of the features of Scratch in the structured part of the eight sessions and should have used most of the remaining control blocks in Scratch during their own explorations. Children will have been given the opportunity to develop a wide range of skills in addition to Scratch programming.

Cost \$225 +GST (\$240.75)

Activity Name **Toy Making with 3D Design**

Activity Leader C'ignature Enrichment

Day and Time Tuesday After School

Age Range G4–8

Description The course starts out with the introduction of toys and their application. Students will be expose to toys that date back as far as a century ago, and learn to appreciate the world of toys and the amazing impact it has on every child. Students commence their work through a series of brainstorming techniques - conceptualisation and ideation - which will then be translated into paper format. This follows the actual design through the use of Google Sketch Up or Autodesk Inventor.

Students will be exposed to one of the industry's most advance tool that is the use of a 3D Pen to aid them in designing their product.

The first prototype will be visible upon completion with the 3D Pen, in which students will then proceed with constructing their prototype that will use a variety of materials.

Outcomes and Objectives The programme aims to develop a student's interest in the area of Toy Design and to further their interest in the area. Students will learn to plan, design and build models of toys with the objective of creating one that is appropriate for children's use through the use of 3D Design that will bring their works to life.

Cost \$250 +GST (\$267.50)

Activity Name **Craft and Play**

Activity Leader Francesca MacAlpine

Day and Time Wednesday After School

Age Range EC2–G1

Description Every Wednesday the children will have the opportunity to try different activities ranging from arts and crafts to baking and free play. The children will be exposed to fun messy arts and crafts activities where they will be able to use their imagination and creativity. We will have simple baking activities mostly non baking recipes. We will also have play based activities such as water play, sand play, constructions, puzzles and story telling.

The variety of activities will keep the children excited and engaged!

Outcomes and Objectives Develop imagination, creativity, and team work

Cost No Charge

Activity Name **Comic Book Creation**

Activity Leader Gary Holland

Day and Time Wednesday After School

Age Range G1–2

Description This club is designed to further the understanding of texts, mainly fiction. Some students are very good readers but can struggle to talk about what they have read. Other students have no problem talking about their text but would probably prefer a more fun way of showing their understanding. During this club, students will hear a range of stories, some they will know and others will be new or different. Club members will then demonstrate their understanding by turning the plot into a graphic novel score/comic strip. Text can be added later in the form of

speech and thought bubbles. Students will learn some new drawing techniques, such as 3D perspective drawing and resizing. The aim of this club is to demonstrate understanding of a text but in a fun and engaging way, a technique that students can use at home in order to remember key features of a text they are studying in class. This technique eventually transfers into a mental strategy where students can see the plot in their head and are able to talk about it because of this process.

Outcomes and Objectives To be able to transform a story into a comic book

To be able to lay out a comic properly

To be able to use text in a comic book

Cost No Charge

Activity Name **Arduino**

Activity Leaders Gregor Polson

Day and Time Wednesday After School

Age Range G6–9

Description To learn how to use an Arduino micro controller along with C+ code to control simple electrical components and circuits. Micro controllers are in every electrical device and understanding how they work is a great advance in electrical engineering.

Outcomes and Objectives To understand the components of an Arduino board

To understand the basic concepts of C+ code

To be able to name and use simple electrical components

Cost \$53.50

Activity Name **Senior Football**

Activity Provider Football Passion

Day and Time Wednesday After School

Age Range G2–5

Description The coaching sessions will involve a range of fun games and drills to encourage continued enthusiasm for football, build confidence, facilitate individual skills development and understanding of tactical aspects of the game. Participants will develop and improve football skills with particular emphasis on improving ball control and accuracy of passing and shooting. There will be greater emphasis on understanding collective play and team possession and developing communication and collaborative skills. Participants will gain a greater understanding of tactical instructions and positional sense as well as developing their decision making skills in a more competitive environment of match play.

Outcomes and Objectives The skills which will be developed in this CCA include building confidence and learning to act with the ball purposefully, further developing participants' range of football skills, developing participants' communication and collaboration skills and sense of sportsmanship and developing a greater understanding of the tactical aspects of the game.

Cost \$130 +GST (\$139.10)

Activity Name **Cooperative Games**

Activity Leader Mandy Ritchie

Day and Time Thursday After School

Age Range	EC2–G1
Description	In Cooperative Games, the students will learn to play a variety of games. They will learn how to read the rules and follow the instructions of the game. They will learn a variety of card games like snap and go fish. They will learn a variety of board games like monopoly or scrabble. While playing the games they will also learn how to be a good sport and play cooperatively with their classmates. By the end of Cooperative Games, the students should be able to play games cooperatively and share with their families some of the games they have learnt.
Outcomes and Objectives	Learn how to play a variety of games. Practise following rules. Learn how to win or lose with grace and good manners. Encourage players to: detect patterns, plan ahead, predict the outcome of alternative moves, learn from experience.
Cost	No Charge

Activity Name	Mime
Activity Leader	Myles Chapman
Day and Time	Thursday After School
Age Range	G2–3
Description	Students will be inquiring into and learning some of the skills needed to express themselves in mime. They will explore some of the classic moves, viewing and analysing a variety of clips and video recording our development our development over time. It would be nice if students would like to perform during a wet lunch or break. The observation skills and ability to mimic movement modelled by an expert are valuable skills able to be used in drama

and unit presentations. Students may have the opportunity to take it further and explore costume props and face make up. It is likely to be a small group so the opportunity to work in 2s and 3s to record their progress digitally should be possible. It is not important that students have any special talent or ability but any special skills (juggling, sword swallowing, fire breathing) you have will I am sure be a help.

Outcomes and Objectives Dressing like a mime (optional)

Objectives

Using your body to talk.

Using basic mime techniques

Cost No Charge

Activity Name **Basketball**

Activity Leader Glyn Martin

Day and Time Thursday After School

Age Range G4–5

Description In this club students will have the opportunity to develop their basketball skills they will practice techniques and perform drills to improve tactics and understanding of the game. Students will compete against each other and work at a more advanced level than in PE lessons.

Outcomes and Objectives Develop teamwork skills

Objectives

Improve knowledge of rules and tactics

Improve basketball skills

Cost No Charge

Activity Name **Netball**

Activity Leader Genevieve De Santis

Day and Time Thursday After School

Age Range G6–9

Description In netball club, students will have the opportunity to actively learn about the rules, objectives and skills required to play the fast paced, team ball game. Students will spend time learning and consolidating the fundamentals of netball through participating in team and independent activities and drills. Students will compete against one another in different teams each week.

Outcomes and Objectives Students will have an understanding of the rules and requirements of the game.

Students will have knowledge of the objectives of the game.

Students will be able to demonstrate the key skills of the game.

Students will demonstrate the ability to work effectively in a team.

Cost No Charge

Activity Name **Karate**

Activity Provider C'ignature Enrichment

Day and Time Thursday After School

Age Range Prep–G5

Description	Karate is a martial arts developed in Japan under the influence of Chinese martial arts. It is a striking art using punching, kicking, knee strikes, elbow strikes and open-hand techniques such as knife-hands, spear-hands and palm-heel strikes.
Outcomes and Objectives	At the end of the programme, students will be able to understand the principles behind Karate and be able to execute basic punching, kicking and knee strikes.
Cost	\$225 +GST (\$240.75)