

### 3rd Grade Club Descriptions

Fitness and Fun	This club offers a fun way to be physically active while continuing development of motor skills in 3rd grade students. Students will be able to stay active while learning about the importance of physical activity in a healthy lifestyle. Students will do all of this while socializing with friends, listening to music and playing games.
STEAM Club	The STEAM Club allows our students to explore, create, problem-solve, and be inspired in the areas of science, technology, engineering, art, and math. Join us as we combine all 5 creative areas to explore and make amazing things.
Creative Writing	Creative Writing Club will encourage student passion for writing while also working to improve their writing skills. Students will work independently, cooperatively and with the whole group to write and share ideas while learning to provide and receive constructive feedback. Students will learn how to create interesting pieces of writing that consist of a variety of genres. They will learn the writing process and have the opportunity to implement this while becoming strong writers.
Latin Rhythms	Introduces the basic steps of different latin rhythms such as: salsa, merengue, cumbia, traditional mexican dance etc. using authentic music, offering an opportunity to exercise in a fun way.
Drama Club	Students will have the opportunity to create skits and act out their favorite short stories. Students will also be coached on public speaking and acting fundamentals.

Board Games and Puzzles	Puzzles and board games are full of learning opportunities and fun too! Playing board games teaches teamwork, focus, and how to win and lose gracefully. Puzzles promote patience, spatial awareness, and problem solving skills.
Spanish Through Crafts	Students learn vocabulary in Spanish when working on particular crafts and engage in discussion and learning activities that increase their knowledge of Hispanic culture and traditions.
Scratch Coding Club	In coding, students have the opportunity to create games, animations, and interactive applications using a visual-based code editor. Using design thinking and logic, students translate their ideas into working applications. They also have the opportunity to employ math and science concepts that they learn in class and develop their problem-solving skills.
Crochet Club	This club will give students of all skill levels to learn or improve upon their crochet skills! Once students have mastered basic skills and stitches, they will be able to contribute to a collaborative project that we will donate to charity. [Students will need to bring yarn and a crochet hook. More information on materials (yarn fiber, hook size, etc.) will be reviewed during our first club meeting!]
STEM Building Challenge	Students would be given different building task challenge cards each week. Task challenge cards would require students to work in small groups to complete the task. Using only the listed/provided task card materials, students would work with their group to think, plan, design, and construct a design. This would allow for students to work together and use their creativity to construct their design.

Drawing	Drawing has many purposes and can describe or record documentation from history, nature and creative thinking. Sketching and illustrations can create creative storyboards! Students will use various pencils and papers for their drawings.
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### 4th and 5th Grade Club Descriptions

Arts	
Photography Club	The purpose of this club is to provide an introduction to photography. Students will learn the basics of taking and editing photos in this club.
Watercolor	Watercolors are a form of transparent or opaque paint for various coloring needs! Individual journal painting is used with watercolors for adding color to sketches and illustrations. Watercolor painting will inspire students to create and have fun.
Art Portfolio	Art Portfolio Club attendees will have a great time gaining experiences in artistic mixed media use. The students will work on themes of choice and create seasonal and thematic 2D artworks.
Crochet Club	This club will give students of all skill levels to learn or improve upon their crochet skills! Once students have mastered basic skills and stitches, they will be able to contribute to a collaborative project that we will donate to charity. [Students will need to bring yarn and a crochet hook. More information on materials (yarn fiber, hook size, etc.) will be reviewed during our first club meeting!]

Gardening Club	Students will learn about plants and how they grow. Students will learn how to cultivate different types of plants.
Scrapbooking	Students are able to document their school year in a scrapbook. They will bring in pictures to put in, write little descriptions of what they found most memorable. Students use photos, ticket stubs, or anything that they want to put in their scrapbook to keep for memories of the year.
Doodle Club	Students will learn about different doodle and drawing techniques as they use their creativity in different doodle projects and activities.
Spanish Through Crafts	Students learn vocabulary in Spanish when working on particular crafts and engage in discussion and learning activities that increase their knowledge of Hispanic culture and traditions.

<b>Music and Speaking</b>	
Conversational Spanish	Students will have the opportunity to practice Spanish and improve their speaking and pronunciation skills through different games and conversational activities.
Chorus	Students will learn proper vocal technique as they sing a variety of songs.
Film Club	Students will learn about a combination of film history and film tropes while watching famous movie clips.
Public Speaking and Debate	Speaking in front of a crowd can be a scary situation for some, but it doesn't have to be this way. With

	<p>practice, speaking in front of a group can be enjoyable. Focusing on the drivers of success, students will gain ways to project an enthusiastic attitude, communicate clearly and concisely, and energize and engage listeners. In this environment, students will discover ways to manage stress and minimize worry, encourage positive thinking, and commit to continuous improvement.</p>
Drama Club	<p>Students will have the opportunity to create skits and act out their favorite short stories. Students will also be coached on public speaking and acting fundamentals.</p>
Classroom Instruments	<p>Students will make more advanced music using the instruments in our classroom. We will strive to learn several pieces.</p>
Literature and Cinema Club	<p>Explore stories and characters in literature and film.</p>
Lyric Writing	<p>Have thoughts and ideas you want to turn into music? Learn how songs are designed to be pleasing to the ear. Go step by step to write song lyrics on a topic of your choosing. No singing required!</p>

<b>Sports and Games</b>	
Dodgeball Club	<p>Students will learn and practice teamwork and cooperation while enjoying Dodgeball with their peers.</p>
Team Sports	<p>Students will learn and practice teamwork and cooperation while enjoying various team sports with their peers.</p>

Board Games	Puzzles and board games are full of learning opportunities and fun too! Playing board games teaches teamwork, focus, and how to win and lose gracefully. Puzzles promote patience, spatial awareness, and problem solving skills.
Soccer Club	We will be learning the positions and playing soccer outside!
Kickball Club	Students will learn and practice teamwork and cooperation while enjoying kickball with their peers.
Mustang Miles	Enjoy walking and running? Mustang Miles is for you! Students will spend time outside running and walking to meet new personal goals, practice mindfulness, and have fun.

<b>Technology</b>	
Stop-Motion Animation	Using legos, clay, props, and craft materials, students will create short animations using stop-motion.
Creative Writing and Digital Portfolio	The Creative Writing Club brings together students of all writing abilities who have an interest in creating fiction, nonfiction, scripts, and/or poetry. It provides a collaborative work space for members to write, share ideas, and provide feedback for each other's work. Creative works will be collected in a digital portfolio. In addition, students will be writing poetry and classic literature while learning to write in cursive or better their cursive writing abilities.
Tinkercad	Tinkercad is an easy to use, browser-based 3D design and modeling tool. Models are created by grouping together shapes and the final design can be output in File-Types suitable for use with 3D Printers, Color

	Printers and Laser Cutters. This club is a great way for 3rd-5th graders to gain experience with 3D modeling.
Kids Who Code	Kids Who Code is an opportunity for kids to explore the world of computer coding at their level. Students use activities from coding websites to develop critical thinking and problem solving skills.
STEAM	The STEAM Club allows our students to explore, create, problem-solve, and be inspired in the areas of science, technology, engineering, art, and math. Join us as we combine all 5 creative areas to explore and make amazing things.
Engineering	Students will explore engineering and invention through high-energy, hands-on activities. Engineering club students will work on real-world engineering and invention projects, like building an emergency shelter or a way to airdrop supplies.
Scratch Coding Club	In coding, students have the opportunity to create games, animations, and interactive applications using a visual-based code editor. Using design thinking and logic, students translate their ideas into working applications. They also have the opportunity to employ math and science concepts that they learn in class and develop their problem-solving skills.

#### Student Council (Grades 3-5)

Two students will be selected from each homeroom to represent their grade levels in the student council. Interested students will complete and submit an online application. Student Council members will create and

organize initiatives that improve school and student life at FSA. Students will be elected by their homeroom classes to join the Student Council. More information will be provided by email.

***Academic Team Options: Students must apply and be accepted into these clubs to participate***

**Elementary Science Olympiad (Grades 3-5)**

Elementary Science Olympiad is a competitive academic team for students in 3-5 grade at Fulton Science Academy Private School. Elementary Science Olympiad competitions are like academic track meets, consisting of a series of 18 team events in the Elementary Division A. Each year, a portion of the events are rotated to reflect the ever-changing nature of genetics, earth science, chemistry, anatomy, physics, geology, mechanical engineering and technology. By combining events from all disciplines, Elementary Science Olympiad encourages a wide cross section of students to get involved. Emphasis is placed on active, hands-on group participation. Through Elementary Science Olympiad, students, teachers, parents, and administrators bond together and work toward a shared goal. Elementary Science Olympiad requires dedication, preparation, commitment, coaching, and practice throughout the year. Each school-based team is allowed to bring 20 3-5 grade students who cross-train for a variety of events in their skill set. Fulton Science Academy Private School will have 1 ESO team this year with each student preparing for 2-3 events.

**GASTC (Technology Fair) (Grades 3-5)**

Tech Fair is a statewide technology competition where students will compete in a variety of technology categories. Tech Fair club is for students to get ready; plan, program, develop projects and guided for the competition. Students are expected to choose one of Tech Fair categories. Students who choose Tech Fair as Academic team are accepted in this club. Categories offered to study on by Tech Fair

competition are:

3d modeling

Animation



Audio production  
Device modification  
Digital photo production  
Game design  
Internet applications  
Mobile apps  
Multimedia applications  
Non-multimedia applications  
Project programming  
Robotics  
Tech literacy challenge  
Tech programming challenge  
Video production

### **FLL (Grade 4-5)**

FIRST LEGO League (FLL) is a global program created to get kids excited about science and technology. FLL utilizes theme-based Challenges to engage kids in research, problem solving, and engineering. The cornerstones of the program are its Core Values, which emphasize contributions of others, friendly sportsmanship, learning, and community involvement. Our mission is to inspire young people to be science and technology leaders, by engaging them in exciting mentor-based programs that build science, engineering and technology skills, that inspire innovation, and that foster well-rounded life capabilities including self- confidence, communication, and leadership.

Each annual Challenge has two parts, the Project and the Robot Game. Working in teams of up to 7 kids and guided by at least one adult coach, team members have about 10 weeks to:

- a. Build an autonomous robot that will, in 2 minutes and 30 seconds, complete pre-designed missions
- b. Analyze, research, and invent a solution for a given assignment
- c. Create a clever presentation about their solution to perform in front of a panel of judges

### **Math Olympiad (Grades 3-5)**

In Elementary & Middle School Math Olympiad Club, students will receive enhanced instruction, explore real contest challenges, and may compete as a Math Olympiad team member. The purpose is to promote enriched critical thinking and nurture mathematical talents in our youth through more logic-based problems and creative problem solving strategies with ease and efficiency. Math Olympiad functions much like a football or soccer team, requiring preparation, commitment, coaching and practice throughout the year! These math problems stimulate the mind, enhance pattern recognition, and require logical reasoning capabilities. Students will extend their mathematical knowledge and critical thinking skills acquired in the math classroom with the assistance of coaches, who will guide students through math contest problems during the weekly practices. Math Olympians will be selected from the applicants who apply during the first week of the school. This club includes intense focus on Math competitions, including but not limited to AMC-8, Math League, Math Counts, War Eagle, Cheetah Cup, Math Bee, and Math Kangaroo and many other local elementary, middle, and high school math competitions.

### **Reading Bowl (Grades 4-5)**

This is an academic team that requires students to fill out and submit an application and go through a selection process; only students who meet the criteria will be accepted onto the team. Team members will be chosen based on good behavior, academic success, and demonstration of preparedness to participate in the club and its competitions. This is a competitive team and will require eliminations throughout the academic year, as only a limited number of students will be eligible to participate. Students will read, write questions about, and answer questions about a specific selection of books throughout the year. For Reading Bowl competitions, students work to "buzz in" quickly and accurately answer questions about the current year's Georgia Book Award nominees: they will participate in selected categories based on what they read and enjoy.