



Club Descriptions

<p>Secondary Band/Orchestra Beginner Years 7-13</p>	<p>Do you enjoy singing or playing a musical instrument? Join the band and orchestra, and explore the world of music! Bring your own instrument or borrow ours.</p>
<div data-bbox="215 875 512 1301" data-label="Image"> </div> <p>Secondary Book Club Student-Led by Ouma Bally Years 6, 7, 8, 9</p>	<p>Book Club members, Student-Led During meetings, club members will sit down and have an open discussion about the book we will be reading. We will engage in activities, like creating posters for the book, and writing a book review at the end of the book.</p>
<p>Secondary Break the Divide Student-Led by Aarisha Sood Years 7-13</p>	<p>BTD is a nonprofit organization that works to turn empathy into action by connecting communities to create meaningful change. BTD aims to encourage students to develop and improve skills such as critical thinking, communication, leadership, creativity, and teamwork skills. Here at BTD, we aim to break down the racial, geographic, and social-economic barriers by creating a personal connection through fun, productive discussions, creative ideas and exciting perspectives.</p>

**Chess Mentors Academy
(Primary & Secondary)**

The Mentors Chess Academy uses chess as an educational tool to strengthen the mind. Chess develops logical thinking; improves concentration, promotes imagination and creativity.

**Secondary
Football Jr.
(Years 7-10)**

Are you the next Cristiano Ronaldo? Do you have a passion for football? Then MYP Eagles get ready with your football cleats and jerseys and join the Football Jr. Club now!



**Secondary
Myths and Legends Club New!
Student-Led by Anahita Dhar
Years 6-9**

My name is Anahita Dhar, I am an avid reader and have always had an affinity for Greek and Roman myths. I think it is a topic that isn't explored enough in school but is such an interesting subject to read up on. That is exactly what I wish to do! Spread knowledge in the most fun way possible! There'll be storytelling, discussions about aetiology and pourquoi stories and maybe even debates!

**Secondary
Pen Pals - Student-Led by Seray Ajei
Years 7-13**

Make Pen-Pals and connect with people all over the world! It's a mess of stationery, paper, ink, and fun, and you'll love it! Share letters anywhere from South Korea to New York to Senegal! Start your letter writing and craft making now!

<p>Secondary Sunshine & Serenity Student Led by Dalal Mouazzen Year 9-13</p>	<p>Mental health is a part of our daily lives, it lives within us and makes us who we are. However, in this society, people get judged for their mental health which is not fair. I want to create this club in order to allow students from year 9 to year 13 to be able to express what they feel and help them feel better. I want them to feel comfortable knowing it is okay to not feel good.</p>
<p>Primary Tech and Robotics Mr. Daniel/ Rotech Academy Years 5, 6, 7-13</p>	<p>Develop, design, build, and code LEGO® Education MINDSTORMS® EV3 robots to perform autonomous “missions” on a themed playing field and design innovative solutions to a real-world problem inspired by the theme. They also develop critical thinking and team-building skills and build STEAM self-confidence whilst having fun. The club is open to all learners aged 9 - 14. However, a maximum of 10 club members will be selected to join the Eagle Coderz core FLL team to represent the school in the national competition.</p>
<p>Coding/ Big Bytes (Y 3,4,5,6)</p>	<p>Coders become accustomed to coding concepts critical in their journey to become tech gurus. We introduce coding and programming using the Scratch platform split into 4 learning modules spread over 8 weeks.</p>

<p>Coding/ Techies (Y 7,8,9)</p>	<p>Here we introduce some advanced topics challenging coders to bring their ideas to life using visual programming software. Coders build fully functional apps using the ever-popular MIT App Inventor. Watch them grow in leaps and bounds as they apply their newly acquired skills to create self-inspired projects. Our aim is to shift mindset from tech consumption to tech creation.</p>
<p>Coding/ Gurus (Y 10,11,12,13)</p>	<p>We delve deep into programming with design-thinking at the core of every session. Projects include web/game design & development etc using HTML, CSS, JavaScript and Python languages. This course will encourage coders interested in a tech future to work towards building their careers in game development, software engineering, machine learning engineering etc.</p>
<p>Spy Kids Club (Y 3,4,5,6)</p>	<p>A club favourite, Spy Kids inspires lots of science & spy play! Kids enter our spy training program and solve daily mysteries using disguises, secret codes, spy gadgets, booby traps, disappearing ink, fingerprint analysis, forensic testing, secret compartments, spy cameras, voice scramblers and more! The term ends with spy graduation and certification.</p>

<p>Board Games Cafe (Y 7 to Y 13)</p>	<p>Board Games are an effective tool for providing teachable moments, improving social interaction and developing social skills. For older children, board games help improve emotional intelligence and develop essential life skills. Games offered this year include No Thank You Evil (5-18) years, Ticket to Ride (7-18) years, Settlers of Catan (11-18) years, Pandemic (14-18) years, Mystic Vale (14-18) years and Splendor (11-18) years.</p>
<p>Science Club Jr./ Sr. (Y 1 to 6)</p>	<p>Weekly Planned Activities;</p> <ul style="list-style-type: none"> - Mystery Message - I can't believe my eyes - Lava Lamp - Chromatography flowers - Colourful chemistry - Fizz Rocket - Mr. Elec Bug - Marvelous mixture
<p>Rubik's Cube (Primary & Secondary)</p>	<p>Level 1 - 3x3 cube</p> <p>Come and join us as we learn how to solve the 3x3 Rubik's cube. The Rubik's cube helps children to improve concentration, logical reasoning and also relaxes the mind. By the end of this level, your child should be able to solve the cube on his/her own.</p> <p>Level 2</p> <p>Come and join us as we dive further into the world of SpeedCubing.</p> <p>In this level children learn faster and shorter methods to solve the 3x3 cube.</p> <p>They also learn to solve the prism shaped cube - Pyraminx. SpeedCubing is a sport that where we are aiming to solve the cube in the shortest time possible.</p>

<p>Storytelling (Y 1,2,3)</p>	<p>The Story Box Academy Class practices drama games and activities that focus on developing acting skills and to build confidence performing.</p> <p>Children enjoy an interactive story, told with puppets, props and pictures and are then encouraged to re-create the story, involving different performance skills learned each week.</p>
<p>Art Workshop (Primary & Secondary)</p>	<p>Artist Nicholas Wayo will be teaching a new painting/drawing technique every week including color mixing, painting landscapes and pencil shading.</p>
<p>Mechanical Lego (Y 4,5,6)</p>	<p>Students work as teams to plan & execute a lego project. By the end of each session, each group creates a product that demonstrates the lesson's scientific principles.</p> <p>This activity is led by Mr. Gilles who is part of Young Engineers.</p>

Music instruments Piano- Guitar- Violin- Drums (Primary & Secondary)	Students learn a musical instrument in a group of 2 maximum. Instructors are professional and have experience teaching students. (Guitar, Violin must be brought from home)
UCMAS (Y 1 to Y 8)	UCMAS is a brain development program that trains children to use the right and left brain for mental arithmetic which helps improve their mental, cognitive, visual, retention and auditory skills.