

# K-8 GRADE SANTA ANA COURSE CATALOG

2025 - 2026 SCHOOL YEAR

#SPRINGS DreamTeam

# LEARNING CENTER MISSION & VISION STATEMENT

We offer homeschool families a variety of unique, year-long classes to enrich their educational experience. Our classes incorporate academics and the arts to inspire individual interests and passions. Our nurturing staff partners with parents to support educational progress in a safe environment that encourages positive social development.

## CURRICULUM KEY

After each of our class descriptions, you will see a KEY like this: **s, m, e**  
All of our classes have elective content, and many include core content.  
See the explanation below to help you choose classes for your child.

E - Covers **ELA CORE** Requirements

e - Supplements **ELA AT HOME** Curriculum

M - Covers **MATH CORE** Requirements

m - Supplements **MATH AT HOME** Curriculum

S - Covers **SCIENCE CORE** Requirements

s - Supplements **SCIENCE AT HOME** Curriculum

SS - Covers **SOCIAL STUDIES CORE** Requirements

ss - Supplements **SOCIAL STUDIES AT HOME** Curriculum

# LEARNING CENTER POLICIES



When you enroll your child in a Learning Center class you will be asked to agree to the following:

[Learning Center Parent Agreement](#)

Please read thoroughly before signing up for any classes.

Please see the [Student & Parent Handbook](#) for information about:

Cell Phone Use- Page 42

Dress Code Policy- Pages 42 & 43

Internet Use Policy- Page 44

Student Behavior Expectations and Discipline- Page 46

Student Support (Counseling & Special Education)- Pages 48-51

Parent Involvement and Volunteering- Pages 112-113

Additional Helpful Links:

[Photo Release](#)

Santa Ana [One Page Class Schedule & Descriptions](#)

[I CAN Math! Roles & Responsibilities](#)

[2025-26 Learning Center Calendar](#)





# SANTA ANA LEARNING CENTER STAFF



**AMBER MITCHELL**



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**LORI LOUCKS**  
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**PRINCIPAL**



**RENEE HANSON**  
**HOMESCHOOL DIRECTOR**



**JESSICA BATTLE**  
**ADMINISTRATIVE ASSISTANT**

# SANTA ANA LEARNING CENTER INFORMATION

Our Santa Ana Learning Center provides enrichment and core academic classes for K-8 Homeschool, Montessori Voyage, and Venture students. The Learning Center helps families connect with other independent learning students to create a strong support system. Families enjoy the non-traditional choice of independent study while benefiting from time-honored school activities. Our Santa Ana location participates in activities such as school pictures, open houses, kindergarten and 8th-grade promotions, as well as other fun school events. Through events, outreach, activities, and guest speakers, learning center students use the community as the classroom throughout the year.

The Learning Center schedule is full of classes that offer hands-on, engaging activities that make learning fun! Students can choose classes that cater to their passion and interest and/or choose classes that meet specific academic goals.

Please continue through the pages of this book to see the class offerings and descriptions for the 2025-26 school year.

\*Venture and Montessori Voyage students are limited to one block per week.

Classes are offered for K-8th grades on Tuesdays and Thursdays.

Morning Classes ~ 9:00 AM - 11:35 AM

Lunch ~ 11:35 AM - 12:05 PM

Afternoon classes ~ 12:05 PM - 2:40 PM

**For more information or to register for classes,  
go to [Springs Marketplace](#) on your MySprings Apps page.**



Located at:

2121 N. Grand Ave  
Santa Ana, CA 92705  
(951) 225-7125

The Santa Ana Learning Center is run by Principal Priscilla Moreno-Doorbar, who is responsible for safety, discipline, and the day-to-day operations at the student center. If you have specific questions about the school site, don't hesitate to contact the student center.

Learning Center offerings and class schedules are created by our Homeschool Leadership team. For specific questions, you may contact:  
Jessica Battle, Learning Center  
Administrative Assistant-  
[jessica.battle@springscs.org](mailto:jessica.battle@springscs.org)  
Lori Loucks, K-8 Homeschool Director-  
[lori.loucks@springscs.org](mailto:lori.loucks@springscs.org)

# KINDERGARTEN & 1<sup>ST</sup> GRADES CLASS CHOICES

<b>TUESDAY 9:00 AM - 11:35 AM</b>	<b>The STEAM Team AND Sensory Explorers</b>
<b>TUESDAY 12:05 PM - 2:40 PM</b>	<b>The Sound Squad Phonics AND Full Court Press Writing</b>
<b>THURSDAY 9:00 AM - 11:35 AM</b>	<b>Game Time Tales AND All-Star Artists</b>
<b>THURSDAY 12:05 PM - 2:40 PM</b>	<b>Math MVPs (Most Valuable Problem Solvers!) AND Musical Playbook</b>

**KINDERGARTEN AND 1ST GRADE STUDENTS ONLY HAVE ONE OPTION IN EACH BLOCK.**

**YOU MAY SIGN UP FOR ONE OR TWO 2.5 HOUR BLOCKS PER DAY.**

# KINDERGARTEN & 1<sup>ST</sup> GRADE TUESDAY CLASS DESCRIPTIONS



## THE STEAM TEAM AND SENSORY EXPLORERS

Get ready for hands-on, interactive, and maybe even messy learning! In The STEAM Team, students will dive into the exciting world of science, engineering, math, and creativity through engaging experiments, building projects, and exploration. Each month will bring a new STEM challenge that sparks curiosity and creativity. Add in the aspect of Sensory Explorers and students will have opportunities to express themselves through math-based art, tactile activities, and storytelling using textures, sounds, and movement. This class is designed to ignite a love for learning while meeting kindergarten and 1st-grade science standards in a fun cross-curricular way.

### Major Projects:

- STEAM Showcase -- Design and build a simple machine, musical instrument, or bridge/tower using STEAM principles.
- STEAM Storybook Challenge -- Solve a problem from a favorite story, like building a sturdy house for "The Three Little Pigs"
- My Sensory Journal -- Create a journal with drawings, photos, and reflections on hands-on experiences like color mixing and fingerprint counting and a textured alphabet book.

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## THE SOUND SQUAD PHONICS AND FULL COURT PRESS WRITING

In this dynamic class, students will build strong reading and writing skills through a phonics-based approach and engaging writing activities. Using the well-loved Letterland curriculum, they'll explore letter-sound relationships through fun characters and stories that make learning come alive. The interactive characters help reinforce the sounds of each letter, making it easier for students to connect the written word to its sound, which strengthens their reading, spelling, and phonics foundation.

As beginning writers, students will practice writing simple words, sentences, and stories, developing essential skills in storytelling and expressing their ideas. They'll engage in fun writing prompts, drawing pictures to support their writing and developing their creativity. They'll also work on organizing their thoughts and using proper letter formation, punctuation, and capitalization, giving them the tools to communicate effectively. The class will emphasize the joy of writing and reading as students gain confidence in their abilities to tackle new writing challenges and grow as independent learners.

### Major Projects:

- Letterland Character Booklet -- Illustrate and write simple words for each Letterland character to reinforce phonics skills.
- Phonics Word Wall -- Contribute word cards to a class phonics wall, showcasing learned vocabulary.
- My Story Book -- Create a simple personal storybook, drawing pictures and writing a few sentences to tell a story.
- Opinion Draw & Tell -- Choose a favorite thing and draw a picture, writing a sentence about why they like it.



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# KINDERGARTEN & 1<sup>ST</sup> GRADE THURSDAY CLASS DESCRIPTIONS

## GAME TIME TALES AND ALL-STAR ARTISTS

In this fun and creative class, students will dive into seasonal reading adventures and art exploration, meeting kindergarten and 1st-grade standards in language arts and visual arts.

In Game Time Tales, students will read books about seasons, holidays, and historical events such as Autumn trees, Thanksgiving, and Earth Day. As they explore these stories, they'll practice important reading skills like comprehension, sequencing, and vocabulary development.

In All-Star Artists, students will experiment with colors, shapes, and materials, creating imaginative pieces inspired by the stories they read. They'll explore basic art concepts like color mixing, shape recognition, and texture while developing fine motor skills. These activities combine to help students score big in both literacy and art, developing their skills like all-star athletes in a game of creativity!

### **Major Projects:**

- Seasonal Storybook Creation – Create a storybook with illustrations and a short narrative about a favorite holiday or season.
- Holiday Celebration Project – Work together to design a class display that celebrates the books and crafts explored.
- Hall of Fame Artist Portfolio – Research a famous artist, create a report, and make art inspired by their style.
- My Favorite Things Collage – Create a collage with pictures and materials that represent favorite things, like colors and activities.

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## MATH MVP'S (MOST VALUABLE PROBLEM SOLVERS!) AND MUSICAL PLAYBOOK

In this fun, interactive class, students will develop essential math skills through hands-on activities, games, and creative projects that bring math concepts to life. They will explore foundational math concepts like counting, addition, subtraction, number recognition, shapes, and patterns through engaging problem-solving tasks and math-based games. Students will also practice math in real-world contexts, such as measuring, sorting, and organizing objects. By tackling math challenges with their peers, they'll build confidence and develop a solid foundation that meets kindergarten and first-grade math standards, preparing them for more complex concepts in the future.

Alongside their math exploration, students will tap into their creativity through music, where they'll learn about rhythm, tempo, and composition through singing, dancing, and playing instruments. They'll engage with music by exploring different sounds and rhythms, while also developing their coordination and motor skills. Students will express themselves through musical storytelling and work on creating their own melodies and rhythms, fostering a love for both music and movement.

### **Major Projects:**

- Math Board Game Creation – Design a math game using the skills learned in class.
- Math Adventure Storybook – Write and illustrate a math-themed story, solving problems along the way.
- Musical Performance – Collaborate to create a musical performance, combining singing, dancing, and/or instruments.
- Classroom Music Parade – Students will create simple instruments (like shakers or tambourines) and perform a group parade to showcase their rhythm and music skills.



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## 2<sup>ND</sup> GRADE CLASS CHOICES



<b>TUESDAY 9:00 AM - 11:35 AM</b>	<b>Math MVPs (Most Valuable Problem Solvers!)</b> <b>AND</b> <b>Teamwork Triumphs &amp; Sports PE</b>
<b>TUESDAY 12:05 PM - 2:40 PM</b>	<b>Game Time Tales</b> <b>AND</b> <b>Full Court Press Writing</b>
<b>THURSDAY 9:00 AM - 11:35 AM</b>	<b>First Lego League</b> <b>AND</b> <b>The STEAM Team</b>
<b>THURSDAY 12:05 PM - 2:40 PM</b>	<b>A History Playbook: The Golden State</b> <b>AND</b> <b>All-Star Artists</b>

[ONE PAGE SCHEDULE](#)

**2ND GRADE STUDENTS HAVE ONE OPTION IN EACH BLOCK.  
YOU MAY SIGN UP FOR ONE OR TWO 2.5 HOUR BLOCKS PER DAY.**

[REGISTER IN  
SPRINGS MARKETPLACE](#)



## 2<sup>ND</sup> GRADE TUESDAY CLASS DESCRIPTIONS

### MATH MVPS (MOST VALUABLE PROBLEM SOLVERS!) AND TEAMWORK TRIUMPHS & SPORTS PE

In this fun, interactive class, students will develop essential math skills through hands-on activities, games, and creative projects that bring grade-level math concepts to life. They will explore key skills like addition and subtraction within 100, place value, measuring lengths, telling time, and solving word problems. Students will engage in fun problem-solving tasks, learning to organize data and identify patterns. They'll practice applying math in real-world situations, such as measuring objects and understanding money. By working on math challenges with their peers, students will gain confidence and strengthen their math foundation, preparing them for more complex concepts ahead.

Alongside their math exploration, students will learn the basics of team sports while building skills in cooperation, communication, and strategic thinking. Through cooperative games and team challenges, they'll work together to enhance teamwork, sportsmanship, and problem-solving abilities.

#### Major Projects:

- Math Board Game Creation – Design and create a math board game that incorporates learned skills.
- Math Adventure Storybook – Write and illustrate a math-themed storybook with problem-solving challenges.
- Olympic Games Competition – Compete in a class-wide Olympic Games, showcasing teamwork and strategies.



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### GAME TIME TALES AND FULL COURT PRESS WRITING

In this fun and creative class, students will dive into seasonal reading adventures and art exploration, meeting grade-level reading standards in language arts and visual arts. In Game Time Tales, students will read books about seasons, holidays, and historical events such as Autumn trees, Thanksgiving, and Earth Day. As they explore these stories, they'll practice important reading skills like identifying the main idea and details, making connections to the text, and expanding their vocabulary. They will also work on comprehension strategies such as sequencing events and summarizing stories. Students will practice writing simple sentences, short stories, and personal narratives, developing skills in storytelling and expressing their ideas. They'll engage in fun writing prompts, drawing pictures to support their writing and boosting creativity. Students will focus on organizing their thoughts, using correct letter formation, punctuation, and capitalization. The class will highlight the joy of writing and reading as students build confidence in their abilities and grow as independent writers.

#### Major Projects:

- Personal Narrative Collection – Students will write and refine a series of personal narrative pieces, showcasing their growth as storytellers.
- Opinion Editorial – Students will choose a topic they care about, write an editorial defending their point of view, and present their arguments with well-organized evidence.
- Informative Research Presentation – Students will research a topic of interest, write an informative essay, and present their findings to the class, incorporating visual aids to support their research.

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# 2<sup>ND</sup> GRADE THURSDAY CLASS DESCRIPTIONS



## LEGO LEAGUE AND THE STEAM TEAM

Join the STEAM Team and LEGO League for an exciting, hands-on adventure where Science, Technology, Engineering, Art, and Math come together! In this class, students will dive into creative projects that combine robotics, engineering, art, and math. They'll build and program robots using LEGO kits, work on engineering challenges like designing bridges or simple machines, and explore math concepts through art projects and real-world problem-solving. Students will also take on monthly STEM challenges, using teamwork and critical thinking to create innovative solutions. Throughout the course, students will meet grade-level science and engineering standards, exploring topics such as forces and motion, material properties, and ecosystems. They'll engage in experiments that demonstrate scientific principles and use the engineering design process to test, modify, and improve their solutions. By combining creativity with critical thinking, students will strengthen their understanding of both scientific and engineering concepts while building valuable problem-solving skills.

### **Major Projects:**

- STEAM Challenge Fair – Work in teams to create a project that blends at least two STEAM fields and present it at a funfair-like event.
- Innovation Showcase – Design and build a simple machine, musical instrument, or robot, using STEAM principles and present it to the class.
- LEGO Robot Challenge – Program and test LEGO robots to complete specific tasks.
- LEGO Project Presentation – Research a real-world problem, design a solution and present it with a working model or prototype.

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## ALL-STAR ARTISTS AND PERFORMANCE PLAYMAKERS

In All-Star Artists, students will unleash their creativity in an art class designed to develop their skills through experimentation with different techniques, styles, and materials. They'll explore various forms of art, such as painting, sculpture, and collage, allowing them to express their ideas and reflections. Students will not only refine their artistic abilities but also learn how to convey their personal interpretations and creativity through their artwork.

In Performance Playmakers, students will be introduced to the art of performing, develop an appreciation of the art, and understand how various acting techniques may be used to heighten one's awareness and as a tool for self-realization. Performing Arts offers students the chance to experience the excitement and rewards of theater arts while developing poise, social skills, confidence, and the ability to work with others. If you want to find your place on the stage, this is the class where the performing arts will bring out the theater muse in you! Downstage, Upstage, Right stage, and Backstage! This course will introduce the basics of acting and improv, vocal music, and basic choreography, including some technical and backstage workings.

### **Major Projects:**

- Artistic Time Capsule – Create a mixed-media self-portrait and artwork representing who they are now, including favorite colors, interests, and emotions.
- Hall of Fame Artist Report & Portfolio – Research a famous artist and create artwork inspired by their techniques.
- Culminating Performance – Students will prepare and present a full live performance in front of an audience.

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# 3<sup>RD</sup> & 4<sup>TH</sup> GRADE CLASS CHOICES



TUESDAY

9:00 AM - 11:35 AM

\*I CAN! Math (Part 1) **AND** Mathletes

OR

Math MVPs (Most Valuable Problem Solvers!) **AND**  
Teamwork Triumphs & Sports PE

12:05 PM - 2:40 PM

A History Playbook: The Golden State **AND**  
All-Star Artists

OR

Game Time Tales **AND** Full Court Press Writing

THURSDAY

9:00 AM - 11:35 AM

\*I CAN! Math (Part 2) **AND** Project-Based Learning

OR

Lego League **AND** The STEAM Team

12:05 PM - 2:40 PM

Legends & Underdogs: The Story of Sports Through Time  
**AND** Game-Changer Writing Lab

OR

All-Star Artists **AND** Performance Playmakers

REGISTER IN  
SPRINGS MARKETPLACE

CHOOSE ONE OPTION IN EACH BLOCK.

YOU MAY SIGN UP FOR ONE OR TWO 2.5 HOUR BLOCKS PER DAY.

ONE PAGE SCHEDULE

**\*I CAN! MATH - STUDENTS MUST SIGN UP FOR PART 1 & PART 2 AND ATTEND BOTH CLASSES.**



## I CAN! MATH (PARTS 1 & 2) AND MATHLETES AND PROJECT-BASED LEARNING

Master the Math I CAN!s in this engaging two-day-a-week class, led by a highly qualified teacher. The course includes personalized lessons, small-group instruction, hands-on activities, and an online math component. Students will complete 90 minutes of structured math assignments on the other three days a week at home, guided by parents, including iReady practice. Regular attendance and active participation are required. Parents will facilitate home learning, with support from the teacher via phone or email. The teacher will assign and assess all work, and a Roles & Responsibilities form will be signed by the parent and TOR.

In addition, in Mathletes and Math Project-Based Learning, students will strengthen their math skills through fun and friendly competitions, hands-on activities, and project-based learning. Weekly challenges will range from individual tasks to team events, where students will solve complex problems, race against the clock, and build creative solutions. They'll explore math concepts in a dynamic and interactive way, all while participating in exciting, real-world math projects.

### Major Projects:

- Math in Action – Students will design a scale model of a community, applying measurement, geometry, and budgeting skills to calculate area, perimeter, and costs.
- The Great Math Race – In teams, students will solve math challenges involving fractions, multiplication, and division, culminating in the creation of a math-based game.

**\*Students taking this class will purchase the books through Book Mart and are required to bring their school-issued Chromebook and Math textbook to class each day they attend. Students must take their math assessments and iReady diagnostics onsite. \*\*Students MUST enroll in Part 1 AND Part 2 and attend regularly to continue enrollment in this class.**

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## MATH MVPS (MOST VALUABLE PROBLEM SOLVERS!) AND TEAMWORK TRIUMPHS & SPORTS PE

In this fun, interactive class, students will develop essential math skills through hands-on activities, games, and creative projects that bring grade-level math concepts to life. They will explore key skills like addition and subtraction within 100, place value, measuring lengths, telling time, and solving word problems. Students will engage in fun problem-solving tasks, learning to organize data and identify patterns. They'll practice applying math in real-world situations, such as measuring objects and understanding money. By working on math challenges with their peers, students will gain confidence and strengthen their math foundation, preparing them for more complex concepts ahead.

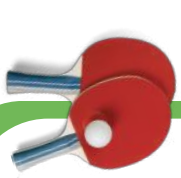
Alongside their math exploration, students will learn the basics of team sports while building skills in cooperation, communication, and strategic thinking. Through cooperative games and team challenges, they'll work together to enhance teamwork, sportsmanship, and problem-solving abilities.

### Major Projects:

- Math Board Game Creation– Design and create a math board game that incorporates learned skills.
- Math Adventure Storybook– Write and illustrate a math-themed storybook with problem-solving challenges.
- Olympic Games Competition – Compete in a class-wide Olympic Games, showcasing teamwork and strategies.



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# 3<sup>RD</sup> & 4<sup>TH</sup> GRADE TUESDAY PM CLASS DESCRIPTIONS

## HISTORY PLAYBOOK: THE GOLDEN STATE AND ALL-STAR ARTISTS

In this dynamic class, students will explore the rich history of California, journeying through key moments from the Indigenous peoples and Spanish missions to the Gold Rush and the rise of agriculture, technology, and entertainment. They'll learn about California's diverse cultures, significant historical events, and how the state has evolved over time. Students will explore how local history in their county connects to broader statewide developments through project-based learning. Using primary sources, maps, and interactive activities, they will analyze how local geography, culture, economy, and government have contributed to the state's growth and transformation. **\*This class is part of a three-year social studies cycle that will include Early America and the Revolution as well as Building a Nation and Westward Expansion.**

Alongside their historical studies, students will unleash their creativity in an art class designed to develop their skills through experimentation with different techniques, styles, and materials. They'll explore various forms of art, such as painting, sculpture, and collage, allowing them to express their ideas and reflections. Students will not only refine their artistic abilities but also learn how to convey their personal interpretations and creativity through their artwork.

### Major Projects:

- California History Interactive Map – Create a map highlighting key historical events, locations, and people with drawings and interactive elements.
- Gold Rush Living History Journal – Write a journal from the perspective of a Gold Rush settler, reflecting on their experiences.
- California Mission Project – Research and create a model or presentation of a California mission.
- Artistic Time Capsule – Create a mixed-media self-portrait and artwork representing who they are now, including favorite colors, interests, and emotions.
- Hall of Fame Artist Report & Portfolio – Research a famous artist and create artwork inspired by their techniques.

ss, e

## GAME TIME TALES AND FULL COURT PRESS WRITING

In this fun and creative class, students will dive into seasonal reading adventures and art exploration, meeting grade-level reading standards in language arts and visual arts. In Game Time Tales, students will read books about seasons, holidays, and historical events such as Autumn trees, Thanksgiving, and Earth Day. As they explore these stories, they'll practice important reading skills like identifying the main idea and details, making connections to the text, and expanding their vocabulary. They will also work on comprehension strategies such as sequencing events and summarizing stories. Students will practice writing simple sentences, short stories, and personal narratives, developing skills in storytelling and expressing their ideas. They'll engage in fun writing prompts, drawing pictures to support their writing and boosting creativity. Students will focus on organizing their thoughts, using correct letter formation, punctuation, and capitalization. The class will highlight the joy of writing and reading as students build confidence in their abilities and grow as independent writers.

### Major Projects:

- Personal Narrative Collection – Students will write and refine a series of personal narrative pieces, showcasing their growth as storytellers.
- Opinion Editorial – Students will choose a topic they care about, write an editorial defending their point of view, and present their arguments with well-organized evidence.
- Informative Research Presentation – Students will research a topic of interest, write an informative essay, and present their findings to the class, incorporating visual aids to support their research.

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# 3<sup>RD</sup> & 4<sup>TH</sup> GRADE THURSDAY AM CLASS DESCRIPTIONS

## I CAN! MATH (PART 1 & 2) AND MATHLETS AND PROJECT-BASED LEARNING

Master the Math I CAN!s in this engaging two-day-a-week class, led by a highly qualified teacher. The course includes personalized lessons, small-group instruction, hands-on activities, and an online math component. Students will complete 90 minutes of structured math assignments on the other three days a week at home, guided by parents, including iReady practice. Regular attendance and active participation are required. Parents will facilitate home learning, with support from the teacher via phone or email. The teacher will assign and assess all work, and a Roles & Responsibilities form will be signed by the parent and TOR.

In addition, in Mathletes and Math Project-Based Learning, students will strengthen their math skills through fun and friendly competitions, hands-on activities, and project-based learning. Weekly challenges will range from individual tasks to team events, where students will solve complex problems, race against the clock, and build creative solutions. They'll explore math concepts in a dynamic and interactive way, all while participating in exciting, real-world math projects.

### **Major Projects:**

- Math in Action – Students will design a scale model of a community, applying measurement, geometry, and budgeting skills to calculate area, perimeter, and costs.
- The Great Math Race – In teams, students will solve math challenges involving fractions, multiplication, and division, culminating in the creation of a math-based game.

**\*Students taking this class will purchase the books through Book Mart and are required to bring their school-issued Chromebook and Math textbook to class each day they attend. Students must take their math assessments and iReady diagnostics onsite. \*\*Students MUST enroll in Part 1 AND Part 2 and attend regularly to continue enrollment in this class.**

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## LEGO LEAGUE AND THE STEAM TEAM

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### **Major Projects:**

- STEAM Challenge Fair – Work in teams to create a project that blends at least two STEAM fields and present it at a fun fair-like event.
- Innovation Showcase – Design and build a simple machine, musical instrument, or robot, using STEAM principles and present it to the class.
- LEGO Robot Challenge – Program and test LEGO robots to complete specific tasks.
- LEGO Project Presentation – Research a real-world problem, design a solution and present it with a working model or prototype.

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## LEGENDS & UNDERDOGS: THE STORY OF SPORTS THROUGH TIME AND GAME-CHANGER WRITING LAB

In Legends & Underdogs: The Story of Sports Through Time, students will read and analyze the stories of legendary athletes, underdog teams, and game-changing moments in sports history. From the Ancient Greek Olympics to modern-day icons, students will explore how sports have shaped societies, influenced culture, and inspired change. Through biographies, historical texts, and first-hand accounts, students will engage in discussions, examine leadership, perseverance, and teamwork, and develop critical thinking skills.

In Game-Changer Writing Lab: Crafting Stories of Leadership & Victory, students will strengthen their writing skills through storytelling, personal narratives, and creative expression while exploring themes of leadership, teamwork, and perseverance. Using engaging prompts and real-world connections, students will build confidence as writers, develop longer sentences and structured paragraphs, and improve grammar and punctuation. Through interactive projects, students will practice organizing ideas, expressing themselves clearly, and bringing their writing to life with creativity and illustrations.

### **Major Projects:**

- Multimedia Presentation – Students will create a presentation of a historic sports moment (video, slideshow, presentation board, speech)
- My Personal Victory – Narrative Writing: Students will write a personal narrative about a time they worked hard to accomplish something—whether in sports, school, or daily life. They will focus on sequencing events, adding details, and using strong word choices to tell their story.
- Motivational Pep Talk – Persuasive Writing & Public Speaking: Students will write and deliver a short pep talk, inspired by famous speeches from coaches and athletes. They will practice persuasive writing techniques, expressive reading, and using emotion in their words.
- Illustrated Leadership Story – Creative Writing & Illustration: Students will create a short illustrated story about a leader (real or fictional) who overcomes challenges to achieve a goal. They will focus on story structure, character development, and adding descriptive details.

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## ALL-STAR ARTISTS AND PERFORMANCE PLAYMAKERS

In All-Star Artists, students will unleash their creativity in an art class designed to develop their skills through experimentation with different techniques, styles, and materials. They'll explore various forms of art, such as painting, sculpture, and collage, allowing them to express their ideas and reflections. Students will not only refine their artistic abilities but also learn how to convey their personal interpretations and creativity through their artwork.

In Performance Playmakers, students will be introduced to the art of performing, develop an appreciation of the art, and understand how various acting techniques may be used to heighten one's awareness and as a tool for self-realization. Performing Arts offers students the chance to experience the excitement and rewards of theater arts while developing poise, social skills, confidence, and the ability to work with others. If you want to find your place on the stage, this is the class where the performing arts will bring out the theater muse in you! Downstage, Upstage, Right-stage, and Backstage! This course will introduce the basics of acting and improv, vocal music, and basic choreography, including some technical and backstage workings.

### **Major Projects:**

- Artistic Time Capsule – Create a mixed-media self-portrait and artwork representing who they are now, including favorite colors, interests, and emotions.
- Hall of Fame Artist Report & Portfolio – Research a famous artist and create artwork inspired by their techniques.
- Culminating Performance: Students will prepare and present a full live performance in front of an audience.

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# 5<sup>TH</sup> & 6<sup>TH</sup> GRADE CLASS CHOICES

**TUESDAY**

*9:00 AM - 11:35 AM*

**I CAN! Math (Part 1) AND Mathletes**

**OR**

**Legends & Underdogs: The Story of Sports Through Time  
AND Game-Changer Writing Lab**

*12:05 PM - 2:40 PM*

**A History Playbook: The Golden State AND  
All-Star Artists**

**OR**

**Grand Slam Science AND Leadership**

**THURSDAY**

*9:00 AM - 11:35 AM*

**I CAN! Math (Part 2) AND Math in Motion**

**OR**

**Classical History & Arts Club (The Middle Ages)**

*12:05 PM - 2:40 PM*

**Legends & Underdogs: The Story of Sports Through Time  
AND Game-Changer Writing Lab**

**OR**

**CODE and Lego Champions AND  
Performance Playmakers**

**REGISTER IN  
SPRINGS MARKETPLACE**

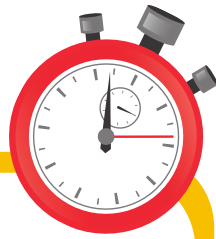
**CHOOSE ONE OPTION IN EACH BLOCK.**

**YOU MAY SIGN UP FOR ONE OR TWO 2.5 HOUR BLOCKS PER DAY.**

**ONE PAGE SCHEDULE**

**\*I CAN! MATH - STUDENTS MUST SIGN UP FOR PART 1 & PART 2 AND ATTEND BOTH CLASSES.**

# 5<sup>TH</sup> & 6<sup>TH</sup> GRADE TUESDAY AM CLASS DESCRIPTIONS



## I CAN! MATH (PARTS 1 & 2) AND MATHLETES AND MATH IN MOTION

Master the I CAN!s in this engaging two-day-a-week class, led by a highly qualified teacher. The course includes personalized lessons, small-group instruction, hands-on activities, and an online math component. Students will complete 90 minutes of structured math assignments on the other three days a week at home, guided by parents, including i-Ready practice. Regular attendance and active participation are required. Parents will facilitate home learning, with support from the teacher via phone or email. The teacher will assign and assess all work, and a Roles & Responsibilities form will be signed by the parent and TOR.

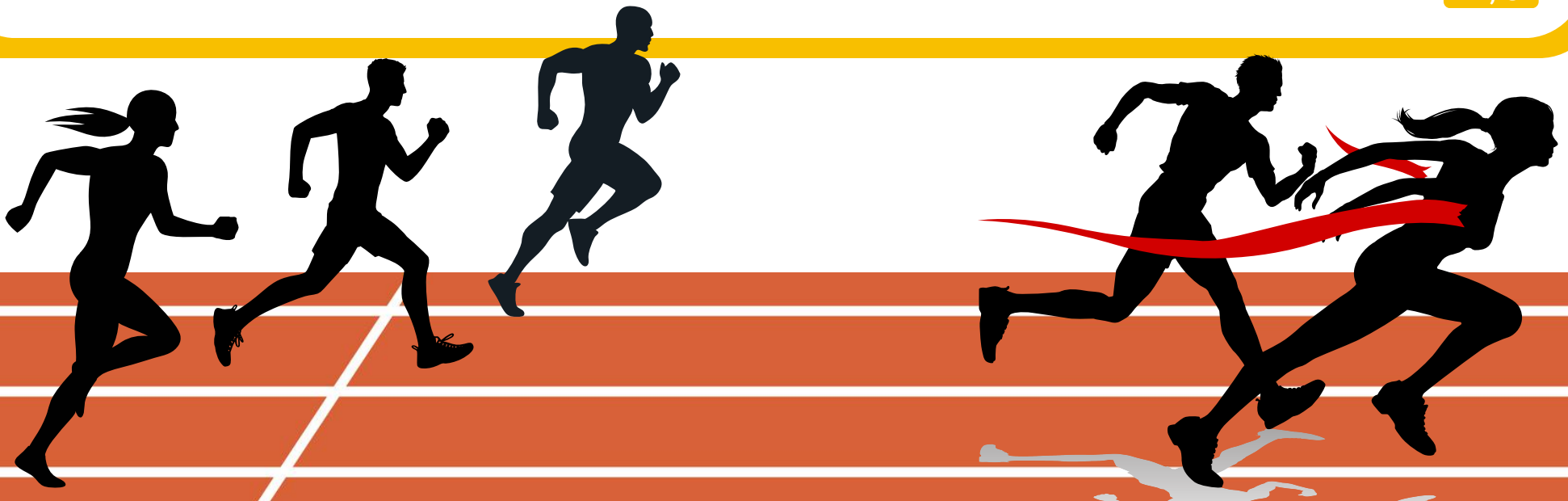
In addition, in Mathletes and Math in Motion, students will strengthen their math skills through fun and friendly competitions, hands-on activities, and discover the math behind a variety of recreational and movement activities, from popular sports to lesser-known games. Weekly challenges will range from individual tasks to team events, where students will solve complex problems, race against the clock, and build creative solutions. They'll explore math concepts in a dynamic and interactive way, all while participating in exciting, real-world math projects and movement.

### Major Projects:

- Sports Stats Challenge – Students will analyze sports data, calculating averages and percentages to understand team performance and player stats.
- Design Your Own Game – Students will design a movement-based game, using geometry, measurement, and probability to create rules, scoring systems, and strategies.

**\*Students taking this class will purchase the books through Bookmart and are required to bring their school-issued Chromebook and Math textbook to class each day they attend. Students must take their math assessments and i-Ready diagnostics on-site. \*\*Students MUST enroll in Part 1 AND Part 2 and attend regularly to continue enrollment in this class.**

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# 5<sup>TH</sup> & 6<sup>TH</sup> GRADE TUESDAY AM CLASS DESCRIPTIONS

## LEGENDS & UNDERDOGS: THE STORY OF SPORTS THROUGH TIME AND GAME-CHANGER WRITING LAB

In Legends & Underdogs: The Story of Sports Through Time, students will read and analyze the stories of legendary athletes, underdog teams, and game-changing moments in sports history. From the Ancient Greek Olympics to modern-day icons, students will explore how sports have shaped societies, influenced culture, and inspired change. Through biographies, historical texts, and first-hand accounts, students will engage in Socratic discussions, examine leadership, perseverance, and teamwork, and develop critical thinking skills.

In Game-Changer Writing Lab: Crafting Stories of Leadership & Victory, students will hone their writing skills by responding to the powerful stories of athletes and teams covered in the "Legends & Underdogs" reading course. They will practice narrative, persuasive, and analytical writing, learning how to craft compelling arguments, biographies, and personal reflections based on their reading. Through structured assignments, students will refine their ability to write persuasively, tell engaging stories, and analyze key themes of leadership, teamwork, and resilience.

### Major Projects:

- Class of Champions Debate – Students will research and present arguments on legendary figures, underdog teams, and controversial sports moments.
- Multimedia Presentation – Students will create a presentation of a historic sports moment (video, slideshow, presentation board, and speech).
- Persuasive Essay – Students will write a persuasive essay to defend whether an athlete or team is the greatest underdog story of all time.
- Journalistic Writing – Students will write a sports news article or opinion piece based on historical events.
- Speech Writing – Students will write and deliver a motivational pregame speech inspired by famous coaches and athletes.

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# 5<sup>TH</sup> & 6<sup>TH</sup> GRADE TUESDAY PM CLASS DESCRIPTIONS

## A HISTORY PLAYBOOK: THE GOLDEN STATE AND ALL-STAR ARTISTS

In this dynamic class, students will explore the rich history of California, journeying through key moments from the Indigenous peoples and Spanish missions to the Gold Rush and the rise of agriculture, technology, and entertainment. They'll learn about California's diverse cultures, significant historical events, and how the state has evolved over time. Students will explore how local history in their county connects to broader statewide developments through project-based learning. Using primary sources, maps, and interactive activities, they will analyze how local geography, culture, economy, and government have contributed to the state's growth and transformation. **\*This class is part of a three-year social studies cycle that will include Early America and the Revolution, as well as Building a Nation and Westward Expansion.**

Alongside their historical studies, students will unleash their creativity in an art class designed to develop their skills through experimentation with different techniques, styles, and materials. They'll explore various forms of art, such as painting, sculpture, and collage, allowing them to express their ideas and reflections. Students will not only refine their artistic abilities but also learn how to convey their personal interpretations and creativity through their artwork.

### Major Projects:

- California History Interactive Map – Create a map highlighting key historical events, locations, and people with drawings and interactive elements.
- Gold Rush Living History Journal – Write a journal from the perspective of a Gold Rush settler, reflecting on their experiences.
- California Mission Project – Research and create a model or presentation of a California mission.
- Artistic Time Capsule – Create a mixed-media self-portrait and artwork representing who they are now, including favorite colors, interests, and emotions.
- Hall of Fame Artist Report & Portfolio – Research a famous artist and create artwork inspired by their techniques.

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## GRAND SLAM SCIENCE AND LEADERSHIP

In Grand Slam Science, students will explore a range of exciting scientific topics, including earth and life sciences, oceanography, and space, through engaging lessons, interactive activities, and BBC Channel videos. They'll study complex topics like the solar system, plant and animal life cycles, and the forces of nature, connecting these concepts to real-world applications. Students will deepen their understanding through Kahoot challenges, teamwork, and hands-on experiments. Critical thinking activities will encourage them to ask questions, make predictions, and test hypotheses while fostering their scientific curiosity and problem-solving skills.

In Leadership, students will mentor younger peers, plan spirit days, organize fundraisers, and lead student-driven projects. These experiences will build confidence, communication skills, and a strong sense of responsibility while making a positive impact on their school and community.

### Major Projects:

- Science Exploration Journal – Document discoveries, experiments, and reflections.
- Group Science Challenge – Research and present a scientific topic with a hands-on project and Kahoot quiz.
- Spirit Days – Plan and lead engaging school-wide events.
- Leadership Portfolio & Presentation – Showcase leadership growth and contributions through a final portfolio and presentation.

**\*Students taking this class will be required to bring their school-issued Chromebook to class every week.**

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# 5<sup>TH</sup> & 6<sup>TH</sup> GRADE THURSDAY AM CLASS DESCRIPTION

## CHOICE # 1

### I CAN! MATH (PARTS 1 & 2) AND MATHLETES AND MATH IN MOTION

Master the I CAN!s in this engaging two-day-a-week class, led by a highly qualified teacher. The course includes personalized lessons, small-group instruction, hands-on activities, and an online math component. Students will complete 90 minutes of structured math assignments on the other three days a week at home, guided by parents, including i-Ready practice. Regular attendance and active participation are required. Parents will facilitate home learning, with support from the teacher via phone or email. The teacher will assign and assess all work, and a Roles & Responsibilities form will be signed by the parent and TOR.

In addition, in Mathletes and Math in Motion, students will strengthen their math skills through fun and friendly competitions, hands-on activities, and discover the math behind a variety of recreational and movement activities, from popular sports to lesser-known games. Weekly challenges will range from individual tasks to team events, where students will solve complex problems, race against the clock, and build creative solutions. They'll explore math concepts in a dynamic and interactive way, all while participating in exciting, real-world math projects and movement.

#### **Major Projects:**

- Sports Stats Challenge – Students will analyze sports data, calculating averages and percentages to understand team performance and player stats.
- Design Your Own Game – Students will design a movement-based game, using geometry, measurement, and probability to create rules, scoring systems, and strategies.

**\*Students taking this class will purchase the books through Bookmart and are required to bring their school-issued Chromebook and Math textbook to class each day they attend. Students must take their math assessments and i-Ready diagnostics on-site.**

**\*\*Students MUST enroll in Part 1 AND Part 2 and attend regularly to continue enrollment in this class.**

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# 5<sup>TH</sup> & 6<sup>TH</sup> GRADE THURSDAY AM CLASS DESCRIPTION

## CHOICE # 2

### CLASSICAL HISTORY & ARTS CLUB (THE MIDDLE AGES)

Explore the Middle Ages through history, philosophy, and the arts using classical methods. Students will study key events, rulers, and cultural movements while analyzing medieval philosophy, architecture, music, and visual arts. Through Socratic discussions, primary sources, and hands-on projects, they will gain a deeper understanding of medieval civilization. Students will study major historical events and cultural shifts, analyze medieval philosophy, art, and architecture, engage in Socratic discussions and primary source analysis, and create hands-on projects inspired by medieval craftsmanship.

#### Major Projects:

- Illuminated Manuscript – Students will create a decorative manuscript page, using period-appropriate materials like parchment, gold leaf, and vibrant colors. They will learn about the history and significance of illuminated manuscripts while practicing calligraphy and intricate design techniques.
- Living History Presentation – Students will research and portray a historical figure or event from the Middle Ages, preparing a monologue, costumes, and props to present their chosen subject with accuracy and flair. This project develops research, presentation, and performance skills.
- Gothic Architecture Design – Students will sketch a medieval cathedral or structure, incorporating Gothic elements like flying buttresses, pointed arches, and stained glass. This project helps students explore architectural features while practicing design and mathematical principles.

**\*Students taking this class will be required to bring their school-issued Chromebook to class every week. \*\*This class is designed to be a supplement to your ELA & Social Studies curriculum. \*This class is part of a three-year cycle that includes the study of the Ancients and Early Modern Times to the Modern Age.**

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# 5<sup>TH</sup> & 6<sup>TH</sup> GRADE THURSDAY PM CLASS DESCRIPTION

## CHOICE # 1

### LEGENDS & UNDERDOGS: THE STORY OF SPORTS THROUGH TIME AND GAME-CHANGER WRITING LAB

In Legends & Underdogs: The Story of Sports Through Time, students will read and analyze the stories of legendary athletes, underdog teams, and game-changing moments in sports history. From the Ancient Greek Olympics to modern-day icons, students will explore how sports have shaped societies, influenced culture, and inspired change. Through biographies, historical texts, and first-hand accounts, students will engage in Socratic discussions, examine leadership, perseverance, and teamwork, and develop critical thinking skills.

In Game-Changer Writing Lab: Crafting Stories of Leadership & Victory, students will hone their writing skills by responding to the powerful stories of athletes and teams covered in the "Legends & Underdogs" reading course. They will practice narrative, persuasive, and analytical writing, learning how to craft compelling arguments, biographies, and personal reflections based on their reading. Through structured assignments, students will refine their ability to write persuasively, tell engaging stories, and analyze key themes of leadership, teamwork, and resilience.

#### **Major Projects:**

- Class of Champions Debate – Students will research and present arguments on legendary figures, underdog teams, and controversial sports moments.
- Multimedia Presentation – Students will create a presentation of a historic sports moment (video, slideshow, presentation board, and speech).
- Persuasive Essay – Students will write a persuasive essay to defend whether an athlete or team is the greatest underdog story of all time.
- Journalistic Writing – Students will write a sports news article or opinion piece based on historical events.
- Speech Writing – Students will write and deliver a motivational pregame speech inspired by famous coaches and athletes.

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# 5<sup>TH</sup> & 6<sup>TH</sup> GRADE THURSDAY PM CLASS DESCRIPTION

## CHOICE # 2

### CODE & LEGO CHAMPIONS AND PERFORMANCE PLAYMAKERS

In this hands-on CODE and LEGO Champions class, students will dive into the exciting world of coding, robotics, and engineering using LEGO kits and platforms like Code.org and Scratch. They will work in teams to design, build, and program robots to complete specific tasks, while also creating interactive games and solving real-world challenges. Students will learn to think critically and creatively as they debug code, test solutions, and refine their designs. The class emphasizes teamwork, where students collaborate to tackle complex problems and develop communication skills while working on engineering projects. Through these activities, students will not only build technical skills but also strengthen their problem-solving, logic, and digital literacy, preparing them for future success in the technology and engineering fields.

In Performance Playmakers, students will be introduced to the art of performing, develop an appreciation of the art, and understand how various acting techniques may be used to heighten one's awareness and as a tool for self-realization. Performing Arts offers students the chance to experience the excitement and rewards of theatre arts while developing poise, social skills, confidence, and the ability to work with others. If you want to find your place on the stage, this is the class where the performing arts will bring out the theater muse in you! Downstage, Upstage, Rightstage, and Backstage! This course will introduce the basics of acting and improv, vocal music, and basic choreography, including some technical and backstage workings.

#### **Major Projects:**

LEGO Robot Challenge – Program robots to complete tasks based on First LEGO League guidelines. \*This is a non-competing LEGO class.

Interactive Game Creation – Design and code an interactive game using coding concepts.

Digital Portfolio Presentation – Students will compile and present a portfolio of their coding, robotics projects, and digital artwork.

Culminating Performance – Students will prepare and present a full live performance in front of an audience.

**\*Students taking this class will be required to bring their school-issued Chromebook to class every week.**

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# 7<sup>TH</sup> & 8<sup>TH</sup> GRADE CLASS CHOICES

**TUESDAY**

*9:00 AM - 11:35 AM*

**Legends & Underdogs: The Story of Sports Through Time  
AND  
Game-Changer Writing Lab**

*12:05 PM - 2:40 PM*

**I CAN! Math (Part 1) AND Mathletes  
OR  
Grand Slam Science AND Leadership**

**THURSDAY**

*9:00 AM - 11:35 AM*

**Classical History  
&  
Arts Club (The Middle Ages)**

*12:05 PM - 2:40 PM*

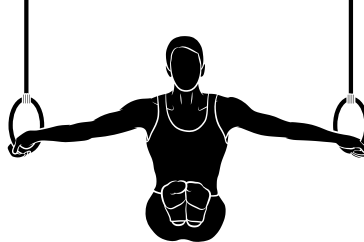
**I CAN! Math (Part 2) AND Math in Motion  
OR  
CODE and Lego Champions AND  
Performance Playmakers**

**REGISTER IN  
SPRINGS MARKETPLACE**

**ONLY ONE OPTION IN THE AM BLOCK.  
CHOOSE ONE OF THE TWO OPTIONS IN THE PM BLOCK.**

**ONE PAGE SCHEDULE**

***I CAN! MATH - STUDENTS MUST SIGN UP FOR PART 1 & PART 2 AND ATTEND BOTH CLASSES.***



## 7<sup>TH</sup> & 8<sup>TH</sup> GRADE TUESDAY AM CLASS DESCRIPTION

### LEGENDS & UNDERDOGS: THE STORY OF SPORTS THROUGH TIME AND GAME-CHANGER WRITING LAB

In Legends & Underdogs: The Story of Sports Through Time, students will read and analyze the stories of legendary athletes, underdog teams, and game-changing moments in sports history. From the Ancient Greek Olympics to modern-day icons, students will explore how sports have shaped societies, influenced culture, and inspired change. Through biographies, historical texts, and first-hand accounts, students will engage in Socratic discussions, examine leadership, perseverance, and teamwork, and develop critical thinking skills.

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# 7<sup>TH</sup> & 8<sup>TH</sup> GRADE TUESDAY PM CLASS DESCRIPTION

## CHOICE # 1

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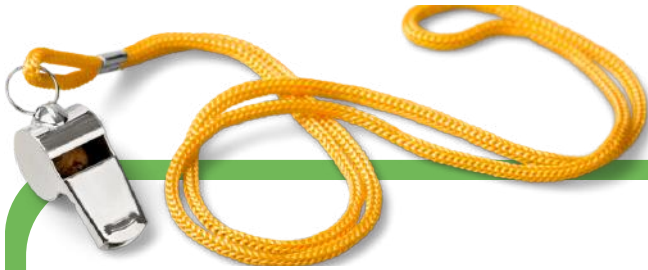
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# 7<sup>TH</sup> & 8<sup>TH</sup> GRADE TUESDAY PM CLASS DESCRIPTION

## CHOICE # 2



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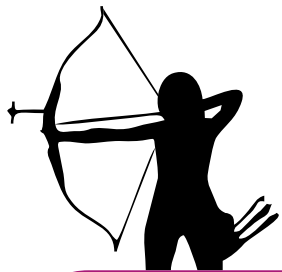
Spirit Days – Plan and lead engaging school-wide events.

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# 7<sup>TH</sup> & 8<sup>TH</sup> GRADE THURSDAY AM CLASS DESCRIPTION



## Classical History & Arts Club (The Middle Ages)

Explore the Middle Ages through history, philosophy, and the arts using classical methods. Students will study key events, rulers, and cultural movements while analyzing medieval philosophy, architecture, music, and visual arts. Through Socratic discussions, primary sources, and hands-on projects, they will gain a deeper understanding of medieval civilization. Students will study major historical events and cultural shifts, analyze medieval philosophy, art, and architecture, engage in Socratic discussions and primary source analysis, and create hands-on projects inspired by medieval craftsmanship.

### Major Projects:

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# 7<sup>TH</sup> & 8<sup>TH</sup> GRADE THURSDAY PM CLASS DESCRIPTION

## CHOICE # 1



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# 7<sup>TH</sup> & 8<sup>TH</sup> GRADE THURSDAY PM CLASS DESCRIPTION



## OPTION # 2



### CODE & LEGO CHAMPIONS AND PERFORMANCE PLAYMAKERS

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