

SKILLS GUIDE FOR GRADES K-8

SCHOOL ENRICHMENT PROGRAMS



GROUP 1: GRADES K-2: BUILDING FOUNDATIONAL SKILLS

During grades K-2, the focus is on introducing students to the foundational skills they will need to succeed both academically and socially. The learning plan emphasizes basic literacy and numeracy, the ability to follow instructions, fine motor skills, and fostering curiosity and creativity. Students at this stage are also developing key social and emotional skills such as sharing, patience, and cooperation.

A. Targeted Learning Goals and Skills Needed:

- **Literacy:** Recognizing letters, developing phonics, and basic reading comprehension.
- **Mathematics:** Counting, simple addition and subtraction, and recognizing patterns.
- **Social and Emotional Skills:** Sharing, taking turns, and building confidence in group settings.
- **Creative Expression:** Storytelling, drawing, and simple design.



B. After School and Regular Day Enrichment Programs and How They Build These Skills

1. Chess:

- Teaches students the files (letters) and ranks (numbers) of the chessboard, building literacy and math foundations.
- Enhances patience, turn-taking, and problem-solving skills.

2. Story Writing:

- Encourages narrative creation, building literacy and imagination.
- Develops fine motor skills through handwriting exercises.

3. Comic Book Design:

- Combines literacy and artistic skills by teaching students to create story arcs and illustrate them.
- Boosts confidence as students share their creations with peers.

4. Math Games:

- Introduces arithmetic concepts in a fun, interactive way.
- Uses games to teach hacks, principles and advanced concepts.

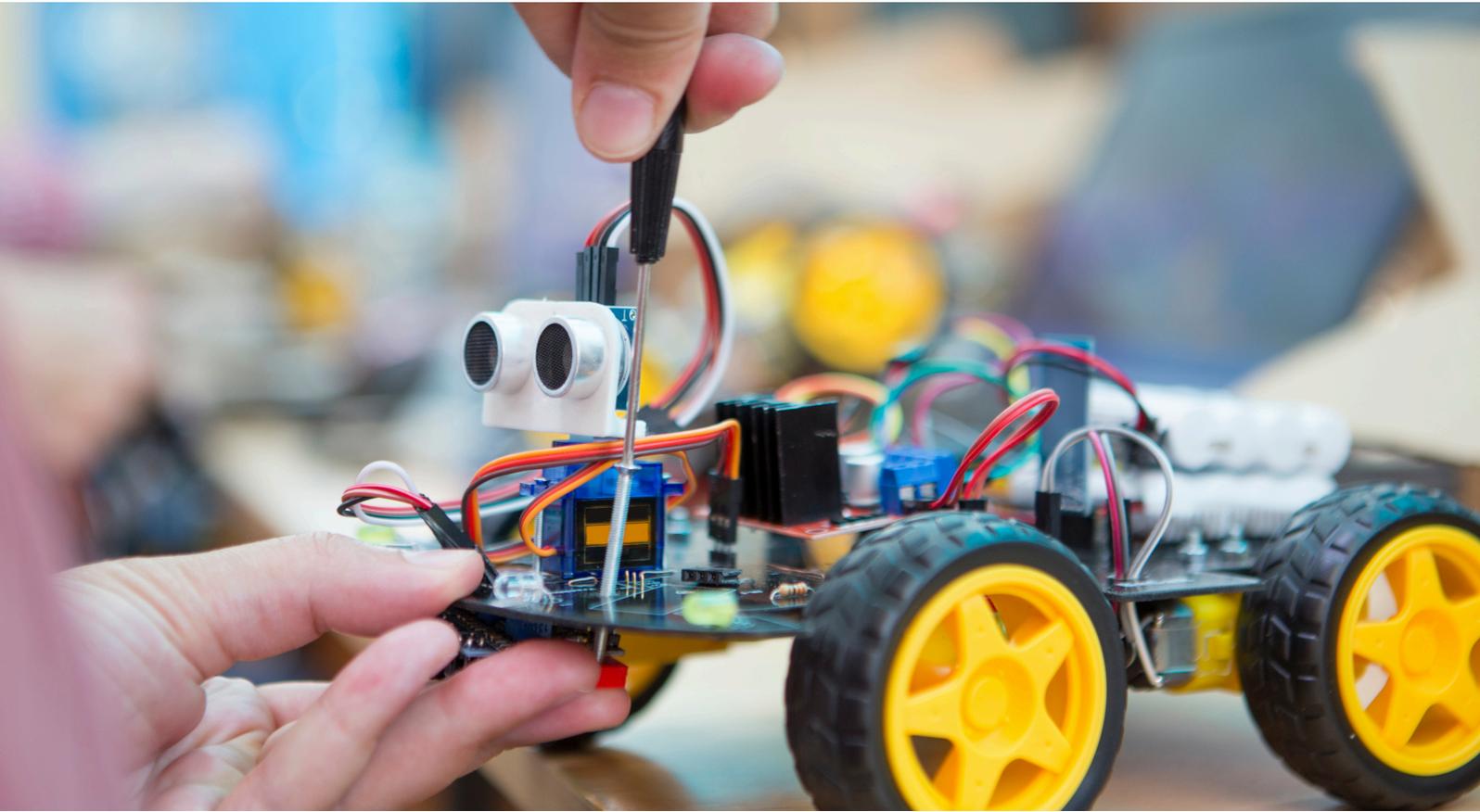
5. Lego Building:

- Builds spatial awareness, creativity, and early engineering concepts.
- Encourages teamwork when students collaborate on group structures.

6. Science Experiments:

- Hands-on activities like growing plants foster observation and critical thinking.
- Use of everyday materials makes concepts like chemical reactions, energy and physics, more interesting and relatable to students of all ages.

C. Examples of How This Occurs in Each Program



1. Chess:

- In a chess class, students practice describing their moves using algebraic notation. For instance, when a pawn moves to "e4," they articulate the move aloud, reinforcing their understanding of letters and numbers on the board.

2. Story Writing:

- During a story-writing activity, students collaborate to create a short story about a magical animal. Each child contributes one sentence, building on their classmates' ideas and learning the basics of sequencing and plot development.

3. Comic Book Design:

- A student uses markers and pencils to design a comic book about a superhero saving the day. They proudly present their comic to the class, explaining the storyline and receiving feedback from peers.

4. Math Games:

- Math games involve solving addition and subtraction problems in a team relay. Each correct answer allows the team to advance their game piece on a giant board.

- **5. Lego Building:**
 - A group of students works together to construct the tallest Lego tower possible using 30 blocks. They discuss the best base design to ensure stability and experiment with different configurations to reach new heights.

- **6. Science Experiments:**
 - During a “making a volcano” experiment, students learn about chemical reactions cause and effect and how volcanoes work.



GROUP 2: GRADES 3-5: BUILDING CORE COMPETENCIES

During grades 3-5, students build on their foundational skills and begin to develop competencies in problem-solving, critical thinking, and collaboration. The focus is on mastering key academic subjects while nurturing creativity and an eagerness to learn through hands-on activities. This stage also introduces students to structured thinking, analytical skills, and the ability to work as part of a team.

A. Targeted Learning Goals and Skills Needed:

- **Literacy:** Writing coherent sentences, analyzing texts, and developing research skills.
- **Mathematics:** Understanding multiplication, division, fractions, and geometry.
- **Science:** Developing observation and experimentation skills.
- **Social and Emotional Skills:** Building teamwork, empathy, and resilience.
- **Creative Expression:** Expanding storytelling and visualization techniques.



B. After School and Regular Day Enrichment Programs and How They Build These Skills

1. Chess:

- Develops strategic thinking and decision-making through evaluating moves and point values.
- Teaches students how to handle setbacks gracefully during games. Builds grit and resiliency.

2. Math Games:

- Reinforces multiplication and division with engaging puzzles. Students use math skills to solve puzzles, mazes and find answers to interesting advanced concepts.

3. Robotics

- Introduces programming and mechanical engineering concepts. Students develop teamwork skills during group projects to build functional robots.

4. Video Game Design:

- Combines storytelling with coding to create playable games.
- Develops modern technology skills, persistence and problem-solving as students debug their designs.

5. Comic Book Design

- Strengthens literacy and creativity by developing multi-panel stories.
- Encourages authorship, visual storytelling and product creation.

6. Science Experiments:

- Teaches the scientific method through hands-on activities like creating simple chemical reactions or real world application of science like building a water filtration system and measuring its effectiveness.

C. Examples of How This Occurs in Each Program



1. Chess:

- During chess club, students calculate whether exchanging their rook (worth 5 points) for a knight (worth 3 points each) is advantageous. They learn to evaluate the monetary and strategic value of their move before making a decision.

2. Robotics

- A team of students works together to program a robot that can move objects across a table without knocking them over. They troubleshoot errors and celebrate when the robot successfully completes the task..

3. Comic Book Design:

- A group collaborates on a comic about a team of explorers finding a lost city. Each student illustrates one page, ensuring their drawings and stories connect to the overall narrative.
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4. Math Games:

- Students participate in a math scavenger hunt where they solve multiplication problems to find hidden clues. Each clue leads them closer to solving a puzzle at the end of the activity.

5. Video Game Design:

- A fourth-grader designs a video game where players must navigate a maze to rescue a character. They use coding blocks to control movement and debug the code to fix glitches.

6. Science Experiments:

- Students conduct a science experiment on density by layering liquids like water, oil, and syrup in a jar. They predict and test which objects will float or sink in each layer.



GROUP 3 GRADES 6–8: PREPARING FOR HIGH SCHOOL

During grades 6-8, the focus and learning plan center on developing strong study habits, time management skills, organizational techniques, active learning strategies, and a diverse set of academic and soft skills. Students are expected to strengthen their ability to think critically, solve complex problems, collaborate effectively, and demonstrate leadership. The emphasis is also on preparing for high school-level rigor and fostering technological literacy.



A. Targeted Learning Goals and Skills Needed:

- **Technological Skills:** Developing programming fundamentals and digital literacy.
- **Critical Thinking:** Solving multi-step problems and analyzing information.
- **Social and Emotional Skills:** Practicing leadership, teamwork, and emotional regulation.
- **Life Skills:** Time management, adaptability, and persistence.



B. After School and Regular Day Enrichment Programs and How They Build These Skills

1. Chess:

- Sharpens logical reasoning and time management under pressure during timed games. Builds confidence as students participate in local or travel tournaments, analyze their games and assist newer players..

2. Coding:

- During a coding lesson, students create a program that calculates daily study hours based on input data. One student adds a feature to track and graph progress, showcasing creativity and technical skills.

3. Robotics:

- Combines engineering, programming, and teamwork to solve real-world challenges.
- Example: Students build a robot capable of navigating a simulated disaster zone

4. Video Game Design:

- Students design automated structures that combine storytelling with coding to create playable games and games that teach or gamify subject areas.

5. Comic Book Design:

- Students draft and revise complete comic books in various styles (MANGA, MARVEL, DISNEY) on topics of their choice, such as climate change or historical events.

6. Hip- Hip Dance:

- A hip hop dance class works together to choreograph a routine for a school talent show. Each student contributes a move, and the group practices until they achieve synchronization, learning teamwork, leadership and resilience.

C. Examples of How This Occurs in Each Program



1. Chess:

- In a chess class, students participate in a tournament where they must manage time on their chess clock while planning strategic moves. Afterward, they review their games to identify areas for improvement, sharpening analytical thinking and patience.

2. Robotics

- In robotics, a team builds and programs a robot to retrieve small objects from specific locations on a simulated map. They work collaboratively to refine the robot's design and programming for accuracy.

3. Comic Book Design:

- Each student creates their personal comic book with their own storyline. Students attend workshops and critiques in groups, illustrate their stories and ensure everything connects to the overall narrative.

4. Math Games:

- Students participate in a math scavenger hunt where they solve various math problems to find hidden clues. Students may also participate in competitive math events locally and travel events.

5. Video Game Design:

- Students in Minecraft Coding design an automated farm in the game. They write simple scripts to manage planting and harvesting, learning about resource management and efficiency.

6. Academic Tutoring:

- a student struggling with organization learns to use a planner effectively. The program teacher helps them break down assignments into manageable steps, improving their confidence and productivity.



SHAPE THE FUTURE OF EDUCATION AT YOUR SCHOOL

This Skills Guide has shown how enrichment programs like Chess, Coding, Robotics, and more can enhance your student's learning and assist in building essential skills that go far beyond the classroom. Schools that invest in real-world skill development today are creating future-ready learners who can adapt, excel, and lead tomorrow.

As a leader in education, you are uniquely positioned to not only guide academic success but to cultivate the next generation of innovators, critical thinkers, and effective leaders.

Don't let your students miss out on these transformative opportunities. Act now to bring these powerful programs to your school.

TAKETHE NEXT STEP:

- Reply now to request a customized enrichment plan tailored to your school's needs. [Click here: School Enrichment Programs](#)
- Have questions? Contact us directly: (718) 398 - 3727

Together, we can prepare your students to thrive in school, life, and the world of tomorrow.

