

S.M.A.R.T.E. Team Hours:

- 3:00 P.M.-3:30 P.M. Meet In cafeteria for snack
- 3:30 P.M.-4:15 P.M.. Supervised homework Club
- 4:15 P.M..-5:00-P.M. Team enrichment activities
- 5:00 P.M.-5:30 P.M Dismissal at front doors

Registration:

All learners may participate in S.M.A.R.T.E. Teams by reporting to the cafeteria immediately after school and signing in.

Specialty Clubs registration is distributed to learners via paper forms and to parents by electronic forms. Forms should be returned to the main office by the deadline set on the form. Because there is limited space in these clubs, parents and learners will be notified by email of their participation in the club.

After School Snack:

An after school snack will be provided by the Child Nutrition Department. The snack will be served in the cafeteria from 3:00 to 3:30 PM and consists of fruit and/or fruit juice and whole grain chips. Learners are permitted to bring snacks from home but food that needs refrigeration or a microwave are not recommended.

General Policies:

- Club Cancellation– Club participants will be notified of cancellations as soon as the office is notified so that alternate plans can be made before the end of the school day.
- TEAM Assignment–Learners participating in SMARTE teams will be assigned to a team on their first day of participation and will remain with that team for the remainder of the school year.
- After School Pick Up – All learners MUST be signed out after 3:30 by a parent/guardian or an approved adult. An Afterschool Emergency contact form will need to be on file in the main office with the names of all approved adults. Learners must be signed out at the front entrance.

Daily Procedures

- Sign In to the After School Program by 3:10.
- Remain in the cafeteria unless you have permission to leave.
- Use the restroom and water fountain before 3:30.
- Keep cell phones off and put away until 5:00 PM.
- Remain on school approved academic websites.
- For safety purposes, when using earphones/headsets, keep in one ear only.
- Homework Club is to be used for homework and school related projects only.



**NATIONAL INVENTORS
HALL OF FAME[®] SCHOOL**
Center for Science, Technology, Engineering
and Mathematics Learning

National Inventor's Hall of Fame[®] School... Center for STEM Learning



Afterschool Program Guide



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Akron OH 44308
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Program Overview

Specialty Clubs

Specialty Clubs

Welcome to the National Inventor's Hall of Fame® School... Center for Science, Technology, Engineering and Mathematics Learning's After School Program Guide. We strive to offer clubs in a broad variety of interests for NIHF-STEM learners and hope that you find the following materials of interest to you and your child.

Amanda Morgan
Instructional Leader



NIHF STEM After School Program consists of two parts: S.M.A.R.T.E. Teams and Specialty Clubs.

S.M.A.R.T.E. Teams are available to all learners who are interested in expressing their creativity through team focused S.M.A.R.T.E. (Science, Math, Arts, Recreation, Technology and Engineering) activities. Teams will meet Monday through Friday throughout the school year excluding Interim Report Pick Up days.

Specialty Clubs are available to a limited number of learners who are interested in expressing their creativity in a particular area. These clubs usually run one day a week for a limited duration and require a written registration form.

* Digital Animation

Learners will engage in online lessons to learn to draw graphic art in Microsoft Paint and make it come alive in Microsoft Movie. This program gets learners excited about STEM topics and helps them build real-life skills.

* The First Tee of Akron

Learners will learn character development and life-enhancing values through the game of golf

* Chess Team

Experienced chess players further their skills as they learn and practice chess strategies, further developing mental focus and critical thinking skills as they compete in local and state tournaments.

* Chess Club

Novice learners will learn the basic skills and strategies of chess. Advanced learners will further their skills to prepare for competitive tournaments. Learners will develop mental focus, strategic and critical thinking skills through the game of chess.

* Multi Media Club

Learners will learn to create and edit movies of various STEM related topics. They will also learn to make digital media presentations using Movie Maker, Google Docs and other media software.

* Bowling Club

Learners will be transported to Stonehedge to compete in a bowling league with students from around the city of Akron. They will learn team building as they exercise their bodies. There is a weekly fee for this club.

* Soap Box Derby Club

Learners will build a Soap Box Derby race car from a kit using tools and engineering skills. They will have the opportunity to race the car at Derby Downs and compete against other schools.

* KidWind Challenge

Learners will learn the basics of renewable energy through building miniature wind turbines that will be entered into a national online competition.

* Lego Robotics Club

Learners will build robots using Lego Mindstorm components and learn advanced robotic programming using Lego NXTG software.

* Control – Alt – Delete

Learners will be introduced to goal setting, time management and organizational techniques that will increase their ability to succeed in the school setting and beyond.

* Minecraft Club

Learners will work as a team to gather resources, create worlds, defend territories and conquer the weekly challenges. It's the ultimate game of creativity and collaboration.

* Cyberpatriot Challenge Team

This national competition is designed by the Air Force Association to inspire students toward careers in cybersecurity or other STEM fields.

