AFTER SCHOOL PROGRAM
2019 – 2020

Mr. Amato
After School Specialist
After School Clubs & Programs will start on Monday, September 30th.
Schedule

Monday 2:30 – 4:45
Tuesday 2:30 – 5:00
Wednesday 2:30 – 4:45
Thursday 2:30 – 4:45
Friday 2:30 – 5:00

Late Buses
Parent Pick Up
Late Buses
Late Buses
Parent Pick Up
As you view the next 2 slides on Student Responsibilities, think about why it is important.
Student Responsibilities

- All students will report to the cafeteria when the bell rings for dismissal. Sit down, talk quietly, and then grab 1 snack when you are dismissed from your program.
- Do not go outside the building unless you are going home for the day.
- Students will sign in to every club or activity after dismissal.
- All students staying for “Teacher Help” will need to make arrangements at least 1 day ahead.
Student Responsibilities

- All normal rules and regulations still apply during the After School Program.
  - No Cell phones,
  - No Hats,
  - Stay assigned in area and do not walk halls unsupervised.
  - Students are expected to maintain the same conduct and behavior that is expected during the normal school day.

- Coming to After School clubs and programs is a privilege, not a right!
TeachersPauseHere:

Havestudentsreview
theStudentResponsibilitiesSlides.

Allstudentsshouldworkonthechart
describingwhyeachresponsibilityisimportant.

Studentsshouldcompleteatleast2-3boxes.

Youcandiscussasaclass.

Donotspendmorethanafewwminutes
True & False

As you review the attendance procedures, Dismissal & Parent Pick up determine if the statements on your notes sheet are TRUE or FALSE.
Attendance Procedures

To stay for teacher help you MUST schedule it with them 1 day ahead of time.

Let your parents know when you are staying.
Dismissal

- When the bell rings at the end of the day, report to the cafeteria after getting your belongings from your locker. By 2:25 pm all students need to be in the cafeteria ready for dismissal.

- There is **NO TIME** for lockers at the end of the After School Program. You must go to your locker BEFORE the after school program.

- When you are dismissed from your 1\textsuperscript{st} block program, go directly to your 2\textsuperscript{nd} Block area.

- When you are dismissed from 2\textsuperscript{nd} block, Exit the building immediately. No Locker Time!
PARENT PICK UP

All students wait at Kiss & Ride until the busses leave the parking lot.

Then all students will come inside the building and wait on the benches by main office.
Late Bus Routes

Bus Stops and bus numbers will be different than your normal bus route and will be announced next week during lunches.
True & False- Review

**Students**- please turn to your neighbor and discuss which statements were false and why.

**Teachers**- Do not spend more than 2 minutes on this. If the class is done move on.
<table>
<thead>
<tr>
<th>Statement</th>
<th>Verification</th>
</tr>
</thead>
<tbody>
<tr>
<td>You can just show up to a teacher's class to stay after for teacher help. You must schedule it with them 1 day before.</td>
<td>False</td>
</tr>
<tr>
<td>You do not need to let your parents know you are signing up. You DO need to let them know.</td>
<td>False</td>
</tr>
<tr>
<td>When the bell rings you go to the cafeteria before your club.</td>
<td>True</td>
</tr>
<tr>
<td>You get the things from your locker after the After School Program. You get your things before going to the after school program.</td>
<td>False</td>
</tr>
<tr>
<td>When you are dismissed from 1st block you can just hang out in the hallway until you get on the bus. You go directly to a 2nd Block activity.</td>
<td>False</td>
</tr>
<tr>
<td>When waiting to be picked up by a parent, students wait in the main lobby right after dismissal. You wait at Kiss &amp; Ride until busses leave</td>
<td>False</td>
</tr>
<tr>
<td>Your bus number and bus stop will be different than regular for the after school program.</td>
<td>True</td>
</tr>
</tbody>
</table>
Possible Options

As we review the schedule of offered clubs and activities write down what interests you each day on the chart. The schedule will be posted at the end.
Monday

1st Block
- Homework Club
- Teacher Help
- T S A
- Creative Writing Club
- Poetry Club
- Open Computer Lab
- Rosie Riveters
- Innerspace Science

2nd Block
- Sports & Recreation
- Game Room
- T S A

(Late Bus Day)
Tuesday

Teacher Help

Open Gym

Game Room

(Parent Pick Up Only)
Wednesday

1st Block
- Homework Club
- Teacher Help
- S C A
- Drama Club
- Open Computer Lab
- Beginner Yoga
- Twain Runners

2nd Block
- Sports & Recreation
- Game Room
- Drama Club

(Late Bus Day)
Thursday

1st Block
- Homework Club
- Teacher Help
- Mural Club
- Yearbook Club
- 4 - H Club
- News Crew
- Open Computer Lab
- NJHS
- Tiny Hats 4 Tiny Babies
- Dungeons and Dragons

2nd Block
- Sports & Recreation
- Game Room
- Mural Club
- Tiny Hats 4 Tiny Babies
- News Crew
- Yearbook Club
- Dungeons and Dragons
- 4 - H Club

(Late Bus Day)
Friday

Open Gym

(Structured Pick Up Only)
Club Descriptions!

Go through these descriptions as a class to help you write down clubs you might be interested in.
Homework Club

Students complete assignments or read quietly in a monitored environment. (Daily)
Drama Club

Wednesday during both first and second blocks. Drama Club focuses on Theatre Sports – an improvisational sport; challenges students to think on their feet and create scenes and characters from minimal information.
TSA
Technology Student Association

Meets on Mondays and is a nation-wide student organization that provides leadership and competitive design and engineering challenges for students in middle and high school.
Mural Club

Students design and paint on the walls of Twain. New and interesting additions are made to Twain each year. You do not need to be confident in your artistic abilities to participate. If you can paint by numbers you can be in mural club!
The 4-H Club is part of a national organization which focuses on agriculture and youth development. Our members help to take care of the chickens, take care of the garden, and work on other school projects. **Hard work is required.** Students have opportunities to participate in activities outside of school, such as Fairfax County Farm Day and the Fairfax County 4-H Fair.
Yearbook Club:

Students will work with staff members to design, layout and produce Mark Twain’s annual yearbook. The work entails taking pictures, interviewing staff and students, and making critical decisions ensuring a solid product is created.
NJHS
(National Junior Honor Society)

Organization that creates enthusiasm for scholarship, stimulates the desire to render community service, promotes leadership, develops character, and encourages citizenship in Mark Twain students.
SCA
(Student Council Association)

The Student council serves to engage students in learning about democracy and leadership. You plan school events, spirit weeks, and try to impact your school in a positive way.
Sports and Recreation

The intramural program at MTMS offers students a variety of competitive opportunities. Students are exposed to team sport activities such as flag-football, soccer and basketball. We have a revolving sports schedule throughout the year, and use outdoor space when weather permits.
Students can interact with others by playing video games and board games. Tournaments are held from time to time with prizes given out.
Open Gym

On Tuesdays and Fridays, students who stay with the ASP can utilize our gyms for “open gym”; which entails pickup basketball games. Other games can also be arranged upon
After School Program
Special Activities

1. Staff vs. Students Flag Football, Soccer, Volleyball, and Basketball Games

2. The Kingstowne Cup!
<table>
<thead>
<tr>
<th>Time</th>
<th>Monday</th>
<th>Tuesday</th>
<th>Wednesday</th>
<th>Thursday</th>
<th>Friday</th>
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</thead>
<tbody>
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<tr>
<td>2:15</td>
<td>Bell Rings</td>
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<tr>
<td>2:20</td>
<td>Students go to the Cafeteria for snack</td>
<td>Students go to the Cafeteria for snack</td>
<td>Students go to the Cafeteria for snack</td>
<td>Students go to the Cafeteria for snack</td>
<td>Students go to the Cafeteria for snack</td>
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<tr>
<td>2:35</td>
<td>Teacher Help</td>
<td>Teacher Help</td>
<td>Teacher Help</td>
<td>Teacher Help</td>
<td>Open Gym</td>
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<tr>
<td></td>
<td>Homework Club</td>
<td>Open Gym</td>
<td>Homework Club</td>
<td>Homework Club</td>
<td>Only</td>
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<td></td>
<td>T S A</td>
<td>Game Room</td>
<td>T S A</td>
<td>Mural Club</td>
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<td></td>
<td>Poetry Club</td>
<td>S C A</td>
<td>4 - H Club</td>
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<td></td>
<td>Creative Writing</td>
<td>Drama Club</td>
<td>News Crew</td>
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<td>Open Computer Lab</td>
<td>Open Computer Lab</td>
<td>Yearbook Club</td>
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<td></td>
<td>Rosie Riveters</td>
<td>Beginner Yoga</td>
<td>Tiny Hats for Tiny Babies</td>
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<td></td>
<td>Inner space Science</td>
<td>Twain Runners</td>
<td>N J H S</td>
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<tr>
<td>3:30</td>
<td>Dismissal to 2nd Block</td>
<td>Open Gym</td>
<td>Dismissal to 2nd Block</td>
<td>Dismissal to 2nd Block</td>
<td>Dismissal to 2nd Block</td>
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<tr>
<td>3:35</td>
<td>Sports &amp; Recreation/ Game Room</td>
<td>Game Room</td>
<td>Sports &amp; Recreation/ Game Room</td>
<td>Sports &amp; Recreation/ Game Room</td>
<td>Open Gym Only</td>
</tr>
<tr>
<td></td>
<td>T S A</td>
<td>Advanced Yoga</td>
<td>News Crew / T H T B Yearbook Club</td>
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<tr>
<td></td>
<td></td>
<td>Drama Club</td>
<td>Mural Club / 4 – H Club</td>
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