



Eric D. Moore (He/him/his)
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Afterschool Program Permission Slip

4th Quarter

Afterschool program will begin on Monday, April 7th-May 8th. Clubs are held Monday- Thursday from 2:30- 3:30 p.m. There are a limited number of spots available for each club. Clubs open to grades 1-6 unless specified. Clubs subject to change/cancellation based on student enrollment. **Students will be added to the club(s) of their choice on a first come, first served basis. Please return this signed permission slip (front & back) no later than April 1st, 2025.**

Monday	Tuesday	Wednesday	Thursday
Math skills	Reading skills	Math skills	Reading skills
Farm to table	Team Sports	Farm to table	Team Sports
Yoga	Beading	Yoga	Beading
Lego/Wood models	Brain games	Lego/Wood models	Brain games
Mojave Bingo	Thalypo Squad	Mojave Bingo	Thalypo Squad
Robotics & Coding (3rd grade +)	Anime (2nd grade +)	Robotics & Coding (3rd grade +)	Anime (2nd grade +)

1st Choice

2nd Choice

3rd Choice

4th Choice

Please indicate above the club(s) your child is interested in

Student Name: _____ **Grade:** _____

Please circle one of the following for club dismissal:

Boys & Girls Club Parent Pick-up Bus CA Bus AZ Walk Home (3rd- 6th only)

Parent/ Guardian Signature: _____ **Date:** _____

Office Use Only

Received by: _____ Date Received: _____

Matkatar'uuy – Behave yourself (Behavior contract)

I agree to abide by the following during Afterschool club:

_____ I will participate to the best of my ability.

_____ I will listen to all club leaders.

_____ I will take care of club equipment.

_____ I will make sure our club area is clean when club is over.

_____ I will be respectful to others during club time.

_____ I will not disrupt club time by yelling out, laughing, arguing, play fighting, etc.

Club leader(s) reserves the right to suspend a student from club after 3 documented behavior infractions.

Student signature

Parent/Guardian signature

Date



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Club Descriptions

Reading & Math Skills: Students will work on skills specific to their individual Numeracy and Literacy needs.

Robotics & Coding: Students will build and program remote-controlled and autonomous VEX Robots and competition kits, and/or Wonder Workshop modular programable Robots. Students will use Code.org, or Scratch.com, to advance their coding abilities and develop computer programming algorithm skills.

Yoga: Yoga combines physical postures, breathing, and meditation to improve physical and mental well-being. It can help build flexibility, reduce stress, build strength, and manage pain.

Mojave Bingo: Students will be able to exercise their use of Mojave language in a social setting among their peers. Bingo helps develop cognitive skills to improve brain function, memory, hand-eye coordination, focus, time management, decision making, and problem solving skills.

Team Sports: Students will engage in a variety of team sports activities. This will help build communication skills, balance, speed, agility, coordination, and help create a community of teamwork and school spirit.

Anime: Students will be exploring the art of World Cultures along with the language of World Cultures. Reading and translation can also be incorporated as many of the shows are in Japanese with English subtitles. Students will also have exposure to a variety of different cultures including World Governments and social structures.

Thalypo Squad: Students will be paired up in groups made up of both upper grade and primary grades working together to create a book related to Mojave culture.

Beading: Students will be introduced to the cultural origins and significance of traditional Native American beadwork that has been used and passed down through generations for centuries. This includes historical uses as a means of trading, techniques, patterns, and materials. Students will be encouraged to express their artistic skills through their creations.

Brain Games: Students will enhance problem solving skills, using concentration and focus to stimulate creativity in a fun and social atmosphere! Some of the activities include (but not limited to) Chess, Rubik's cube, Sudoku, puzzles and a variety of other brain stimulating games and activities utilizing both strategy and skill.

Farm to table: Students will explore where our food comes from, gardening-including herbs and pollinators; nutrition with healthy snacks; formal place setting; manners at the table.

Lego/Wood model building: This club supports STEAM, utilizing processes such as planning, problem solving, and belonging to the school community. Students will use their creativity and imagination to design and/or build Lego structures or wooden models while developing social skills and working relationships among peers.

