Schedule of Classes June 29th - July 31st STEAM 2020

Class	<u>Room</u>	К	1	2	3	4	5	6	Period 1 8:30-9:25	Period 2 9:30-10:25	Period 3 10:30-11:25	Period 4 11:30-12:25
Kindergarten Crafty Builders		•							•	3.30-10.23	10.30-11.23	11.30-12.23
Shake, Rattle, and Roll!		•		_					•			
On Your Mark, Get Set		Ť							•			
Go: Kindergarten Here I		•								•		
Come!												
The Wonders of Math												
Through the Young		•									•	
Storyteller												
Technology Tykes		•										•
Trash Island: Trash to										•		
Treasure												
Youngster Yoga			•	•					•			
Savvy Scientists			•	•							•	
Planting the Seed			•	•						•		
Storybook STEM JR.			•	•								•
Little Chef Central			•	•							•	
The Author In Me			•	•						•		
First StART at ART. ♦			•	•						•		
Steaming Ahead ♦			•	•					•			
Creative Kids Maker												
Space			•	•	•							•
Mathopoly Jr.			•	•					•			
What's That Sound?			•	•								•
FUNdamentals of Sports			•	•					•			
Kid Power Jr.			•	•						•		
Nature Crafts			•	•						•		
Once Upon A STEAM			•	•	•						•	
Super Power Reading			•	•							•	
Competitive Games!				•	•					•		
All Around the World				•	•	•						•
				•	•	•					•	+ -
Dancing with the Stars		\vdash		 •	•	•	•			•	•	
Yoga	-			<u> </u>	_					•	_	
Cardboard Arcade		_		•	•	•	•				•	
Storybook STEM 3-4					•	•			•			
I Got Game!	1	_	_	_	•	•	•	<u> </u>	•			
Speed, Agility & Strength I 3-4					•	•	•				•	
Music Through the Ages						•	•	•		•		
Mathopoly					•	•	•	•			•	
Let's Get Writing!					•	•	•	•		•		
Dude Perfect					•	•	•	•		•		
Art Palooza ♦					•	•	•				•	
A Mindful Summer Unplugged					•	•	•	•			•	
Shark Tank					•	•	•	•	•			
Brick Builders	<u> </u>	\vdash		\vdash		•	•	•			•	

"Scense"-zational Science ♦		•	•	•	•			•	
Let's Get Growing ♦		•	•	•	•	•			
Art Alive! 3D Line-Up ◆		•	•	•					•
Bakeology 101			•	•	•		•		
Robotics			•	•	•				•
Engineering Adventures			•	•	•				•
ARTastic Tangle Design ♦			•	•	•	•			
American Ninja Competitors			•	•	•				•

[♦]Course requires an additional \$20 fee for materials