EY/ES After School Activities Program Term 2

Day	ASA Title	Grade	Teacher'name	Description	Room Number
Monday	Media/ digital communication	K-2	Harriet Liu	Become a Junior Reporter and share the exciting things happening around our school—in English, Chinese, or your mother tongue! Students will explore classroom activities, sporting events, assemblies, and special moments, asking simple questions and interviewing students and teachers with adult support. Through playful reporting activities, students will develop speaking and listening skills, practise teamwork, and build confidence while learning to tell a story. With teacher guidance, students will create short news reports, interviews, photos, and video clips to share with the CISB community.	W308
	Fashion Designers	G3-5	Zarra Pacantes	Step into the world of fashion and creativity! Students will explore how fashion designers turn ideas into designs, from the first sketch to a finished creation. They will experiment with colors, patterns, fabrics, and different styles, develop their own fashion concepts, and bring their ideas to life through hands-on projects. Throughout the ASA, students will build creativity, design thinking, confidence, and self-expression, while learning how to present and explain their design choices.	W419
Tuesday	Chinese Drama	K-2	Annie Liu	Step into a world of stories through Chinese drama! Students will explore familiar tales, picture books, and simple Chinese idiom stories through playful drama games, expressive movements, puppets, and role-play. With teacher support, they will practise short phrases, explore characters' feelings, and act out simple scenes while building confidence, cooperation, and Mandarin communication skills. Activities will suit different language levels, with opportunities for everyone to participate through words, sounds, or actions. Final Project: Students will work together to perform a short, teacher-guided story using simple props and brief, supported dialogue. The performance can be recorded and shared with families as a celebration of their learning.	W309
	Art Toy Lab: Reimagine, Reuse & Create!	G3-5	Erick Torres	RePlay! Art Toy Lab: Old Toys, New Legends Don't throw it away—reinvent it! Turn forgotten toys into one-of-a-kind collectible characters. Sketch, remix, sculpt, and paint as you combine unwanted toy parts and reclaimed materials to bring your ideas to life. Give your creation a name, a story, and its own signature look, then design planet-friendly packaging from reused materials. Finish with a Designer Toy Exhibition that proves old toys can have extraordinary second lives!	W418
Wednesday	Kindness Crew: Small Acts, Big Impact!	G1-5	Patty	How can one small idea make CISB a kinder place? Join the Kindness Crew and turn caring into action! Explore inspiring stories, spot opportunities to help, and work together to design and lead your own kindness projects. Plan what you need, put your ideas into action, and discover the difference you make. You'll also help bring Kindness Week 2027 to life—all in a warm, friendly, and creative club where everyone can make an impact!	W209
Thursday	Engineer! Build It. Test It. Beat the Challenge!	K-2	Erin Zhang	Students become engineers as they use pipe cleaners and everyday materials to solve hands-on STEM challenges. They will design bridges that hold weight, towers that withstand wind, and structures that survive shaking. Through exploring shapes, forces, balance, and stability, students will sketch ideas, build prototypes, measure results, and improve their designs. Each challenge encourages teamwork, creative problem-solving, and evidence-based decisions, culminating in an engineering showcase where students demonstrate their structures and explain how they work.	W216
	CodeAI: Create, Code & Innovate	G3-5	Pieter Van Ellewee	CodeAI: Create, Code & Innovate! Turn big ideas into exciting digital creations! In CodeAI, students will explore the world of coding, game design, artificial intelligence (AI), and digital innovation through fun, hands-on challenges. They will learn to design interactive games, create digital experiences, solve problems, and explore how technology works while developing creativity, critical thinking, collaboration, and responsible digital citizenship. Through age-appropriate activities tailored to their experience and abilities, students will experiment, code, test, debug, and improve their creations while building confidence as young digital innovators. Each student will work towards developing a unique project that brings their ideas to life. The adventure concludes with the CodeAI Innovation Showcase, where students proudly present their digital creations, demonstrate their skills, and share their creative thinking with others. Imagine it. Code it. Create it. Innovate! For a single ASA cycle, keep one achievable project per student as the focus, with the wider pathway developing across future cycles.	W318