

EXPLORERS



Out of School Time (OST) School Programming

Office of Community Resource Development

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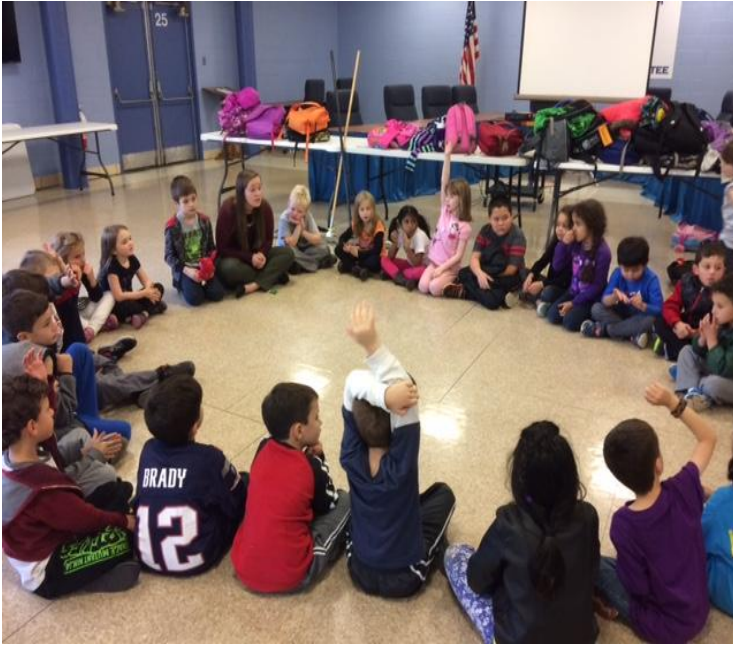
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What is Explorers?

The Explorers program is the before and after school program located at Brophy, King and Woodrow Wilson schools. Programming is run by site coordinators and overseen by the Community Resource Development Office. Take a look at what we are all about in the pages that follow!

The Explorers program is designed to continue school day learning in a fun and engaging way while also allowing students to build positive relationships and participate in physical activity. Our dedicated and friendly staff are positive role models committed to creating a safe, inclusive, fun, and supportive learning environment. We focus on developing social and emotional learning opportunities through a variety of programs that include science, technology, engineering, arts, and math!

Explorers Before & After School Program Hours:

Before School 7A.M.– Until school start time

After School- School dismissal until 6P.M.


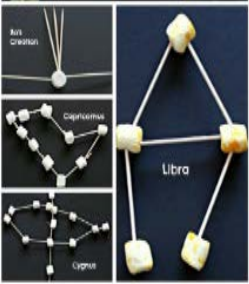

Elementary School Early Releases. School dismissal until 6P.M.

Elementary School Half Days. School dismissal until 3P.M.

Closed on snow days and holidays

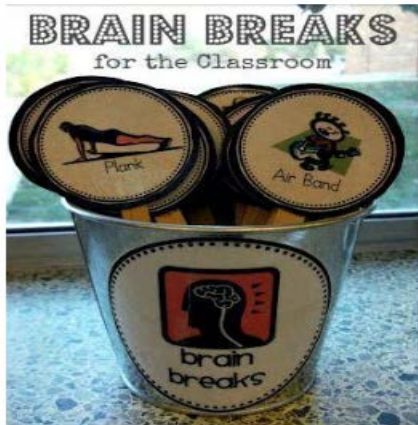
Programming on school vacation weeks and summer weeks available!

Curriculum Sample

Theme of the Week: Outer Space		Focus of the Day: Planets and Constellations			
<p>Overview of day: Students will deepen their understanding of Outer Space with hands on activities as well as getting creative and thinking about what their own discovered planet would look like!</p>					
<p>Station 1 “If I discovered a planet”</p> 		<p>Station 2 Marshmallow Constellations</p> 		<p>Station 3 Planet Order Memory Game</p> 	
MATERIALS NEEDED		MATERIALS NEEDED		MATERIALS NEEDED	
Item	Amount	Item	Amount	Item	Amount
Printable	15	Constellation Diagram	3	Clothespins	8
Pencils, Markers, Crayons		Toothpicks	1 box	Cardboard sticks	15
Hole Puncher		Marshmallows	1 bag	Printable strips	15
<p>Lead Teacher Tasks Pre: Create example of Memory Game During: Assist with spelling for station 1 After: Add to KWL chart with students</p>			<p>Assistant Teacher Tasks Pre: Gather supplies for stations During: Help with stations if needed After: Lead reflection circle</p>		
<p>SEL Component: Students will think about how they would maintain and care for their own planet.</p>					
<p>Theme and learning objectives: Grossmotor Reflection PracticeDoing Reading Finemotor Audiovisual Ongoing project Hands-on Independent Learning S T E A M</p>					


Community Resource Development OST Quality Standards

At all of our programs, we make sure that there are positive behavior management systems set in place in order to make sure that all students are able to participate in a safe and fun way!



EXPLORERS HIGH FIVES!

The Explorers Program recognizes students who are going above and beyond to show the core values of their school. Students who reflect those values receive High Fives! One part of the High Five is taken home to share with family members while the other is entered into a weekly prize raffle which is drawn at the High Five Ceremony!

Explorers High Five! 	Child's Name: LEO R
Child's Name: LEO R.	Date: 5/1/17
You did a great job today because you : showed caring behavior to a friend.	Staff Initial: S.O.
Staff Member Name: Miss. Shannon	



EXPLORERS CLIP CHARTS!

Each level on the Clip Chart equals points



Superhero = 3 points



Gaining Power = 2 points



Ready to Fly = 1 point

Losing Power = 0 points



Powerless = 0 points



What can you trade your points in for?

Students can trade their Clip Chart points in for a variety of rewards! Rewards include positive phone calls home, chrome book use at choice time, or earning student helper for the day!

Sample Before-School Schedule

7:00-7:45	Drop Off Free Choice for Students -Puzzles, Legos, Games, Coloring, Reading
7:45-8:15	Enrichment Block: Students can decide to either participate in a physical activity or brain challenge Movement in Motion with Ms. Edna Brain Challenge with Ms. Joan
8:15-9:00	Club Time or Group Games Monday: DIY Crafting Tuesday: The Tuesday Shuffle (Card Game Club) Wednesday: South American Travelers Thursday: Fun with Science! Friday: Finite Fridays (Math Club)
9:00-9:15	Clean up and Story Time

Sample After-School Schedule

3:40-3:45	Students Arrive; Attendance is Taken
3:45-4:15	Recess (Outdoor or Indoor), Transition Inside
4:15-4:30	Snack Time & Homework in Groups Blue Group in 102 Green Group in Library Yellow Group in Cafeteria
4:30-5:15	Activities in Groups Station 1: Chromebook Stories: Planet Earth Station 2: Earth Word Scramble & Searches Station 3: Paper Mache Mini Globe Making
5:15-5:25	Group Clean-up Time & Transition to Cafeteria
5:30-5:50	Free Choice Activities in Cafeteria Puzzles, Games, Building, Arts & Crafts
5:50-6:00	Clean Up and Story Time (Student or Teacher Reads)