

A-JIS Presents

AOBA SPRING STEAM PROGRAM

WHERE INQUIRY MEETS OPPORTUNITY

ART ENGLISH SCIENCE
CODING MUSIC SPORTS

MARCH 23-27, 2020
9:00-15:00

Aoba Spring STEAM Program

Message from the Head of School

Welcome to Aoba's spring STEAM program! Aligning with our school's core values, this program is designed to further challenge and inspire your child in a safe and dynamic environment. We believe this unique experience will develop critical thinking through a process of inquiry. Drawing on their passion to learn they will be introduced to new concepts and skills.

It would be our pleasure to welcome you to our spring program.

Ken Sell - Head of School

Message from the Program Coordinator

It is with great excitement to announce our first STEAM themed program. We are proud to share a balanced, creative, fun and inquiring experience for your children. Together with our specialist teachers, the students will explore various subjects to help them gain confidence and build the necessary skills to excel in the future.

Alex Cervantes - Program Coordinator



About the program

STEAM education is an approach to learning that uses Science, Technology, Engineering, the Arts and Maths as platforms to provoke inquiry, taking risks, problem solving and critical thinking. With this understanding in mind, we will use this framework which allows the students to engage in open ended projects, whether that be blogging on current events, presentations through music or building their communication and leadership skills through team sports, preparing them for a continually changing world.

Application Process

1, Fill out the online [application form](#)

2, Upon submission, you will receive an invoice within 2 weeks after your application.

Important note: We will only accept 20 students within each age group

Program Details

Program Dates

March 23-27, 2020

School Days

Monday-Friday
9:00-15:00

Application Deadline

March 13th, 2020

Program Fee

¥60,000

Lunch Fee

¥4,000

Refund Deadline

March 17th, 2020

Extended Care 15:00-17:00

¥3,500

Bus Transportation

¥8,500

Fee Policy

The payment deadline is March 17th, 2020. We will cancel any applications if payment is not confirmed by this date. No refund policy will be applied from the refund deadline.

SUBJECTS

CODING SKILLS & OBJECTIVES

To gain confidence in coding skills, having an opportunity to be exposed to a variety of different interfaces and electronics in the span of one week. Peer support, problem solving, teacher facilitation, and project-based learning. Students will require instructions ahead of time to prepare various apps/accounts on their personal devices.

K3-G2 - Introduction to Coding and Making

- Basic coding skills - identifying icons and simple functions.
- Basic computational thinking introduction.

Grades 3-5 - Beginning Coding and Making

- Variety of mediums for learning coding: Scratch Jr., Lego WeDo, CS First
- Practicing computational thinking skills for problem solving.

Grades 6 - 8 - Intermediate and Advanced Coding and Making

- Options for guided learning and independent work.
- Project-based learning with a number of different coding and electronic interfaces.

Coding - David Dobryden & Jasmine Cho

ART SKILLS & OBJECTIVES

K3-K5 learners will explore the world of paint and the basic color theorem while students from G1 and up will be introduced to the fundamentals of 3D modeling and its possibilities. Students will require instructions ahead of time to prepare various apps/accounts on their personal devices.

K3-K5 - Introduction to Painting

- Basic color theory: Roy G. Biv and the rainbow, primary and secondary colors
- Create a painting using self-mixed colors

Grades 1-2 - Introduction to 3D Modeling (TinkerCAD)

- Learn the basics of a shape-based 3D modeling program
- Create a basic animal model using shapes

Grades 3-5 - Basic 3D Modeling (TinkerCAD)

- Learn a shape-based 3D modeling program
- Create a model independently using shapes and generators

Grades 6-8 - Basic 3D Modeling (SketchUp)

- Learn the basics of a vector-based 3D modeling program
- Independently model a basic building

Instructor: Ms Jaime Smith



SPORTS SKILLS & OBJECTIVES

Through team games and sports, students will get the opportunity to build up their strength and endurance. Various training will allow the young student athletes to gain knowledge of various sports and the importance of having a healthy body and mind.

K3-G2 - *Movement and games*

- Fundamental movements for sports and training.

Grades 3-5 - *Fundamentals, Fun and Competition*

- Team games and sports
- Endurance training

Grades 6 - 8 - *Fundamentals, Fun and Competition*

- Team games and sports
- Strength and Endurance training

Instructor: Mr Nicolas Dhuez

MUSIC SKILLS & OBJECTIVES

Throughout the week, the students will get the opportunity to improve their musical skills through voice training and ear training. We will practice breathing techniques, develop voice range in order to find how much musical skill they have at each grade level. There is also the opportunity to enhance musical skills through ear training. Students will be asked to listen to each other and learn elements of music; Melody, Harmony and Rhythm. This will be fun!

K3-G2 - *Let's sing Spring Songs and enjoy Rhythmics!*

- Singing songs to celebrate spring
- Learn elements of music through Rhythmic

Grades 1-2 - *Sing Round Songs and Rhythm Practice*

- Singing round songs to learn basic of the ensemble
- Learn elements of music through Rhythm Practice

Grades 3-5 - *Sing Partner Songs and Develop Listening Skills*

- Basic Voice training and ear training
- Pair up with peer and sing partner songs to develop ensemble skills

Grades 6-8 - *Develop Voices for communal choral performances*

- Learn to sing in Harmonies
- Find the Advantages of singing in Choir

Instructor: Mr Nobuhito Koike

ENGLISH SKILLS & OBJECTIVES

K3-K5 - English Games

- Students will engage in skill-building and TPR (Total Physical Response) games in digital and non-digital environments to better improve their syntax and vocabulary.

Grades 1-2 - Digital storytelling

- Students will practice interview skills, script writing, and basic video production, to create digital stories about themselves and their interests.

Grades 3-5 - Digital storytelling

- Students will practice interview skills, script writing, and basic video production, to create digital stories about global problems, related to the UN's Sustainable Development Goals, that are meaningful and relevant.

Grades 6-8 - Blogging around the world

- Students will take on the role of a blogger to write about 3-4 different natural wonders of the world.

Instructor: Mr Jonah Saifer

SCIENCE SKILLS & OBJECTIVES

K3-G2 - Introduction to Science

Hands-on activities using practical learning to explore key concepts in Science to encourage and develop inquiring minds and curiosity about science and the natural world.

Grades 3-5 - Beginning to think like a Scientist

Hands-on practical learning in the laboratory will allow students to experiment, as they explore key concepts in Science. Students will have the opportunity to design their own fair tests

Grades 6-8 - Intermediate

Learn more about Science as you will carry out a number of laboratory experiments in which colour plays an essential part. Options for individual inquiry/ guided learning

Instructor: Ms Andrea Crawford

Timetables

K3-K5	Monday	Tuesday	Wednesday	Thursday	Friday
9:00-9:10	Homeroom / Assembly				
9:10-10:00	English	UOI/Science	Art	Music	Sports
10:00-10:30	Break	Break	Break	Break	Break
10:30-11:20	Sports	English	UOI/Science	Art	Coding
11:20-12:10	Coding	Sports	English	UOI/Science	Music
12:10-13:10	Lunch	Lunch	Lunch	Lunch	Lunch
13:10-14:00	Music	Coding	Sports	English	Art
14:00-14:55	Art	Music	Coding	Sports	UOI/Science
15:00	Shuttle Bus Departure / Gate Closes				

G1-G2	Monday	Tuesday	Wednesday	Thursday	Friday
9:00-9:10	Homeroom / Assembly				
9:10-10:00	UOI/Science	Art	Music	Sports	English
10:00-10:30	Break	Break	Break	Break	Break
10:30-11:20	English	UOI/Science	Art	Coding	Sports
11:20-12:10	Sports	English	UOI/Science	Music	Coding
12:10-13:10	Lunch	Lunch	Lunch	Lunch	Lunch
13:10-14:00	Coding	Sports	English	Art	Music
14:00-14:55	Music	Coding	Sports	UOI/Science	Art
15:00	Shuttle Bus Departure / Gate Closes				

G3-G5	Monday	Tuesday	Wednesday	Thursday	Friday
9:00-9:10	Homeroom / Assembly				
9:10-10:00	Art	Music	Sports	English	UOI/Science
10:00-10:30	Break	Break	Break	Break	Break
10:30-11:20	UOI/Science	Art	Coding	Sports	English
11:20-12:10	English	UOI/Science	Music	Coding	Sports
12:10-13:10	Lunch	Lunch	Lunch	Lunch	Lunch
13:10-14:00	Sports	English	Art	Music	Coding
14:00-14:55	Coding	Sports	UOI/Science	Art	Music
15:00	Shuttle Bus Departure / Gate Closes				

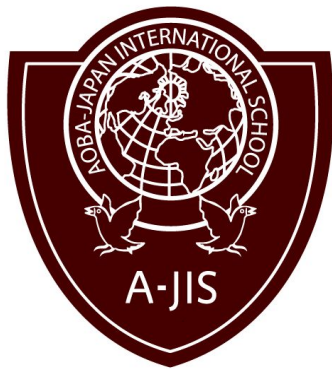
G6-G8	Monday	Tuesday	Wednesday	Thursday	Friday
9:00-9:10	Homeroom / Assembly				
9:10-10:00	Music	Sports	English	UOI/Science	Art
10:00-10:30	Break	Break	Break	Break	Break
10:30-11:20	Art	Coding	Sports	English	UOI/Science
11:20-12:10	UOI/Science	Music	Coding	Sports	English
12:10-13:10	Lunch	Lunch	Lunch	Lunch	Lunch
13:10-14:00	English	Art	Music	Coding	Sports
14:00-14:55	Sports	UOI/Science	Art	Music	Coding
15:00	Shuttle Bus Departure / Gate Closes				

Bus Transportation

We will announce the bus route and times closer to the start of the Spring Program.

Please note that some of the times and stops may vary according to the students who sign up. We will put every effort into accommodating you and your families as best as we can. We thank you for your support and understanding.

Thank you!



Aoba - Japan International School

Be the best you can be

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