



# Stoneleigh Rec Clubs

Spring  
2017

## YOUNG REMBRANDTS

Have fun creating silly characters, funny expressions and drawing sequences that tell a joke using innovative step-by-step drawing methods that engage vivid imaginations! All levels welcome! Taught by artists from [www.youngrembrandts.com](http://www.youngrembrandts.com)

Grades: 1-5 Fee: \$ 70  
Day: Mon Time: 3:30-4:30 p.m.  
Dates: 4/24 – 6/5 (no 5/29)

## ECO-EXPLORERS

Connect with nature afterschool with Irvine Nature Centers new afterschool program. Activities include live animal encounters, science experiments, nature crafts and outdoor exploration. [www.explorenature.org](http://www.explorenature.org)

Grades: 1 - 5 Fee: \$ 70  
Day: Mon Time: 3:30 – 4:30 p.m.  
Dates: 4/24 – 6/5 (no 5/29)

## KARATE

Geared towards those new to karate, students will learn fundamental karate skills and practical self defense methods by Pamfilis Karate [www.pamfiliskarate.com](http://www.pamfiliskarate.com)

Grades: K-5 Fee: \$ 70  
Day: Tues Time: 3:30-4:30 p.m.  
Dates: 4/25-5/30

## LEGO PLAYGROUP

Relax after school a long school day creating and free-building with Legos! Students will be encouraged to use their imaginations to design their own fun creations!

Grades: K, 1 Fee: \$ 50  
Day: Wed Time: 3:30-4:30 p.m.  
Dates: 4/26-5/31

## LEGO ENGINEERS

Build a different project each week (machines, vehicles, buildings) while exploring the principals of engineering, architecture and physics. Teamwork, cooperation and problem solving concepts are also promoted. Led by instructors from [www.bricks4kidz.com/baltimore-towson](http://www.bricks4kidz.com/baltimore-towson)

Grades: 2, 3, 4, 5 Fee: \$ 70  
Day: Wed Time: 3:30-4:30 p.m.  
Dates: 4/26-5/31

### REGISTER NOW!

[www.towsonrec.com/after-school-clubs](http://www.towsonrec.com/after-school-clubs)

*Registration closes 10 days prior to start or until filled. Sorry, no refunds after registration has closed. .*

## KIDS THAT CODE!

Many kids consume technology but few understand it and know how to control it. This club will develop problem solving skills through hands-on exploration of coding basics, exploring lightbot, code.org and MIT's Scratch to program basic animation and games. Taught by **Ms. Schnirel and Ms. Bosco**. [www.innovativemindsomd.com](http://www.innovativemindsomd.com)

Grade: 3, 4, 5 Fee: \$ 70  
Day: Thur Time: 7:30-8:30 a.m.  
Dates: 4/27 – 6/1

Grade: K, 1, 2 Fee: \$ 70  
Day: Wed Time: 3:30-4:30 p.m.  
Dates: 4/26 – 5/31

## i9 SPORTS MIX

Have FUN and stay active through a variety of sports including flag football, soccer, baseball and more. Focus is on sportsmanship, honesty, fair play, and teamwork. Led by i9 Sports coaches. [www.i9sports.com](http://www.i9sports.com)

Grades: 2, 3, 4, 5 Fee: \$ 70  
Day: Thur Time: 3:30-4:30 p.m.  
Dates: 4/27 – 6/1

## UKE 101

Joyful and quirky, the ukulele has found a unique place in both traditional and popular music. A great starting point for students interested in learning to play guitar. Students must provide their own ukulele. Taught by musician Justin Levy of [www.themusicspace.com](http://www.themusicspace.com)

Grades: 3, 4, 5 Fee: \$ 60  
Day: Tue Time: 7:45 – 8:30 a.m.  
Dates: 4/25-5/30

## LIL' GIRL POWER!

Embrace your inner girl as we focus on healthy bodies, healthy minds, and healthy friendships! Led by Ms. Bosco and SES parent Laura Lechtzin.

Grades: K, 1, 2 Fee: \$ 50  
Day: Tues Time: 3:30- 4:30  
Dates: 4/25-5/30

## GIRL POWER!

Embrace your inner girl as we focus on healthy bodies, healthy minds, and healthy relationships! Fitness, nutrition, body image, media awareness & friendships will be our focus. We will also participate in a 5K together! Led by Ms. Bosco and SES parent Laura Lechtzin.

Grades: 3, 4, 5 Fee: \$ 75  
Day: Thur Time: 3:30- 5 p.m.  
Dates: 4/27 – 6/1

## MORNING STRETCH

Easy stretches, relaxing visualizations and lots of smiles are sure to awaken your inner 'super power'! Learn tips on how to stay calm and think positive!

Grades: 3 - 5 Fee: \$ 50  
Day: Wed Time: 7:45 – 8:30 a.m.  
Dates: 4/26-5/30