

Fall 2018



ACEIPSF
AFTERSCHOOL CLASSROOM ENRICHMENT

**@ Alderwood
Elementary**

WHAT IS THE ACE PROGRAM AND WHAT ARE ACE CLASSES?

The ACE Program (Afterschool Classroom Enrichment) is a program sponsored by IPSF (Irvine Public Schools Foundation) in cooperation with the Irvine Unified School District. These classes are offered right after school hours on the Alderwood campus for nominal fees. IPSF selects contractors who teach all types of classes ranging from athletics to academics to arts.

Fall Classes At A Glance

Class	Grade	Day	Start	# of Mtgs.	Fee
Let's Play Chess	1 - 3	Tue	10/16	8	\$156
Young Einsteins: CodeKids	1 - 3	Tue	10/16	8	\$195
After School Hoops® Basketball	4 - 6	Tue	10/16	8	\$138
Minature Sculpture w/ Polymer Clay	4 - 6	Tue	10/16	8	\$156
Rockin' Roller Coaster Physics!	1 - 3	Wed	10/17	8	\$193
Soccer with LA Galaxy OC	1 - 3	Wed	10/17	8	\$128
3D Art Making	4 - 6	Wed	10/17	8	\$165
STEAM Studio: YouTube & Movie Making	4 - 6	Wed	10/17	8	\$195
LEGO® Engineering: Medieval Machines	1 - 3	Thu	10/18	8	\$195
Sewing Art & Design	1 - 3	Thu	10/18	8	\$156
Engineering & Robotics: Robo Revolution	4 - 6	Thu	10/18	8	\$195
Gamemaker: Developing with Unity	4 - 6	Thu	10/18	8	\$195

Register Online September 27 - October 15
Online Registration ONLY at www.ipsfacademy.org

Questions? Contact IPSF Alderwood ACE at ACEAlderwood@ipsf.net



**TUESDAYS: October 16, 23, 30, November 6, 13, 27, December 4 & 11
NO class November 20**

LET'S PLAY CHESS



\$156

From first move to checkmate this after-school program presents a fun way to learn to play Chess. Step-by-step lessons introduce students to important analytical and problem solving strategies, which are also key components for successful classroom study. An information-packed, fun-filled activity including mini-tournaments and prizes. This class is designed for both beginning and advanced students with engaging lessons catering to varying skill levels. Past students are welcome! Provider: WE Educational Programs

Grades: 1-3

Tue. Time: 2:25-3:25 p.m.

Location: Stage

of Meetings: 8

YOUNG EINSTEINS: CODEKIDS



\$195

In this course, students enter the world of computer science by learning how to create animations, computer games, and interactive projects. Create code to make a mischievous cat to dance, explore a maze, or play mini games using Scratch, a graphical programming language developed at MIT. Learn how to use math and computer coding to think creatively by using fundamental coding concepts, such as loops, variables, and constructors. Then discover, Kodu, a visual programming language made specifically for creating 3D games. Both languages are simple to learn and entirely icon-based making it easy for beginners to explore advanced coding concepts in a simple and intuitive environment. Great for kids with any level of coding experience. Provider: Brainstorm STEM Education

Grades: 1-3

Tue. Time: 2:25-3:25 p.m.

Location: MPR

of Meetings: 8

AFTER SCHOOL HOOPS® BASKETBALL



\$138

After School Hoops is an after school basketball program designed for both beginner and experienced players. Through each session our coaches will help students learn the fundamentals of basketball, focusing on proper technique and athletic motor skills that will help your child develop as an athlete and teammate. Each day your child will learn a new skill, play different games, and scrimmage with teammates. We guarantee each child will learn, sweat, and have fun! Provider: One on One Basketball

Grades: 4-6

Tue. Time: 2:55-3:55 p.m.

Location: Playground

of Meetings: 8

MINATURE SCULPTURE WITH POLYMER CLAY



\$156

Polymer clay is distinctive to achieve the smallest details by mastering tools, basic shapes, and using a wide range of colors. Learning to plan the design and assembly beforehand are essential skills for students to learn, to ensure a clean and successful build. By working in miniature, ranging from the architectural, organic, to even the most mundane of household objects, this medium gives students a profound sense of wonder and appreciation for the world we live in. Provider: The Artist Lab

Grades: 4-6

Tue. Time: 2:55-3:55 p.m.

Location: Room 26

of Meetings: 8

WEDNESDAYS: October 17, 24, 31, November 7, 14, 28, December 5 & 12
NO class November 21

ROCKIN' ROLLER COASTER PHYSICS!!



\$193

Prepare to take Physics to the next level! Each junior scientist will transform into Engineers as we design and build our own Super-Sonic Marble Roller Coaster. This advanced Roller Coaster project is a motorized marble roller coaster that is entirely built by you! At the end of the session once we have completed our new theme park adventure, every student will get to take their creation home to share the physics fun with friends and family. Sign up today to be a part of this hands-on, exciting program! Provider: Discovering Science

Grades: 1-3 Wed. Time: 1:15-2:15 p.m. Location: MPR # of Meetings: 8

SOCCKER WITH LA GALAXY OC



\$128

LA Galaxy Orange County provides a FUNdamental soccer experience for all players. Following an age-appropriate curriculum, every player will be provided with a fun yet challenging environment facilitating the development of soccer skills and techniques. Staffed by qualified, professional LA Galaxy OC coaches.

Grades: 1-3 Wed. Time: 1:15-2:15 p.m. Location: Playground # of Meetings: 8

3D ART MAKING



\$165

An Exploration of Simple Machines and Kinetic Art Form Creativity is our best tool for problem solving. Students are introduced to the simple machines through a series of fun constructive projects that include chain reaction, kinetic art forms, sculpture and mobiles. The Chuck Jones Center for Creativity is a gymnasium for the creative brain. We guide our students through project based, hands-on experiences that nurture the creative genius that exists in all of us. We connect both left and right sides of the brain in exercising creativity to solve problems, foster innovation, and nurture self expression. Provider: Chuck Jones Center for Creativity

1. The Inventor's Mind: An introduction of the 6 simple machines
2. Acme Roadrunner Catching device: Collaborative construction with simple machines
3. Ping pong launch: Cardboard construction utilizing Newton's first law of motion
4. As the Pendulum Swings: Kinetic Painting created by circular motions
5. Bird Mobile: Moving sculpture that introduces Alexander Calder
6. Chain Reaction: Collaborative chain reaction construction introducing Rube Goldberg
7. Notched Cardboard Sculpture: Individual modular sculpture project
8. My invention: Concept poster for an inventive solution.

Grades: 4-6 Wed. Time: 1:20-2:20 p.m. Location: Stage # of Meetings: 8

S.T.E.A.M. STUDIO: YOUTUBE & MOVIE MAKING MASTERS

\$195

Make a movie and become the next YouTube star! This class challenges students to tell a story with moving images by creating everything from vlogs, gamecasts, tutorials and short films. From YouTube beginner basics to advanced visual effect techniques, students will explore all aspects of video production. Learn to write a script, operate a camera and edit using professional video editing software to create your own short film. Turn a passion for gaming into a professional online presence with gamecasting. Become your own YouTube personality while learning how to record and live-edit your broadcasts. Note: For privacy and safety reasons, none of the videos will be posted publicly. Students will be able to download their videos through a private link that will be given to them at the end of the class. Provider: Brainstorm STEM Education

Grades: 4-6 Wed. Time: 1:20-2:20 p.m. Location: Room 26



of Meetings: 8

THURSDAYS: October 18, 25, November 1, 8, 15, 29, December 6 & 13
NO class November 22

LEGO® ENGINEERING: MEDIEVAL MACHINES



\$195

Siege the castle! LEGO Engineering peaks the interest of any child and is a great backdrop to education. Students explore engineering, physics and even architectural concepts in this medieval themed LEGO course. By the end of the program, students will have built castles, catapults, trebuchets, and rubber band powered battering rams. Step back in time to King Arthur's table through the charm of LEGO Engineering: Medieval Machines!

Provider: Brainstorm STEM Education

Grades: 1-3

Thu. Time: 2:25-3:25 p.m.

Location: MPR

of Meetings: 8



SEWING ART & DESIGN

\$156

A huge favorite among boys and girls of all ages, Sewing Art is unique with unlimited possibilities as students learn the fundamentals of pattern-making. Whether its 2D with simple stitching, or our more complex 3D projects, by using stencils and cutting matching-size shapes, students will begin to understand the planes of their forms early on. With an emphasis on neatness and uniform stitching during all stages of the projects, students develop patience and attention to detail that stays with them in other aspects of their lives. Provider: The Artist Lab

Grades: 1-3

Thu. Time: 2:25-3:25 p.m.

Location: Room 5

of Meetings: 8

ENGINEERING & ROBOTICS: ROBO REVOLUTION



\$195

Join the Robo Revolution in this exciting hands-on and future focused class! Combining code and cutting-edge technology, students are introduced to the world of robotics as they discover the power of applied programming and engineering. Design and create everything from autonomous robotic rovers to hovercrafts. Learn how to program an advanced drone as you use code and algorithms to give your drone a mind of it's own. Race head-to-head in engaging challenges and even learn to navigate an obstacle course using code. This engaging course is perfect for all levels and allows students to build valuable skills while having lots of fun!! Provider: Brainstorm STEM Education

Grades: 4-6

Thu. Time: 2:55-3:55 p.m.

Location: Room 26

of Meetings: 8

GAMEMAKER: GAME DEV WITH UNITY



\$195

Learn to code by creating your own 3D game using Unity, a professional 3D Game Design engine. This course will teach game design principles, mechanics and level design. Begin with the basics and build to more advanced concepts by creating multiple games of your own design. Discover how to add objects, apply physics and implement behaviors into your game. Students will learn C#, develop problem solving skills and gain an excellent general knowledge of game creation fundamentals using the Unity 3D engine. Provider: Brainstorm STEM Education

Grades: 4-6

Thu. Time: 2:55-3:55 p.m.

Location: Stage

of Meetings: 8

REGISTRATION

1. Go to www.ipsfacademy.org. Please use Chrome or Safari as your browser, older versions of Internet Explorer are not supported.
2. If you do not have a User Email/Password, you will need to create one for yourself. Click "Create An Account". If your student participated in the IPSF Summer Enrichment Academy, you will login using the same user email and password.
3. Once you have successfully created a parent profile, you will be directed to login.
4. Click on "Add a Student" to create profiles for each of your students if one does not already exist.

IMPORTANT!! For existing students, verify all student information is up to date for the new school year including grade, homeroom, and transportation. Profiles do NOT update automatically.

5. Select the desired class(es) and check out.
6. Once you check out, you will receive an email confirming your student's class enrollment.

WHERE TO GO AFTER SCHOOL AND PICK UP INSTRUCTIONS

Instruct your students that after regular school dismisses report directly to the Atrium for check-in.

After ACE class, students are picked up from outside the front office. Please be on time to pick up your child! Students will not be permitted to leave on their own unless the student's profile at www.ipsfacademy.org indicates student's "Transportation" as "Responsible for themselves".

Rainbow Rising students should also report directly to the ACE class location. Do not check in at Rainbow Rising prior to ACE class. After ACE, students will be escorted to Rainbow Rising. Be sure to notify Rainbow Rising that you have enrolled your student in ACE.

SCHOLARSHIPS AVAILABLE !!

A limited number of partial and full scholarships are available for all classes based on financial need. Income documentation is required for approval. Parents may apply for assistance by completing the Scholarship Application available at www.ipsfacademy.org/ace.

For scholarship questions, please email IPSF ACE at ipsfacademy@ipsf.net



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GENERAL INFORMATION

REGISTRATION:

Begins: Thursday, September 27
Ends: Monday, October 15
Classes start: Tuesday, October 16

Register at www.ipsfacademy.org

Enrollment is subject to class availability. Students must attend the school where they enroll in ACE classes.

HOW TO REGISTER:

1. Login at www.ipsfacademy.org Please use Chrome or Safari as your browser; older versions of Internet Explorer are not supported.
2. If you have not created a User Email/Password account, you will need to create one for yourself. Click "Create An Account". Once you have successfully created a parent profile, you will be directed to login.
3. Click on "Add a Student" to create profiles for each of your students if one does not already exist. **For existing students, verify profiles are up to date including grade, homeroom and transportation.**
4. Click "Register for Classes".
5. Select the desired class(es) and checkout.
6. Once you have checked out, you will receive an email confirmation listing your student's class enrollment.

REFUNDS: Tuition is nonrefundable unless the class is cancelled by the ACE coordinator. If your child registers late, misses classes or withdraws before the end of the session, you are still obligated for the full fees for that session. You are eligible for a prorated tuition refund or credit only if your child withdraws due to serious illness or injury, corroborated by a note from your doctor. All refunds are subject to a \$25 non-refundable program fee. Please be advised that refunds may take up to one month to process.

FLEXIBLE SPENDING ACCOUNTS:

Receipts for programs attended by your child are available on request after completion of the programs. Please contact IPSF with parent's name, child's name, address, phone number, name and location of program(s) attended, and dates attended. IPSF can be reached via email at

cdepew@ipsf.net or phone at (949) 263-8340. This material is provided for informational purposes only. IPSF does not provide tax, legal, or accounting advice, and makes no representations regarding the deductibility or FSA eligibility of any program related expenses. Please consult your individual tax advisor to determine how much of your payment, if any, is deductible and/or FSA eligible.

CLASS AGE LIMITS: In order to develop classes suitable for a particular age range, we specify age limits in the brochure.

CLASS CONFIRMATIONS: Class confirmations are emailed upon successful completion of enrollment. Please add webmaster@ipsf.net to your email address book.

CLASS CANCELLATIONS: We do our best to accommodate all students who sign up for ACE classes. In order to keep class fees as low as possible, we must set a minimum enrollment number for each class to cover the class expenses. If the minimum enrollment is not met, the ACE Program reserves the right to cancel the class and return all registration fees. You will be notified of any cancellations before the first scheduled day of class.

TRANSPORTATION: Getting students to and from class is the responsibility of parents. In the first week of classes, ACE site monitors will attempt to locate registered students who are not present in their class. After that week, however, we expect that the students will know where they should go. If your child has difficulty remembering to go to class, you might want to escort him/her or contact another child in the class so your child has a "buddy" to provide a reminder about class.

ACE students must be picked up immediately after class. Arranging pick-up is the responsibility of parents. School staff, ACE instructors and ACE volunteer monitors are not responsible for your child after class. If you are late picking your student up two times, your student will be removed from the program and there are no refunds.

SNACKS: Your child is always welcome to bring a personal snack. Please do not send any snacks containing peanut or tree nut products. Please contact the school site ACE coordinator immediately if your child has severe food allergies.

CONTINUING CLASSES: Unless noted otherwise in the brochure, students in continuing classes must submit a registration form and payment for each session.

CONDUCT: Normal classroom conduct is expected of all ACE students and we generally have very few problems with the behavior of our students. Children displaying unacceptable behavior will be issued a one-time "Behavior Citation" that will have to be signed by a parent before the student can continue the class. If a second citation is necessary, the child will be dismissed without refund.

SCHOLARSHIPS: A limited number of 50%-100% scholarships are available for all classes based on need. Income documentation is required for approval. Parents may apply for a scholarship by accessing and completing the scholarship form at www.ipsfacademy.org/ACE.

PROGRAM SPONSORSHIP: Irvine Public Schools Foundation (IPSF) sponsors the district-wide ACE program in cooperation with the Irvine Unified School District.

For further information about the ACE program at other schools, please call IPSF at (949) 263- 8340

ATTENDANCE: If your student will be absent from ACE class, please send a message to the contact listed below before 11 a.m. on the day of ACE class.

?????? QUESTIONS ??????

Contact IPSF Alderwood ACE
at ACEAlderwood@ipsf.net

