<table>
<thead>
<tr>
<th>Days</th>
<th>Courses</th>
<th>Sessions</th>
<th>Dates</th>
<th>Exceptions</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Mondays</strong></td>
<td>Computer Skills</td>
<td>Engineering</td>
<td>Science</td>
<td></td>
</tr>
<tr>
<td>(Jan 11 - May 30)</td>
<td>16 sessions</td>
<td></td>
<td>18 sessions</td>
<td></td>
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<tr>
<td></td>
<td>Chess</td>
<td>French</td>
<td></td>
<td></td>
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<tr>
<td></td>
<td>16 sessions</td>
<td></td>
<td>18 sessions</td>
<td></td>
</tr>
<tr>
<td><strong>Tuesdays</strong></td>
<td>Creative Writing</td>
<td>Robotics</td>
<td>Science</td>
<td></td>
</tr>
<tr>
<td>(Jan 12 - May 31)</td>
<td>18 sessions</td>
<td></td>
<td>17 sessions</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Chess</td>
<td>Engineering</td>
<td>Computer Skills</td>
<td></td>
</tr>
<tr>
<td><strong>Wednesdays</strong></td>
<td>Computer Coding</td>
<td>Engineering</td>
<td>Science</td>
<td>*except for Feb 10, March 30</td>
</tr>
<tr>
<td>(Jan 13 - June 1)</td>
<td>19 sessions</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Thursdays</strong></td>
<td>Chess</td>
<td>French</td>
<td></td>
<td>* Feb 11, March 31, April 28</td>
</tr>
<tr>
<td>(Jan 14 - June 2)</td>
<td>18 sessions</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
| **Fridays** | Chess | Engineering | Computer Skills    | *except for Feb 5, 12, March 25, April 1
| (Jan 15 - June 3) | 17 sessions |          |                    |                                   |
The Chess Academy was founded with the goals of teaching international chess to children and most importantly building children’s character through chess. Chess requires a good understanding of the game, competing, learning from mistakes and challenging oneself. Through this process, children will undoubtedly acquire invaluable skills sets such as developing stronger spatial reasoning, attention span, sportsmanship and confidence.

The program strives to teach these valuable skills by:

• Nurturing sportsmanship and planning
• Training patience and good decision making
• Guiding students in a positive manner
• Encouraging students to learn from mistakes

At The Chess Academy, we provide the most comprehensive program for children to develop and practice these skill sets. Besides instructional classes, we will also provide various opportunities for children compete: from less formal weekly mini quad tournaments to more official larger scale interscholastic championships.

Having the BEST chess coaches in town – International Masters (IMs), National and FIDE trainers permanently stationed in Hong Kong to teach all levels of students. The Chess Academy is dedicated to provide children with top notch coaching quality.

Courses

<table>
<thead>
<tr>
<th>Course</th>
<th>Grade</th>
<th>Time</th>
<th>Price Non-CDNIS</th>
<th>Price CDNIS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Junior Chess Academy (30101)</td>
<td>G1-3</td>
<td>2:30-3:45pm</td>
<td>$5220</td>
<td>$5742*</td>
</tr>
<tr>
<td>Junior Chess Academy (30102)</td>
<td>G4-6</td>
<td>2:30-3:45pm</td>
<td>$4930</td>
<td>$5423*</td>
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</table>

*Price for Non-CDNIS
First Code Academy is an education institution that teaches computer programming to children. Our introductory course, AppJamming, teaches students fundamental computer science concepts, with a hands-on approach of making their own apps. Since 2014, our school-based programs have taught over 400 students, who have uploaded nearly 1000 apps to our proprietary online learning platform.

At First Code, there is no grading system, no homework and no class recitations. Students are only required to join in and bring with them curiosity and a self starter attitude. Our mission at First Code is to share a fulfilling and truly rewarding experience that one can achieve by learning computer programming.

Our instructors are trained professionally with First Code values and curriculum, equipped with both technical expertise in app development and coaching skills in guiding students as peer mentors of computer coding. Our main focus on practice, rather than theory, aims to give our students an immersive introductory learning experience to the concepts of computer science and develop their mathematical and problem solving skills.

*Please note that a laptop is required for the class
Every week a new exciting online activity!

Topics Covered
- Image Editing
- 3D Modelling
- Video Editing
- Music Creation
- Programming
- Collaboration
- Digital Game Based Learning (MinecraftEDU and many more!)

*Price for Non-CDNIS

TLC Kids Computer Club

This much loved programme develops essential Computer and ICT skills through fun and challenging projects. We seek to provide a solid foundation along with the extra skills and confidence for your child to fully utilise ICT at school and at home.

We believe in the importance of giving children the extra time to build the confidence they need to use the computer as a tool across the curriculum. Each term children are engaged in a new topical project which engages their skills and creativity.

Drawing upon the best teaching methods and latest international curriculum resources and technology, we have incorporated Digital Game Based Learning programs such as MinecraftEDU into our curriculum. Safely guided and motivated, kids happily explore, create and collaborate to enhance real-world problem solving, social and academic skills.
Students in these workshops will be key contributors to ECP’s magazine, The Student Trumpet. Over the course of the term, students will write on four to five different creative writing topics and across different text types, including stories, newspaper articles and poems. With each topic, students will focus on different writing skills and techniques appropriate to their level, reading and discussing examples before applying them to their own writing. Students will go through the whole process of brainstorming, planning, drafting, revising and editing each of their pieces.

As students move up in the program, they will experiment with increasingly difficult text types and develop their independence and peer support strategies. The skills we focus on will change from term to term, giving students the opportunity to write many different pieces and build up their writing portfolios.

Courses

Creative Writing and Magazine Publishing (30501)  G2-4  2:30-3:45pm  $7200  $7920*

Creative Writing and Magazine Publishing (30502)  G5-7  3:45-5:00pm  $7200  $7920*

*Price for Non-CDNIS
At The Genius Workshop, our programmes strive to nurture, integrate, and build a bridge between students who are left and right brain thinkers by enhancing their innate creativity. Focused on discovery, process, and conceptual understanding, they can apply what they learn while exercising their creativity through different technical projects. With resources and under the guidance of a professional team, students are encouraged to explore a field of interest they have or have not been exposed to, invent items that can improve how the world works now, and create using their boundless imagination to bring projects to life.

Mechanics Workshop B (Rec-Prep)
Using the LEGO DUPLO Education sets, students will build different LEGO projects that resemble machines or objects found in the real world. Through the fun hands-on building experience, students can visualize and apply different simple machines to develop a better understanding of the mechanisms inside machines.

Engineering Workshop: Pulleys and Inclined Planes (G1-3)
Students will experiment with different simple machines through fun and creative hands-on LEGO building. Machines will be built to demonstrate the application of pulleys and inclined planes. This workshop will also extensively discuss and study the simple machines mentioned above. Students will be challenged with new tasks and modifications to further enhance their LEGO models and engineering knowledge.

Animation Academy (G3-6)
Throughout the program students will work in groups to plan and produce their own stop motion animation from scratch. Starting from story-planning and script-writing, they will then build the scenes from Lego for the animation film. Most importantly, they will learn stop-motion creation and basic filming techniques, as well as learn how to create and develop screenplays.
French

L'aventure commence!
Students Prep-Grade 2 embark on a fantastic adventure to discover the French speaking world through song, dance, and self expression. Led by a dynamic husband and wife team, this weekly workshop introduces students to French and Francophone cultural elements in context through interactive play. Students learn the language by doing the fun things that native speakers do.

L'aventure continue!
Students Grades 3-6 continue the adventure by developing creative projects appropriate to their developmental level: adapting songs with new words, creating skits, making up dance moves, and telling stories through pictures and video clips. Participants explore themselves, their environment, and far away places to learn about culture and acquire a new language.

About the Instructors:
Flore "Flo" Vinton
• Native French Speaker (Virtual Native English Speaker)
• Professional Teaching Experience Since 1999
• Lifelong Practitioner of Expressive Movement
• Mother of 2 Fully Bilingual Children

Thomas Vinton
• Virtual Native French Speaker (Native English Speaker)
• Professional Musician
• Trained in International Baccalaureate
• Bachelor of Arts in French
• Master of Fine Arts in Communication

Courses

French: L'aventure commence! (30701) Prep-G2 2:30-3:15pm $5040 $5544*

French: L'aventure continue! (30702) G3-6 3:15-4:00pm $5040 $5544*

*Price for Non-CDNIS
Da Vinci Innovation Labs is excited to offer Robotics as an ASA! Robotics is futuristic, engaging, and most of all, fun. During the Second Semester, students will complete a series of projects and challenges designed to further develop their abilities in robotics and related fields. Da Vinci Labs encourages students to challenge themselves while ensuring the process remains fun and enjoyable. Through robotics, students engage in enriching tasks such as applied geometry and mental math computation as they swiftly reason and problem solve to fine-tune and improve their robotic designs and code!

Grades 2 to 4 will focus on challenges involving steering and sensors. Highly effective problem solvers will progress to challenges involving more advanced custom mechanical builds. Grades 5 to 7 will use their robot to complete more complex tasks and coding sequences. Advanced students may begin programming their robot using a text-based programming language such as ROBOTC.

All students will use the Lego Education Mindstorms EV3 Robotics Kit and the Lego EV3 Programming Environment to command and control their robot. Blockly (Google) and Scratch (MIT) will also be introduced.

Course and Curriculum Highlights:

- Build Fully-Functioning Robots That You Command
- Conquer Challenges and Feel Proud
- Learn How to Use Gears, Sensors and More
- Earn Badges and Awards To Celebrate Your Success
- Gain Experience in Critical 21st Century Skills
- Apply Your Learning to Real-World Situations

A Note About Da Vinci Labs: Mr. Arthur John Kennedy, a graduate of Princeton University, co-founded Da Vinci Innovation Labs in partnership with the Da Vinci Media Group of Germany. At Princeton, Mr. Kennedy specialized in Educational and Developmental Psychology and is a licensed and certified teacher with experience teaching Robotics, Math and Science at a premier international school. Da Vinci's Management Team also includes graduates of Stanford University and the Hong Kong University of Science and Technology.

Courses

- **Robotics with Lego EV3 (30901)**
  - G2-4
  - 2:30-3:45pm
  - $5940
  - $6534*

- **Robotics with Lego EV3 (30902)**
  - G5-7
  - 3:45-5:00pm
  - $5940
  - $6534*

*Price for Non-CDNIS
Science Adventures is a US-based, nationally accredited science education program with over 35 years of experience. We specialize in designing and conducting interactive science programs for children 4 – 12 years of age. Children will discover the joys of science and learn different concepts through interactive experiments, fun activities and take-home projects. One of our key objectives is to maintain a premium quality and authenticity of our program, thus all curriculum are imported so that students can be exposed to the best quality projects.

Our Mission is to:

• Get children truly excited about science
• Develop and raise science literacy among school children
• Provide a creative, fun, Hands-On way to learn science.

Brand New Science Topics in Term 2!

Motion Maniacs
What goes up must come down! From helicopters to parachutes, roller coasters to catapults, take a dizzy ride through physics as we catch the motion mania bug.

Club Guts
Calling all future doctors and nurses to join club guts! Learn about DNA and tour the human body and all its amazing systems! From the heart to the lungs and beyond we get into the details behind the human body. Come and discover how your body works from the inside out.

Courses

<table>
<thead>
<tr>
<th>Day</th>
<th>Course</th>
<th>Grade</th>
<th>Time</th>
<th>Price</th>
<th>Price*</th>
</tr>
</thead>
<tbody>
<tr>
<td>M</td>
<td>Science Adventures (30802)</td>
<td>G1-3</td>
<td>2:30-3:45pm</td>
<td>$4640</td>
<td>$5104*</td>
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<tr>
<td>Tu</td>
<td>Science Adventures (30803)</td>
<td>G4-6</td>
<td>2:30-3:45pm</td>
<td>$5220</td>
<td>$5742*</td>
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<tr>
<td>W</td>
<td>Science Adventures (30801)</td>
<td>Rec-Prep</td>
<td>2:30-3:45pm</td>
<td>$5510</td>
<td>$6061*</td>
</tr>
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*Price for Non-CDNIS