Spring - Summer 2017

Training Opportunities and Curricula

OregonASK
Expanded Learning Partnership
www.oregonask.org

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Science, Technology, Engineering, and Math (STEM)

STEM Approaches

In this interactive training, participants will explore how to engage school-aged youth in Science, Technology, Engineering, and Math (STEM) using the Scientific Inquiry Process. Participants will move through an example lesson plan, including tips on student led problem solving and group dynamics. Participants will explore ways to support student motivation, encourage reflection, and examine strategies for engaging typically underserved youth.

Set 2 | CKC: Learning Environments and Curriculum | 3-6 Hours
For staff serving K-12th grade students

Developing an Active STEM Learning Environment, Level 2

Afterschool staff and volunteers will be able to apply skills needed for Active STEM learning and their role in developing an active learning environment.

Set 2 | CKC: Learning Environments and Curriculum | 2 hours
For staff serving K-12th grade students

Teaming Up for Success: Encouraging Collaborative STEM Work

Afterschool staff and volunteers will explore the necessity of collaboration and interaction in science and engineering learning experiences and will be able to effectively facilitate collaborative STEM learning experiences.

Set 2 | CKC: Learning Environments and Curriculum | 2 hours
For staff serving K-12th grade students

Smithsonian Latino Virtual Museum (LVM) Transmedia Project: Educator Toolkit to Engage Students in STEAM

In this interactive session educators will examine innovative teaching and learning strategies designed to motivate and engage youth in STEM and Art careers, and will provide access to culturally responsive teaching resources that combine real-world and virtual world experiences for both formal and informal programs.

Set 2 | CKC: Diversity | 1-3 Hours
Curriculum can be found at *http://latino.si.edu/LVM/TeacherToolkit*

Smithsonian
Latino Virtual Museum

Maker's Box: Origami Math for School Aged Youth

Training participants will explore the use of the Math is Art:Origami curriculum through hands-on activities for youth. The curriculum is a Makers Box style curriculum that sets challenges for exploration of Common Core-aligned Math content, with the fun of creating folded paper in the traditional Japanese method.

Set 2 | CKC: Learning Environments and Curriculum | 1-3 Hours
For staff serving 6th-12th grade students

S.INQ: Science Inquiry in Afterschool Curriculum

This inquiry and exploration-based curriculum was developed in partnership with teachers in the Woodburn School District and Pacific University. Each of the six units offer nine weeks of half-hour-per-week STEM lessons that guide students through STEM concepts using science inquiry. Every lesson includes time for brainstorming and reflection, and allows ample opportunity for hands-on exploration. Units include: Sound, Wind, Engineer and Design It, Mechanical Engineering, Invisible Forces, and a Design-your-Own-Project STEM Festival. The following eight trainings are based on the S.INQ. Curriculum, including training on the full curriculum, and trainings on each individual unit.
Curriculum can be found at *https://oregonask.org/curricula/*

S.INQ: Science Inquiry in Afterschool-Engineering Design for 5-7 Year Olds

Participants will explore the S.INQ: Science Inquiry in Afterschool-Engineer Design It! enrichment content. Attendees will practice hands-on lessons using the Science Inquiry process and will develop strategies for implementing successful science lessons in the afterschool setting with young elementary students.
Set 2 | CKC: Learning Environments and Curriculum | 1-3 Hours
For staff serving K-2nd grade students

S.INQ: Science Inquiry in Elementary Afterschool Programs

In these hands-on, minds-on sessions participants will explore the engineering design process from activities in the S.INQ curriculum. Participants will explore questioning strategies, develop strategies for encouraging reflection, and examine strategies for engaging typically underserved youth.
Set 2 | CKC: Learning Environments and Curriculum | 1-3 Hours
For staff serving K-5th grade students

S.INQ: Using Scientific Inquiry to Explore Engineering Design

Join us as we explore scientific inquiry, using a nine-week curriculum to examine the science of engineering design. Apply STEM concepts appropriate for school-age children.
Set 2 | CKC: Learning Environments and Curriculum | 1-3 Hours
For staff serving K-5th grade students

S.INQ: Using Scientific Inquiry to Explore Invisibles Forces

Join us as we explore scientific inquiry, using a nine-week curriculum to examine the science of invisible forces. Apply STEM concepts appropriate for school-age children.
Set 2 | CKC: Learning Environments and Curriculum | 1-3 Hours
For staff serving K-5th grade students

S.INQ: Using Scientific Inquiry to Explore Mechanical Engineering

Join us as we explore scientific inquiry, using a nine-week curriculum to examine the science of mechanical engineering. Apply STEM concepts appropriate for school-age children.
Set 2 | CKC: Learning Environments and Curriculum | 1-3 Hours
For staff serving K-5th grade students

S.INQ: Using Scientific Inquiry to Explore the Science of Sound

Join us as we explore scientific inquiry, using a nine-week curriculum to examine the science of sound. Apply STEM concepts appropriate for school-age children.
Set 2 | CKC: Learning Environments and Curriculum | 1-3 Hours
For staff serving K-5th grade students

S.INQ: Using Scientific Inquiry to Explore Wind

Join us as we explore scientific inquiry, using a nine-week curriculum to examine the science of wind. Apply STEM concepts appropriate for school-age children.
Set 2 | CKC: Learning Environments and Curriculum | 1-3 Hours
For staff serving K-5th grade students

S.INQ STEM Festival

In this session participants will learn to use the Inquiry Process to help students design their own project to present at a science fair event
Set 1 | CKC: Learning Environments and Curriculum | 2 Hours

S.INQ UP: Science Inquiry in Middle School Afterschool Programs

» Earth and Space Science- This inquiry and exploration-based curriculum explores NGSS Aligned experiments and challenges that take students through nine units of Earth and Space Sciences.

» Energy Inventors- This Engineering and Design based Unit includes ten weeks, first learning about solar energy and how it works, building and racing solar vehicles, and then creating their own Energy Invention with a Design Process Challenge.

» STEM Careers- This 10 week unit has lessons exploring the science, technology, engineering, and math processes that inform our world through hands on activities. Each week explores exciting STEM career skills. These lessons also encourage 21st century skills like communication, collaboration, and innovation.

S.INQ UP: Science Inquiry for Middle School-Careers

Attendees will explore content, concepts and lessons from the S.INQ UP: Science Inquiry for Middle School-Careers curriculum. Participants will practice activities from the content while applying the Scientific Inquiry Process and principles. Participants will explore STEM Career examples and strategies for presenting them to youth.
Set 2 | CKC: Learning Environments and Curriculum | 1-3 Hours
For staff serving 6th-8th grade students

S.INQ UP: Science Inquiry for Middle School- Earth and Space Sciences

Attendees will explore content, concepts and lessons from the S.INQ UP: Science Inquiry for Middle School-Earth and Space Sciences curriculum. Participants will practice activities from the content while applying the Scientific Inquiry Process and principles. Participants will explore Earth and Space Sciences activities, and strategies for presenting them to youth.
Set 2 | CKC: Learning Environments and Curriculum | 1-3 Hours
For staff serving 6th-8th grade students

Exploring the S.INQ Up Energy Inventors Curriculum

Participants will explore the S.INQ Up Energy Inventors curriculum by taking part in hands on activities and exploring online video resources. Participants will apply the Scientific Inquiry Process to group activities and discussions in order to implement student-led learning in the classroom.

Set 2 | CKC: Learning Environments and Curriculum | 1-3 Hours
For staff serving 6th-8th grade students

Science Action Club: Bugs in Your Schoolyard

Science Action Club is an afterschool program designed by the California Academy of Sciences to spark youth interest in science. In this training participants will develop skills to facilitate a Science Action Club using the Bugs in Your Schoolyard curriculum.

Set 2 | CKC: Learning Environments and Curriculum | 1-3 Hours
For staff serving 5th-8th grade students
Must purchase kit
Curriculum can be found at *http://www.calacademy.org/science-action-club-sac*

Science Action Club: Birds in Your Schoolyard

Science Action Club is an afterschool program designed by the California Academy of Science to spark youth interest in science. In this training participants will develop skills to facilitate a Science Action Club using the Birds in Your Schoolyard guidebook.

Set 2 | CKC: Learning Environments and Curriculum | 1-3 Hours
For staff serving 5th-8th grade students
Must purchase kit
Curriculum can be found at *http://www.calacademy.org/science-action-club-sac*

Automotive Inventing for Kids

Attendees will explore STEM activities and lessons based on curriculum created by Ed Sobey. They will use the Engineering Design Process to develop new automobile innovations, learning how to provide inventing experiences for school aged students.

Set 2 | CKC: Learning Environments and Curriculum | 3-6 Hours
For staff serving K-12th grade students

Exploring the Engineering Design Process with School Age Youth

In this hands-on, minds-on session, participants will explore the engineering design process from activities in various STEM curricula including S.INQ, SciGirls, and Afterschool Science Plus. Participants will explore questioning strategies, develop strategies for encouraging reflection, and examine strategies for engaging typically underserved youth.

Set 2 | CKC: Learning Environments and Curriculum | 3-6 Hours
For staff serving K-8th grade students

Techbridge Curriculum

The Techbridge curriculum is designed to interest students in STEM, promote inquiry, and highlight real-world applications so kids can see how STEM careers make the world a better place. It can be used with girls and boys in a variety of out-of-school time settings, including afterschool programs, summer programs, and youth groups. All units are appropriate for middle school students; many activities can be simplified for use with younger grades, while others can be made more in-depth and complex for high school students. The units can be led by afterschool line staff, teachers of all backgrounds, by troop leaders, and others. The following five trainings are based on the Techbridge curriculum.
Curriculum can be found at *http://www.techbridgegirls.org/index.php?id=21*

Teaching Successful Science Lessons in Afterschool: Exploring the Techbridge Curriculum

Participants will explore the Techbridge curriculum and its focus on the engineering design process. Participants will practice the engineering design process through hands-on activities in the curriculum. Participants will explore questioning strategies and develop strategies for encouraging reflection as their middle and high school students participate in the lessons.
Set 2 | CKC: Learning Environments and Curriculum | 3-6 Hours
For staff serving 4th-12th grade students

Techbridge Curriculum Training: Digital Media

This session will give staff the tools they need to apply teaching strategies that support scientific inquiry and the engineering design process, and build students' comfort and confidence in exploring science concepts with their peers. Participants will practice activities from the curriculum and explore teaching strategies for their program.
Set 2 | CKC: Learning Environments and Curriculum | 1-3 Hours
For staff serving 4th-12th grade students

Techbridge Curriculum Training: Product Design Part 1

This session will give staff the tools they need to apply teaching strategies that support scientific inquiry and the engineering design process, and build students' comfort and confidence in exploring science concepts with their peers. Participants will practice activities from the curriculum and explore teaching strategies for their program.
Set 2 | CKC: Learning Environments and Curriculum | 1-3 Hours
For staff serving 4th-12th grade students

Techbridge Curriculum Training: Environmental Engineering Part 1

This session will give staff the tools they need to apply teaching strategies that support scientific inquiry and the engineering design process, and build students' comfort and confidence in exploring science concepts with their peers. Participants will practice activities from the curriculum and explore teaching strategies for their program.
Set 2 | CKC: Learning Environments and Curriculum | 1-3 Hours
For staff serving 4th-12th grade students

Techbridge Curriculum Training: Design Challenges

This session will give staff the tools they need to apply teaching strategies that support scientific inquiry and the engineering design process, and build students' comfort and confidence in exploring science concepts with their peers. Participants will practice activities from the curriculum and explore teaching strategies for their program.

Set 2 | CKC: Learning Environments and Curriculum | 1-3 Hours
For staff serving 4th-12th grade students

SciGirls Curriculum

SciGirls is an American children's animated and live-action television series that has the bold goal of changing how millions of girls think about science, technology, engineering and math – or STEM. Each half-hour episode highlights the processes of science and engineering, following a different group of middle school girls who design, with the help of scientist mentors, their own inquiry-based investigations on a variety of topics.

SciGirls educational materials provide gender-equitable teaching strategies and hands-on inquiries based on the concepts modeled in SciGirls' videos. The SciGirls approach is rooted in research on how to engage girls in STEM. A quarter of a century of studies have converged on a set of common strategies that work, and these have become SciGirls' foundation—aka the SciGirls Seven. All SciGirls activities were created with the SciGirls Seven in mind and incorporate as many strategies as possible. Seven activity booklets are available, and each booklet pairs with a series of episodes focused on a general topic, such as Healthy Living, Physical Science, Computer Science, and Engineering and Inventing. The following two trainings are based on the Sci Girls curriculum.

Curriculum can be found at *http://pbskids.org/scigirls/clubs*

SciGirls Training for School-age Programs

Participants will explore materials that provide gender equitable teaching strategies and hands-on inquiry based on the concepts modeled in SciGirls videos. Attendees will explore content, concepts, and lessons from the curriculum. Group activities will allow the participants to explore the lessons as well as approaches, strategies, and tools to promote STEM identity for their students.

Set 2 | CKC: Learning Environments and Curriculum | 6-10 Hours
For staff serving 4th-8th grade students

SciGirls Citizen Science Curriculum Training for School Age Programs

Attendees will explore content, concepts, and lessons from the SciGirls Citizen Science curriculum. Participants in the training will practice hands-on activities from the curriculum in order to explore lessons as well as approaches, strategies, and tools to promote STEM identity for their students.

Set 2 | CKC: Learning Environments and Curriculum | 3-6 Hours
For staff serving 4th-8th grade students

InventionX: Using the Five Stage Invention Process for School Age Youth

The InventionX five-stage invention process teaches students how to think, not what to think. The process and exercises can be applied to any area of STEM content. Participants will experience the invention process through hands-on activities and create strategies for implementing the process in their own program or classroom.

Set 2 | CKC: Learning Environments and Curriculum | 3-6 Hours
For staff serving 4th-12th grade students

CryptoClub

CryptoClub uses games, treasure hunts, and other informal activities to engage students in cryptography and mathematics. It applies topics from middle school math standards such as decimals, percents, common factors, negative numbers, and pattern recognition. Participants will explore and practice the curriculum.

Set 2 | CKC: Learning Environments and Curriculum | 6-10 hours
For staff serving 6th-8th grade students
Curriculum can be found at *http://www.math.uic.edu/CryptoClubProject/curriculum.html*

BirdSleuth: Habitat Connections Ornithology Curriculum for Afterschool Programs

In this training, participants will explore the curriculum Cornell Ornithology: Habitat Connections, and strategies for implementing 10 lessons of hands-on science activities. Participants will also explore how to use citizen science tools to create learning opportunities in the field.

Set 2 | CKC: Learning Environments and Curriculum | 6-10 hours
For staff serving 4th-8th grade students
Curriculum can be found at *http://www.birdsleuth.org/*

Facilitating Code.org's Computer Science Fundamentals for Elementary Students

The goal of the Code.org CS Fundamentals workshop is to prepare teachers with computer science pedagogy and problem-solving skills/tactics for preparing and teaching lessons from Courses 1-4. Teachers will practice the Teacher, Learner, Observer model; practice the online components of the curriculum; explore equity in the classroom; and address barriers to implementing Computer Science curriculum in the classroom. Participants will receive free curriculum and materials from Code.org.

Set 2 | CKC: Learning Environments and Curriculum | 6-10 hours
For staff serving K-5th grade students
Curriculum can be found at *https://code.org/educate/curriculum/elementary-school#overview*

Mozilla Web Literacy Club Training: Running and Badging Your Club

In this interactive training, participants will explore engaging school-aged youth in Mozilla Web Clubs, focusing on web literacy as outlined in the Mozilla Web Literacy map. Participants will explore supporting youth voice, working in groups, and using Agile processes to support progress. The training will include strategies for badging club participants with 21st century skill digital badges using Badgr and Google Apps.
Set 2 | CKC: Learning Environments and Curriculum | 6-10 hours
For staff serving Middle and High School students
Curriculum can be found at *https://learning.mozilla.org/en-US/clubs*

Health and Wellness

W/N: Wellness and Nutrition in Afterschool Curriculum

W/N: Wellness and Nutrition in Afterschool includes 8 Units of curriculum, each consisting of 9 weeks of lesson plans on physical, emotional, and social health, including hands-on activities, games, and fun interactive lessons like planting from seeds, creating cookbooks, and learning about the heart healthy play. This curriculum is designed for students k-2, 3-5, and 6-8.

W/N: Wellness and Nutrition in Afterschool

Attendees will explore lessons from the W/N: Wellness and Nutrition Curriculum. They will develop teaching strategies by practicing the lessons, and teaching and receiving feedback from the other participants and the instructor.
Set 2 | CKC: Learning Environments and Curriculum | 1-3 Hours
For staff serving K-8th grade students

Homework Support

Power Hour: Making the Most of the Homework Hour in Afterschool

Afterschool programs can be key to a student's achievement in school. Join us as we explore best practices for an engaging and productive Homework Hour. We'll develop strategies for creating the right space and establishing systems and procedures. We will examine how selecting the right academic activities can link to the school day and support student achievement.
Set 2 | CKC: Learning Environments and Curriculum | 1-3 Hours
For staff serving K-8th grade students

Literacy

Literacy with Lego: Exploring the Lego StoryStarter Curriculum and Tools

In this session participants will explore the Lego StoryStarter curriculum pack and Core Set and practice lessons. Participants will gain strategies for helping elementary students develop literacy skills in their afterschool program.

Set 2 | CKC: Learning Environments and Curriculum | 1-3 Hours
For staff serving K-5th grade students

Comics: Stories in Pictures and Words

Attendees will explore content, concepts, and lessons from the curriculum Comics: Stories in Pictures and Words. Participants will explore the elements of storytelling, character development, and design through hands on activities.

Set 2 | CKC: Learning Environments and Curriculum | 1-3 Hours
For staff serving K-8th grade students

Storybook Art

Participants will explore strategies and tools to make works of art based on children's story books. They will practice techniques with materials for making projects and discuss how teaching style may relate to how their students relate to reading.

Set 2 | CKC: Learning Environments and Curriculum | 1-3 Hours
For staff serving K-8th grade students

Literacy Activities in Afterschool

Participants will explore and practice reading and writing strategies to promote literacy skills in school age students in afterschool programs.

Set 2 | CKC: Learning Environments and Curriculum | 1-3 Hours
For staff serving K-5th grade students

Art

Art Projects and Activities for Preschool

This workshop will explore hands-on activities for preschool-aged appropriate art. We will use a variety of materials and techniques to develop motor, cognitive, and communicative skills. This fun workshop will also explore strategies for creating your own age appropriate art lessons.

Set 2 | CKC: Learning Environments and Curriculum | 1-3 Hours
For staff serving preschool-age children

Great Art in Afterschool: Creative Art Projects and Activities

This hands-on workshop will run through fun art-based activities for school age kids that go beyond crafts and explore learning about and creating amazing artwork!

Set 2 | CKC: Learning Environments and Curriculum | 1-3 Hours
For staff serving K-5th grade students

Including Great Art Practices in Your STEAM Program

This hands-on workshop will give you great ideas for making the most of Art in your STEAM (Science, Technology, Engineering, Arts, and Math) program. We will explore best practices for integrating art and design projects into great STEM curriculum. Participants will leave with clear strategies for relating art and science through creative thinking.

Set 2 | CKC: Learning Environments and Curriculum | 1-3 Hours
For staff serving K-12th grade students

Arts Attack: Create with Clay

Attendees will explore lessons from the Arts Attack: Create with Clay curriculum. They will examine the curriculum, exploring its content areas and concepts. Participants will practice strategies and tools to teach from the Arts Attack: Create with Clay Curriculum and discuss how best to implement it in their programs.

Set 2 | CKC: Learning Environments and Curriculum | 1-3 Hours
For staff serving K-8th grade students
Must purchase curriculum; curriculum can be found at *https://www.artsattack.com/index*

Arts Attack: Creativity Camp for School Age Programs

Attendees will explore various lessons from the Arts Attack curriculum by practicing several hands-on activities from the curriculum that explore multiple mediums and techniques.Participants will examine the curriculum layout and discuss strategies on how to best implement the lessons and engage their students.

Set 2 | CKC: Learning Environments and Curriculum | 1-3 Hours
For staff serving K-8th grade students
Must purchase curriculum; curriculum can be found at *https://www.artsattack.com/index*

Arts Attack Curriculum: Color Theory and History

Attendees will explore various lessons from the Arts Attack: Color Theory and History Curriculum. They will do several hands-on activities from the curriculum that explore multiple mediums and techniques.They will examine the curriculum layout including biographies of artists. Attendees will also discuss how to best implement the lessons and engage their students.

Set 2 | CKC: Learning Environments and Curriculum | 1-3 Hours
For staff serving K-8th grade students
Must purchase curriculum; curriculum can be found at *https://www.artsattack.com/index*

Storybook Art

Participants will explore strategies and tools to make works of art based on children's story books. They will practice techniques with materials for making projects and discuss how teaching style may relate to how their students relate to reading.

Set 2 | CKC: Learning Environments and Curriculum | 1-3 Hours
For staff serving K-8th grade students

Maker's Box: Origami Math for School Aged Youth

Training participants will explore the use of the Math is Art: Origami curriculum through hands-on activities for youth. The curriculum is a Makers Box style curriculum that sets challenges for school-age exploration of Common Core aligned Math with the fun of creating folded paper in the traditional Japanese method.

Set 2 | CKC: Learning Environments and Curriculum | 1-3 Hours
For staff serving 4th-8th grade students

Behavior Management

Behavior Management Essentials, Solutions, and Scenarios

In this session participants will learn the basic components of a Positive Behavior Interventions and Supports (PBIS) system and some strategies for managing student behavior that help all students. Participants will discuss and troubleshoot behavior challenges they are currently experiencing with students in their program.

Set 1 | CKC: Understanding and Guiding Behavior | 2 Hours
For staff serving K-5th grade students

Teaching Routines in Afterschool

Managing transitions between activities can be a challenge for after school programs. In this session, participants will examine the importance and benefits of clear expectations and well-established routines. Participants will use scenarios to build lesson plans for teaching routines and then practice teaching routines with their peers.

Set 2 | CKC: Understanding and Guiding Behavior | 1-3 Hours
For staff serving K-8th grade students

Strategies for a Positive Classroom

Participants will explore and practice strategies for generating and maintaining a positive classroom dynamic. These strategies will provide teachers the tools to foster healthy student relationships, prevent bullying, and develop tools to foster respect among individuals.

Set 2 | CKC: Understanding and Guiding Behavior | 1-3 Hours
For staff serving K-8th grade students

Transitions and Time Fillers

Participants will explore and practice strategies to transition students between different activities, reduce or eliminate waiting time, and explore and practice activities that keep students busy and reduce behavior problems.

Set 2 | CKC: Understanding and Guiding Behavior | 1-3 Hours
For staff serving K-8th grade students

Supporting Positive Behavior in Afterschool Using the 40 Developmental Assets

The 40 Developmental Assets paint a picture of the positive things all young people need to grow up healthy and responsible. We will use this framework to approach building rules and routines and associating consequences with behavior. Participants will practice several skill-building activities and gain strategies for supporting positive behavior in their school-age program.
Set 2 | CKC: Understanding and Guiding Behavior | 1-3 Hours
For staff serving K-8th grade students

Your Role as a Volunteer in Afterschool

In this training on volunteering to work with school-aged students in afterschool programs, participants will explore strategies and tools for maintaining a positive environment. Participants will also explore how to support student motivation, encourage reflection, and examine strategies for engaging typically underserved youth.
Set 2 | CKC: Understanding and Guiding Behavior | 3-6 Hours
For staff serving K-12th grade students

Social and Emotional Learning

Encouraging Independence and Responsibility in School-Age Youth

In this session participants will examine a child's need and capacity for independence. They will also develop strategies for encouraging independence and personal responsibility among the youth in their afterschool programs.
Set 2 | CKC: Human Growth and Development | 1-3 Hours
For staff serving K-8th grade students

Growth Mindset: Supporting School-age Learners

Participants will explore the concept of Growth Mindset, examine their own mindset as it applies to learning new things, and practice communication strategies that build confidence in problem solving and encourage students to persist through challenges.
Set 2 | CKC: Human Growth and Development | 1-3 Hours
For staff serving K-8th grade students

Emergency Preparedness

Emergency and Disaster Preparation for School Age Programs

Emergency and disaster preparation for facilities/programs serving school-age children.
Set 1 | CKC Health, Safety, and Nutrition | 1-3 Hours
For staff serving K-8th grade students

Emergency and Disaster Preparation in Child Care and Early Learning Programs: Shelter in Place

Emergency and disaster preparedness is an essential skill and risk management tool to ensure the health, safety, and well-being of children in care. Whether an emergency is caused by nature or humans, high-quality program providers must be prepared. This workshop explores emergency and disaster preparedness and provides strategies for "sheltering in place".
Set 2 | CKC: Health, Safety, and Nutrition | 1-3 Hours
For staff serving K-8th grade students

Program Management and Planning

Professionalism in Afterschool

Participants will gain a basic understanding of professionalism and how their behavior, dress, and interactions reflect on the credibility of their afterschool program.
Set 1 | CKC: Personal and Professional Leadership Development | 1-3 Hours

Standards for Family Engagement in Afterschool

In this session participants will review program standards and staff competencies for family engagement and compare the standards to their policies and practices. Participants will identify barriers to family engagement and strategies to overcome those barriers.
Set 1 | CKC: Family and Community Systems | 2 hours

Family Engagement: Building Relationships with Families in Afterschool

In this session participants will explore barriers to family engagement and develop strategies to overcome those barriers and build authentic relationships with families that lead to meaningful parent engagement.
Set 2 | CKC: Family and Community Systems | 3-6 Hours

Family Engagement in STEM: Facilitating a Family Engineering Event

By attending this session parent volunteers and afterschool providers will become fully prepared to co-facilitate a fun and engaging Family Engineering Event.
Set 2 | CKC: Family and Community Systems | 1-3 Hours

Getting Started: A Beginner's Workshop for New Program Directors

This training is designed for management-level staff. Participants will review the Continuous Improvement Process and review key areas in program management. Participants will practice using Beyond the Bell tools to support program planning, goal setting, creating policies and procedures, staffing, resource management, and communication.
Set 1 | CKC: Program Management | 3-4 hours

Program Delivery: Creating a Program Plan

This training is designed for management-level staff. Participants will use the Beyond the Bell tools to explore intentional program planning. Participants will explore the Logic Model Planning Tool and use it to develop a Program Plan with components that include: goals, action steps, and outcomes; program structure, reach, and partners; organizational capacity and sustainability; and evaluation.

Set 2 | CKC: Program Management | 4 hours

Forming School Partnerships

Strong partnerships with the school-day are vitally important in supporting students in afterschool programs. Participants will use the Beyond the Bell tools to explore The Five Principles of Successful School/Afterschool Partnerships, and best practices for school-day alignment. Participants will develop and practice strategies for communicating with school-day staff. This training is designed for management-level staff.

Set 2 | CKC: Family and Community Systems | 3-4 Hours

Connecting with School Day Teachers

Afterschool programs have an opportunity to expand on school-day learning. In this session, participants will examine links to the school day including academic connections and aligning behavior management strategies.

Set 2 | CKC: Learning Environments and Curriculum | 1-3 Hours

Forming Community Partnerships in School-age Programs

Partnerships are vitally important to a successful afterschool program.Participants will use the Beyond the Bell tools to explore the value of community partnerships and to create partnership implementation strategies. Participants will practice strategies for communicating with stakeholders in order to sustain on-going and mutually beneficial relationships with community partners.

Set 2 | CKC: Family and Community Systems | 2-3 Hours

Forming Family Partnerships in School-age Programs

Partnerships are vitally important to a successful afterschool program.Participants will use the Beyond the Bell tools to explore the value of family engagement and to create family engagement strategies. Participants will practice strategies for communicating with families in order to sustain on-going relationships that support students.

Set 2 | CKC: Family and Community Systems | 2-3 Hours

Staff Development: Building a Stronger Team for your Afterschool Program

This training is designed for management-level staff. Participants will examine the importance of staff development and how it relates to offering a quality afterschool program that supports a school-age child. Participants will explore types of professional development and use Beyond the Bell tools to create professional development plans.

Set 2 | CKC: Program Management | 2-3 hours

Data Driven Decision Making

In this management-level session, participants will explore types of data and how each one benefits a program. Participants will use Beyond the Bell tools to develop measurable indicators that reflect their program vision. Participants will use a logic model to develop a plan for using data in the design of their program.

Set 2 | CKC: Observation and Assessment | 3-4 hours

Lesson Planning Strategies for Afterschool

This workshop will cover all the components of planning an afterschool activity for short (less than 1 hour) activities and multiple week courses for your afterschool program. The importance of gathering materials on limited time, efficiently setting up a space in another teacher's classroom, building a daily schedule to create consistency, and tools for reflection time will all be covered. Participants will spend time working on a lesson plan and should leave this workshop with a ready to use template.

Set 1 | CKC: Learning Environments and Curriculum | 2 hours

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