AFTERSCHOOL COLLECTIVE

Multi-week Programs or One time Workshops

S.T.E.A.M

CONTACT US FOR FULL PROGRAM DESCRIPTIONS

Holiday & Speciality Robotic Workshop | 3 HR

Halloween Robotics
Winter Holiday Robotics
A Universe of Stories
Prehistoric Workshop
Libraries Rock
Oceans of Possiblities
Building a Better World
Fantasy Workshop
Imagine Your Story

K-12 | TECHNOLOGY

Animation Studio | Movie Making
Video Game Design
Drone Commander
Mindstorm

K-12 | SOCIAL-EMOTIONAL & LEADERSHIP DEV

Young Changemakers Lab
Mindful Innovators
Future Leaders Forum

K-5 | THEMED S.T.E.A.M

Mining & Building: Basic
Mining & Building: Epic
Mining & Building: Advanced
Ninja Adventures
Jedi Masters
Superheroes
Military Patriots
Mini-Figure Mania
Exploring Arendelle
Castles & Kingdoms
Pokemania
Grumpy Birds
Planes, Trains & Automobiles
Story Builders
Movie Favorites
Wonderful Wizards | Harry Potter

K-1 2 | HEALTH, ENVIRONMENT & WELLNESS

Eco-Engineers & Sustainability Studio
Movement + Mindset Mashup

K-12 FUTURE-READY & INNOVATION

AI Explorers
Future Engineers Lab
Drone Dynamics & Aerial Mapping
Space Science Academy

K-12 | CREATIVITY, DESIGN & INNOVATION

Digital Story Studios | Podcasting
Game Design & Ethics Lab
FashionTech & Wearable Design
Museum Makers
Musical Ears
Sustainable Sewing

K-5 | LIFE SKILLS & ENTREPRENEURSHIP

Kidpreneurs Inc.
Financial Futures
Creative Careers of the Future

INFO@THEAFTRSCHOOLCOLLECTIVE.ORG | 833.NY.STEAM

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PRE K PROGRAMS

Animal Explorers
Discovering Dinosaurs
Planes, Trains, Automobiles
Jr. Engineering
Jr. Builders
Jr. Scientists
Whalebots - screen free coding

K-12 PROGRAMS | STEM

Basic Engineers
Intermediate Engineers
Foundational Engineering
(Machines & Contraptions)
Developing Engineers
(Mechanical Masterminds)
Amusement Park
Adventures Engineering
Advanced Engineers
Alternative Energy
Brick Art & Design Lab
Superstructures
Snapology Scientists
Science of Superpowers

K-12 PROGRAMS | STEM CONT.

Escape Snapology
Sports Science
Amazing Race
STEAM Survivor
Minecraft Gaming
Combat Robots
Robot Challenge
Snapology's STEAM Lab

K-12 | ROBOTICS

Kinderbots |
RoboPets Robotics | K
Cubelets | K+
Incredible Inventions Robotics
Creature Creator Robotics
Mega Machines Robotics
Real World Robotics
Jedi Robotics
AttackBots Robotics
Battle Robotics: Beginner Coding
GameBots: Robotics
GameBots: Beginner Coding
Amazing Animals
Inventor's Club
Robotics Rescue Mission
Prehistoric Robotics

ST.E.A.M Workshop Programs | 3 HR

Madrigal Magic, Inspired by Encanto
King of the Pride Lands Workshop
Training Dragons Workshop
Toy Story Workshop
Roblox Workshop
Brick City Workshop
Science of Slime Workshop
Fidget Spinner Workshop
Archeology Workshop
Emmett's Adventures
Emmett's Adventures 2 Workshop
Mother's Day Workshop
Father's Day Workshop
Monster Mania | Halloween

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ART

VIEW A SAMPLE OF OUR ART PROGRAMS BELOW!

Drawing
Students will explore different ways of drawing lines to create shapes and patterns. Students will refine the basic graphic skills needed for learning to form figures and scenery.

Pattern, Rhythm, Movement, Balance & Unity
Students identify and describe simple patterns found in their works of art, control lines, shapes, forms and colors to create patterns. Students will draw geometric shapes/forms and repeat them in progressional sequences.

Portrait Art
Students will understand artworks can have a main theme or subject. Students will identify portraits in artworks and create an original artwork with a theme of family, friends or self.

Still Life Art
Students will exhibit the act of drawing a variety of objects from observations made to create still life artwork that presents lines, shapes, and colors. Students will demonstrate skill in observation from real life to present convincing, accurately rendered objects or subject matter.

Landscape Art
Introduce students to the style and concept of landscape art & l identify landscapes in artworks that exemplify a primary focus of natural scenery and elements including skycapes, trees, mountains, and more.

Pop Art
Students will be able to explain the origins, purpose and influence of pop art & identify pop art styles from various visual artists. Students will be able to develop and create individual works of pop art.

Exploration of Music
Students will construct and demonstrate understanding of musical components through an art form. Students will engage in a multitude of creative practices in which an art form and music connect, evolving objectives in both areas of subject. Students will identify musical characteristics as they create and demonstrate art practices.
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Architecture Art
Students will be able to explain the origins, purpose and influences & identify Architecture art components. Students will be able to develop and create individual works of Architecture

AFTERSCHOOL COLLECTIVE

FUN | EXPLORATORY | PLAYFUL | STUDENT LED

ART

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LEGO Brick Art
Students will be able to connect the origins, purpose and influence of visual arts with LEGO® Bricks. Students will be able to develop and create individual works of LEGO® brick art.

Abstract Art
Students identify and describe simple abstract works of art, control lines, shapes, forms and colors to create abstract works of art. Students will be able to understand the term Abstract Art, identify Abstract paintings, and create abstract works of art.

Contemporary Art
Students to identify and describe simple contemporary works of art, control lines, shapes, forms and colors to create contemporary works of art. Students will be able to understand the term Contemporary Art, display the ability to identify & create contemporary works of art.

Symbolism
Students to identify and describe simple symbolic works of art & create artwork reflective of an emotion or idea rather than represent the natural world in the objective of their final product. Students will be able to understand the term symbolism, display the ability to identify & create symbolic works of art.

Cultural Expression
Highlighting the artistic innovation while introducing, building, and strengthening connections between peoples of different cultures within the field of visual art

Animal Art
Students will be to create works of art drawing animals in a natural scene & consider the relationship between setting and subject (animals). Students will demonstrate the ability to translate models and sketches into an organized composition.

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