

**LEARNINGWORKS**  
**AFTERSCHOOL**

21st Century Community Learning Center

# Ocean Avenue School

150 Ocean Avenue Portland Maine 04103

**LWAS Ocean Ave Site Coordinator**  
**699-6196**

<b>Monday</b>	<b>Tuesday</b>	<b>Wednesday*</b>	<b>Thursday</b>	<b>Friday</b>
<b>3:00-5:00</b>	<b>3:00-5:00</b>	<b>2:00-5:00</b>	<b>3:00-5:00</b>	<b>No Program</b>

*\*early release Wednesdays only (9/27 to 5/30)*



# January 2018



<b>Monday</b>	<b>Tuesday</b>	<b>Wednesday</b>	<b>Thursday</b>	<b>Friday</b>
<b>1</b> <b>NO SCHOOL</b> <b>New Year's Day</b> 	<b>2</b> 	<b>3</b> LWAS begins at 2:00 <b>Engineering Day</b> 	<b>4</b> <b>Enrichment Clubs</b> <hr/> <b>PYD Hip Hop!</b>	<b>5</b> <b>No LWAS</b>
<b>8</b> <b>Engineering Day</b> 	<b>9</b> 	<b>10</b> LWAS begins at 2:00 <b>Engineering Day</b> 	<b>11</b> <b>Enrichment Clubs</b> <hr/> <b>PYD Hip Hop!</b>	<b>12</b> <b>No LWAS</b>
<b>15</b> <b>NO SCHOOL</b> <b>Martin Luther King Jr. Day</b>	<b>16</b> 	<b>17</b> LWAS begins at 2:00 <b>Engineering Day</b> 	<b>18</b> <b>Enrichment Clubs</b> <hr/> <b>PYD Hip Hop!</b>	<b>19</b> <b>No LWAS</b>
<b>22</b> <b>Engineering Day</b> 	<b>23</b> 	<b>24</b> LWAS begins at 2:00 <b>Engineering Day</b> 	<b>25</b> <b>Enrichment Clubs</b> <hr/> <b>PYD Hip Hop!</b>	<b>26</b> <b>No LWAS</b>
<b>29</b> <b>Engineering Day</b> 	<b>30</b> 	<b>31</b> LWAS begins at 2:00 <b>Engineering Day</b> <hr/> <b>Field Trip</b> <b>Portland Museum of Art</b>		

Updated 1/9/2018- Schedule Subject to Change



For program highlights, find us at:  
**LearningWorks Afterschool Portland!**

## MEET THE STAFF!

**Site Coordinator**  
**Helen McAlpin**  
**699-6196**



### Teachers

Cathy Fifield  
 Donald Wilkenson

## SAMPLE DAILY SCHEDULE

*Actual schedule may vary due to early-release Wednesdays, special events, guest speakers, or field trips.*

3:00 - 3:10 Arrival, Check In, Bathrooms
3:10 - 3:30 Recess & Snack
3:30 - 3:50 Afternoon Meeting
3:50 - 4:50 Learning Block
4:50-5:00 Clean Up & Dismissal

## Ways a Parent Can Help with MATH

- 1 Look for shapes and patterns in real life
- 2 Have your child measure ingredients for a recipe you are making
- 3 Ask your child to explain the math skills he or she is working on in school
- 4 When helping your child with homework or school assignments, ask him or her to explain how he or she got an answer
- 5 Help your child find some appropriate number and problem-solving games to play online
- 6 Play card or board games that involve counting or patterns
- 7 Ask your child to count change at the grocery store, or to estimate the total cost while you are shopping
- 8 Compare:  
Which is the tallest?  
...the heaviest?  
...the longest?  
...the smallest?  
...the fastest?  
...the hottest?  
...the most expensive?
- 9 Have tools such as a ruler, a scale, a calculator, and a measuring tape available to use in your house
- 10 Encourage your child to track or graph scores or stats for a favorite sports team
- 11 Use dice or playing cards to make a game out of practicing math facts

Point out ways math is part of "real" life: money, computers, music, art, construction, cooking...  
 All around us, every day.

©2013 For the Teachers - www.fortheteachers.org

## WHAT IS LEARNINGWORKS AFTERSCHOOL?

LearningWorks Afterschool is a hands-on, project-based afterschool program focused on STEAM (Science, Technology, Engineering, Arts, and Science) education. LearningWorks Afterschool is specifically designed to give students a positive learning experience that fosters **excitement about learning** and contributes to their **confidence** and **success** in school!

LearningWorks Afterschool provides opportunities *every day* to practice and reinforce skills in **reading** (fiction and non-fiction), **writing** (science notebooks), **math, speaking/listening**, and **vocabulary**.

**Get ready for more fun with...  
 "Engineering Adventures"  
 from the Boston Museum of Science!**



Students will participate in "engineering challenges" to build skills in:  
 Problem solving      Teamwork  
 Communication      Creative thinking

Students will learn:

- How to use the Engineering Design Process to solve problems
- Engineers design technologies to help people and solve problems
- They have the potential for designing/improving technologies
- They, too, are engineers!

**Note:** LWAS does not offer individualized homework help or tutoring. At the site coordinator's discretion, staff may provide opportunities for students to work on their homework during student choice time. Our main goal is to provide additional learning opportunities to students through critical thinking activities and projects - in order to build a variety of academic skills and confidence in learning.

### WHAT ARE WE LEARNING?

#### "A Slippery Slope: Engineering an Avalanche Protection System"

This month we start our second unit of the year. Students will learn about the science of **snow, avalanches, and avalanche engineering**.

Students will get to meet (through video chats) experts from the Mt. Washington Observatory and the Mt. Washington Avalanche Center and ask questions about snow and weather in New England.

We will also study the mountains of Peru, where avalanches are common, build a model of a snowy mountain, and use our new knowledge to engineer and test models of avalanche protection systems (catches and barriers) — to save the pretend towns below!

**LearningWorks Main Office: 181 Brackett St. Portland, ME 04102**

Amy Pichette, Director of LearningWorks Afterschool Programs [apichette@learningworks.me](mailto:apichette@learningworks.me) 775-0105 x164  
 Trina Dorn, Assistant Director of LearningWorks Afterschool Programs [tdorn@learningworks.me](mailto:tdorn@learningworks.me) 775-0105 x173