

**LWAS Riverton Site Coordinator**  
**Hannah Edwards 615-6728**






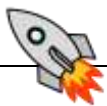



















Monday	Tuesday	Wednesday*	Thursday	Friday
2:50-5:05	2:50-5:05	1:50-5:05	2:50-5:05	No Program

\*early release Wednesdays only (9/26 to 5/29)

## January 2019



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

Monday	Tuesday	Wednesday	Thursday	Friday
31 No School/No LWAS	1 No LWAS <b>New Year's Day</b>	2 <i>LWAS starts at 1:50</i> Engineering Day  Portland Community Squash! (4th/5th grade)  	3 New Enrichment Clubs    <b>littleBits</b>	4 No LWAS Program
7 Engineering Day Liftoff: Engineering & Rovers  	8 Engineering Day <b>sidexside</b> Welcome Ms. Sarah!	9 <i>LWAS starts at 1:50</i> Engineering Day <b>sidexside</b> Portland Community Squash! (4th/5th grade)  	10 Enrichment Club Day   <b>littleBits</b>	11 No LWAS Program
14 Engineering Day 	15 Engineering Day <b>sidexside</b>	16 <i>LWAS starts at 1:50</i> Engineering Day <b>sidexside</b> Portland Community Squash! (4th/5th grade)  	17 Enrichment Club Day 	18 No LWAS Program
21 No School/No LWAS Martin Luther King, Jr. Day 	22 Engineering Day <b>sidexside</b>	23 <i>LWAS starts at 1:50</i>  <b>Family Field Trip!</b> Ice Skating at Falmouth Ice Rink (see invitation)  	24 Enrichment Club Day   <b>littleBits</b>	25 No LWAS Program
28 Engineering Day  LWAS moves to grade 3 classrooms 	29 Engineering Day <b>sidexside</b>	30 <i>LWAS starts at 1:50</i> Engineering Day <b>sidexside</b> 	31 Engineering Day   <b>littleBits</b>	1 February No LWAS Program

## MEET THE STAFF!

**Site Coordinator**  
**Hannah Edwards**  
**615-6728**



### Staff

Adam Beach	Joe Dennis
Jessica Puzak	Zachary Fowler
Jay Piscopo	

## SAMPLE DAILY SCHEDULE

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

2:50 - 3:10 Arrival, Afternoon Meeting, Snack
3:10 - 3:40 Recess & Team-Building Games
3:40 - 4:55 Class Community Meeting/Lesson Learning Block
4:55-5:05 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: ...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.

## 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!

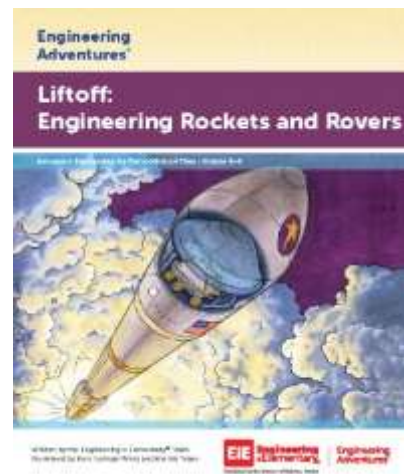
**Note:** LWAS does not offer individualized homework help or tutoring. At the site coordinator's discretion, staff may provide opportunities for students to work on their homework during student choice time. Our main goal is to provide additional learning opportunities to students through critical thinking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

## WHAT ARE WE LEARNING?

**"Liftoff: Engineering Rockets and Rovers"**

Students are exploring space with **rockets, rovers** and **aero-space engineering!**

In this unit, students work with NASA's Jet Propulsion Laboratory to learn how to engineer rovers that can be used to explore faraway worlds. Students are also learning about the trade-offs and variables involved in engineering a rocket to fly to the moon, Mars, Saturn, or Pluto!



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