



Kaleidoscope Registration Form for SEES Records

*****A separate registration form is required for each activity*****

Winter 2018/2019

<u>Tuesdays (3:15-4:15)</u>	<u>Thursdays (3:15-4:15)</u>
<input type="checkbox"/> Hitting the Funny Bone (Biomedical Engineering) (2nd & 3rd) - \$120	<input type="checkbox"/> Slime Mania Island (K-5th) - \$75
<input type="checkbox"/> Jr. Roboteers (K & 1st) - \$115	<input type="checkbox"/> Wee Little Arts (PreK-1st) - \$115
<input type="checkbox"/> Countdown (Minute to Win It) & Connect 4 vs. Checkers (1st-5th) - \$85	<input type="checkbox"/> Motion-Commotion (4th & 5th) - \$120
	<input type="checkbox"/> Computer Game Making Lab (6th, 7th, & 8th) - \$125

Kaleidoscope fees cover all materials that are supplied by the vendor.

Student Name: _____ Grade: _____

Homeroom Teacher: _____ Parent Name(s): _____

Home Phone: _____ Cell Phone: _____

Emergency Contact Name: _____ Phone: _____

Email(s): _____

One snack will be provided. Food Allergies: _____

All Kaleidoscope Programs run from 3:15-4:15 pm.

My child will: (Check One)

- Go to daycare at school at 4:15 pm
- Be picked up by parent/guardian at 4:15 pm
- Walk home at 4:15 pm
- Other - _____

Payment Information:

- Credit card, check, or cash are accepted. If paying with a check or cash, please include payment with this form in a sealed envelope. Checks will be written out to St. Edward-Epiphany School (or SEES), NOT to the vendor (this is a change from last year). If you are paying with card, see the following website: <https://forms.diamondmindinc.com/sees/winterkalreg>
- Class Details and Class Descriptions can be found on SEES website and are below.

KALEIDOSCOPE - Winter 2018/2019

	Tuesday Classes	Thursday Classes
Week 1	27 November	29 November
Week 2	4 December	6 December
Week 3	11 December	13 December
Week 4	8 January	10 January
Week 5	15 January	17 January
Week 6	22 January	24 January
SNOW DATES:	Can be made up as needed throughout month of February	

Kaleidoscope Winter Session Information

Registration will go through the school. Please return form and payment (made out to the school) to the office or homeroom teacher. If registration is completed online, a paper form doesn't need to be returned. For general questions about Kaleidoscope contact Tonya Cooper at tcooper@seeschool.com. Space is limited in every class. If a class is full after you send in your registration, Ms. Cooper will contact you as soon as possible to see if a different class might work instead. If minimum numbers are not met, Ms. Cooper will contact the parent to see if a different class will be acceptable and any payments will be returned as needed.

In addition to the registration form (Pg. 1 of this document), parents must also sign a Adult Hold Harmless/Indemnity Agreement for each activity (SEE BELOW).

Kaleidoscope students go to Father Herbert Hall at dismissal. Younger students are escorted by a teacher. From 3:00-3:15 the students will have a snack (please let Tonya Cooper know about any food allergies). Vendor teachers will meet students in Father Herbert Hall to pick up students for their class. Classes are from 3:15-4:15. Dismissal begins at 4:15. Ms. Cooper will contact parents to let them know where dismissal will occur. Students who go to daycare will be checked into daycare after dismissal is over. It is very important when you register to let us know who your child will be picked up by or if they go to daycare. See Calendar of dates above.

Class descriptions are listed below the Adult Hold Harmless /
Indemnity Agreement.

ADULT HOLD HARMLESS / INDEMNITY AGREEMENT

PARISH: Saint Edward-Epiphaney Catholic School & Saint Edward the Confessor Catholic Church (Parish is understood to include the Diocese of Richmond)

ACTIVITY PARTICIPANT OR FACILITY USER'S PARENT: _____

DATES OF ACTIVITY OR USAGE: November 27, 2018-January 24, 2018 (or final session date if snow dates occur)

TYPE OF ACTIVITY OR USAGE (Name of Class): _____

The above named ACTIVITY PARTICIPANT OR FACILITY USER'S PARENT agrees to defend, protect, indemnify and hold harmless the above named PARISH against and from all claims arising from the negligence or fault of the above named ACTIVITY PARTICIPANT OR FACILITY USER's child or any of their agents, family members, officers, volunteers, helpers, partners, organizational members or associates which arise out of the above named ACTIVITY OR USAGE at the above named PARISH.

Additionally, the above named ACTIVITY PARTICIPANT OR FACILITY USER'S PARENT agrees to protect, defend, hold harmless and fully indemnify the above named PARISH for any claim or cause of action whatsoever arising out of the above mentioned ACTIVITY OR USAGE which takes place during the above identified DATE(S) OF ACTIVITY OR USAGE that is brought against the PARISH by the above named ACTIVITY PARTICIPANT OR FACILITY USER or their family members whether such claim arises from the alleged negligence of the PARISH, its employees or agents or ACTIVITY PARTICIPANT or FACILITY USERS' child's negligence. If any portion of this agreement is held invalid, it is agreed that the balance thereof, shall continue in full legal force and effect.

SIGNED BY (Parent) : _____

NAME of Parent (Please Print): _____

NAME of Child: _____

DATE: _____

THIS WAIVER IS REQUIRED FOR EVERY CHILD WHO PARTICIPATES
IN KALEIDOSCOPE.

CLASS DESCRIPTIONS

TUESDAY CLASSES


Hitting the Funny bone! - Biomedical engineering	
Theme	<p>Participants will explore the mighty Human body & Organ systems (skeletal, muscular, respiratory, digestive and more) that will spark their interest and curiosity, challenging them to understand how our complex organs work together to create amazing human form.</p> <p>They will create innovative take-home models in biomechanics, Biomaterial and Bioinstrumentation including: DIY Microscope, Jumbled Skeleton, Fix-a-Fracture, Prosthetic leg, Bony-hand, clenching fist & more!</p>
Videos	<p>https://www.youtube.com/watch?v=6j-uGNmNDS8 https://www.youtube.com/watch?v=BFbCXKeGaWc https://www.youtube.com/watch?v=zKaGLHyckLk</p>
Dates	6 sessions, Tuesdays - 11/27, 12/04, 12/11, 01/8, 01/15, 01/22
Grades	2nd & 3rd
Price	\$120.00
Format	This session is for up to 16 students. Minimum enrollment is 6 students.

Jr. Roboteers	
Theme	<p>In this fun introductory program, our youngest participants will create cool robots that move, respond to their commands, sing, dance, run, spin & search for puppies! Children learn the basics of Robotics Hardware: motors, sensors, wheels, gears & Robotic Software via simple (but powerful) drag & drop programming. This program specifically designed for young students, bundles designing, building, problem-solving, computer programming, critical thinking, collaboration and communication into one exciting program.</p>
Videos	<p>https://www.youtube.com/watch?v=oxYyZ2ZC5yw https://www.youtube.com/watch?v=PBkqgCiJI_E</p>
Dates	6 sessions, Tuesdays - 11/27, 12/04, 12/11, 01/8, 01/15, 01/22
Grades	Kindergarten & 1st
Price	\$115.00
Format	This session is for up to 12 students. Minimum enrollment is 6 students.

Theme	<p style="text-align: center;">Countdown (Minute to Win It) & Connect 4 vs. Checkers (This class will combine three popular games!)</p> <p>Countdown (Minute to Win it) Ready, Set, Go! 60 seconds can feel like an eternity or slip away in a blink of an eye. Are you cool under pressure? Come join the Game Revolution and find out what it really means to be connected. No screens, no tablets, no controllers, just quick reflexes and even quicker minds. Each class will feature a series of challenges. It's simple to rack up the points: If a player attempts the game he/she automatically receives 3 points, and if they were able to complete the task in under a minute they receive 5 points. The only thing racking up more than points is the laughter...</p> <p>Connect 4 vs Checkers Here's a chance to get your "ducks in a row" and to "put your pieces in place"! These classic games are being introduced with a new twist for a fun, entertaining, and competitive after school program. Outsmart, outwit, and out move your opponent to get to the top of the PYRAMID. Each class will be a sprint to the top. The "pyramid game" keeps players rotating and angling to move up the ladder! With someone always to challenge and someone always ready to accept the challenge, the PYRAMID feature for a Connect Four and Checkers tournament keeps everyone involved and having fun.</p>
	<p>Dates 6 sessions, Tuesdays - 11/27, 12/04, 12/11, 01/8, 01/15, 01/22</p>
	<p>Grades 1st, 2nd, 3rd, 4th, & 5th</p>
	<p>Price \$85.00</p>
	<p>Format This session is for up to 30 students. Minimum enrollment is 8 students.</p>

Thursday Classes

Theme	<p style="text-align: center;">Slime Mania Island!</p> <p>Are you slime crazy? Do you love making squishy, squeezey stuff? Then Challenge Island's Slime Mania Island is the place for you! You and a tribe full of friends will dive into a new slime-filled world every day, from alien ooze to ghostly goo to monster muck to lava, too. No matter how you stretch it, Challenge Island® Slime Mania Island promises to be a STEAM-rific adventure of a lifetime!</p> <p>Challenge Island® is the wildly popular enrichment program that promotes and fosters integral creative and critical thinking skills in children. Kids divide into cooperative tribes and take on exciting challenges set on action-packed, thematic "islands". Our innovative approach emphasizes STEM/STEAM (science, technology, engineering, art and math) and core language arts skills. For kids of all ages! See more at www.challenge-island.com/midlothian</p>
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Media	
Dates	6 sessions, Thursdays - 11/29, 12/6, 12/13, 1/10, 1/17, 1/24
Grades	Kindergarten, 1st, 2nd, 3rd, 4th, & 5th
Price	\$75.00
Format	This session is for up to 25 students. Minimum enrollment is 10 students.

Theme	<p style="text-align: center;">Wee Little Arts</p> <p>Wee Little Arts is a ground-breaking visual arts program that fosters creativity in students and encourages the development of critical thinking and fine motor skills. Our teachers use an award winning curriculum and a step-by-step process for developing young minds through drawing, painting, sculpture, and mixed media. Each session builds on the next, reinforcing with art history and age-appropriate children's literature. Students build critical thinking and fine motor skills while having a blast making beautiful artwork. During this winter session, students will be creating all kinds of fun Drawings: still life, architectural drawing, and, of course, self portraits! Art history and children's literature will play a major role in introducing the simple, yet necessary, elements drawing!</p>
Dates	6 sessions, Thursdays - 11/29, 12/6, 12/13, 1/10, 1/17, 1/24
Grades	PreK, Kindergarten, & 1st
Price	\$115.00
Format	This session is for up to 12 students. Minimum enrollment is 3 students.

Theme	<p style="text-align: center;">Motion-Commotion</p> <p>A Mechanical Engineering adventure with the laws of motion. This program will take participants into the land of moving things. They experience the epic battle between inertia and motion. Move away inertia, as the hands-on activities are sure to get everyone moving!</p>
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	<p>Children get hands-on with the science of forces & motion, experience 4C skills of Communication, Collaboration, Critical Thinking and Creativity with engineering design challenges.</p> <p>Activities include: Grab-I-Nator™, Mystery Machine! Laziness Workshop, Action Reaction Car, Balancing Gizmo, Driver Inertia and more</p>
Videos	<p>https://www.youtube.com/watch?v=Dhr0y5ULecM https://www.youtube.com/watch?v=bXNXKynJ_HA https://www.youtube.com/watch?v=66FA8GaGkRk https://www.youtube.com/watch?v=pHc4D9mQQjA</p>
Dates	6 sessions, Thursdays - 11/29, 12/06, 12/13, 01/10, 01/17, 01/24
Grades	4th & 5th
Price	\$120.00
Format	This session is for up to 16 students. Minimum enrollment is 6 students.

	<p>Calling all Gamers! Computer Game Making Lab</p>
Theme	<p>Love playing video games? Watch as your own imagination comes to life when you make your very own video game. Gamers will use drag and drop coding to make a game that displays their personal style and interests. Racing games, mazes, tag games, follow the leader, or "kid friendly" battles that include levels, score keeping, story lines, multi-player and more! The possibilities are endless!</p> <p>Our video-gamers-in-training, will learn to code • landscaping and environmental fabrication capabilities in video games • designing and programming characters • coding their characters for action & motion • changing character behavior based on events • adding power-ups, health and timer • creating multiple levels in their games.</p>
Videos	<p>https://www.youtube.com/watch?v=YhgA9n5Vsz0 https://www.youtube.com/watch?v=XjVllxXSotc</p>
Dates	6 sessions, Thursdays 11/29, 12/06, 12/13, 01/10, 01/17, 01/24
Grades	6th, 7th, and 8th
Price	\$125.00
Format	This session is for up to 16 students. Minimum enrollment is 6 students.