

## PROGRAMS OFFERED AT OUR CLUBS

Our Clubs have something for every child, no matter their interests. We are focused on developing the whole child in fun and engaging ways. Kids are always learning, but they're having so much fun that everything feels like a game, not like work. Check out what we have to offer in academic programs, health and wellness programs, arts program, and character and leadership development programs. These are just a few examples of what we have to offer – if you'd like to learn more, talk to the Unit Director or Program Director at your nearest branch.

### ACADEMIC PROGRAMS



Brain Gain is comprised of 17 one-week modules with themed activities for elementary school, middle school and high school students. Each module takes a project-based learning approach; youth engage in a process of learning through discovery, creative expression, group work and a final project or production.

### KidzMath

KidzMath program (grades K–2 and 3–6) is a mathematics enrichment program designed specifically for out-of-school settings, though it is also successful in the classroom. It uses cooperative games and storybook-based activities to promote mathematical understanding and social development. Children develop mathematical skills, gain confidence in their mathematical abilities, increase their enjoyment of mathematics, and improve their ability to work with others. The program, which is aligned with the National Council of Teachers of Mathematics Standards.

### KidzScience

KidzScience program is for grades 3–5 is designed specifically for out-of-school settings. This inquiry-based science program covers green science, life science, physical science, forensic science and earth and space science. Excite children about science, build science knowledge and inquiry ability, and help children learn important cooperation and teamwork skills.



Khan Academy offers practice exercises, instructional videos, and a personalized learning dashboard that empower learners to study at their own pace in and outside of the classroom. It tackles math, science, computer programming, history, art history, economics, and more. The math missions guide learners from kindergarten to calculus using state-of-the-art, adaptive technology that identifies strengths and learning gaps. We've also partnered with institutions like NASA, The Museum of Modern Art, The California Academy of Sciences, and MIT to offer specialized content.



A special STEM science program for members that just finished Kindergarten. Positive Sprouts program focuses on improving nutrition by providing Boys & Girls Club members with the tools necessary to build and maintain their own community gardens.

## HEALTH & WELLNESS



## & Healthy Habits

Triple Play and Healthy Habits, BGCA's first comprehensive health and wellness program, developed in collaboration with the U.S. Department of Health and Human Services, strives to improve the overall health of Club members ages 6-18 by increasing their daily physical activity, teaching them good nutrition and helping them develop healthy relationships.

## ARTS



The ImageMakers National Photography Program is full of fun, creative activity ideas for three skill levels. Members will be able learn the basics of taking photos and editing their pictures.



Meet the Masters has over 30 years of history of providing interactive, multi-media art education to school students worldwide. As a leading art program, Neet the Masters has introduced 35 Master Artist. Members will learn art techniques of each Master and will be able to create their own master piece.

## Creative Authors Club

The Creative Authors Club is a collaborative effort from members at the club, with each member contributing written text along with corresponding artwork to create one combined Club book.

## CHARACTER DEVELOPMENT & LEADERSHIP



A Torch Club is a powerful vehicle through which club staff can help meet the special character development needs of younger adolescents at a critical stage in life. Torch Club members learn to elect

officers and work together to implement activities in four areas: service to Club and community; education; health and fitness; and social recreation.



SMART Moves is a program that uses a team approach involving Club staff, and peer leaders. This program does more than just emphasizing a "Say No" message, the program teaches young people ages 6-15 how to say no by involving them in discussions and role playing practicing resistance and refusal skills, developing assertiveness, strengthening decision-making skills and analyzing media and peer influence. The ultimate goal: the practice of responsible behavior.



Passport to Manhood consists of 14 sessions, each concentrating on a specific aspect of character and manhood through highly interactive activities. Each Club participant receives his own "passport" to underscore the notion that he is on a personal journey of maturation and growth. The program includes a service project where boys learn the importance of giving back to the community. Passport to manhood represents a targeted effort to engage young boys in discussions and activities that reinforce character, leadership and positive behavior.



SMART Girls offers young members ages 8 to 17 guidance toward healthy attitudes and lifestyles, eating right, staying fit, getting good health care and more. Encouraging young women to have healthy attitudes and lifestyles, SMART Girls helps them reach their full potential. Through dynamic sessions, group activities, and mentoring opportunities with Staff, Club girls enjoy the opportunity to build skills for eating right, staying physical fit, getting good health care, and developing positive relationships.



Junior Staff assist Club members ages 11-15 in exploring a career in youth or human services, particularly Boys & Club work. Young people prepare for future roles as human services professionals by participating in career development activities discovering the importance of community service, building customer service skills and completing a Club apprenticeship.