



## ELEMENTARY SCHOOL CLUBS

### OVERVIEW

APS elementary school co-curricular activities program includes about fifteen school clubs in addition to the Student Council and the Athletic Teams. These provide the opportunity to further develop the student's intellectual and social needs.

Some of them sponsor activities or projects which serve as an extension of the classroom experience. Each club moderated by a faculty member who sees to it that the organization constitution is observed.

Clubs during "D" days are offered from grades third through six.

### CLUB LISTING

**These are some description of our clubs, because they vary each semester:**

#### Computer Club:

Objectives:

To provide the best educational games, while exploring their young minds and exercising their imagination.

To give children time away from the classroom without the pressure of grades. Provide new ways to learn.

#### Cheerleading:

Being a cheerleader is an honor and special privilege. Cheerleading promotes good sportsmanship, good citizenship, and wholesome and enthusiastic school spirit. They are first and foremost representatives of their school. Members of this group have a fundamental responsibility to play a leadership role in building teamwork and helping the school achieve its goals and objectives.

#### Cooking

During the semester, the students learn different skills in the kitchen and safety rules, as well as, discuss decisions that are required in menu planning.

#### Sewing Club

Students learn the basics of sewing, textiles, and perform simple projects.

## Art

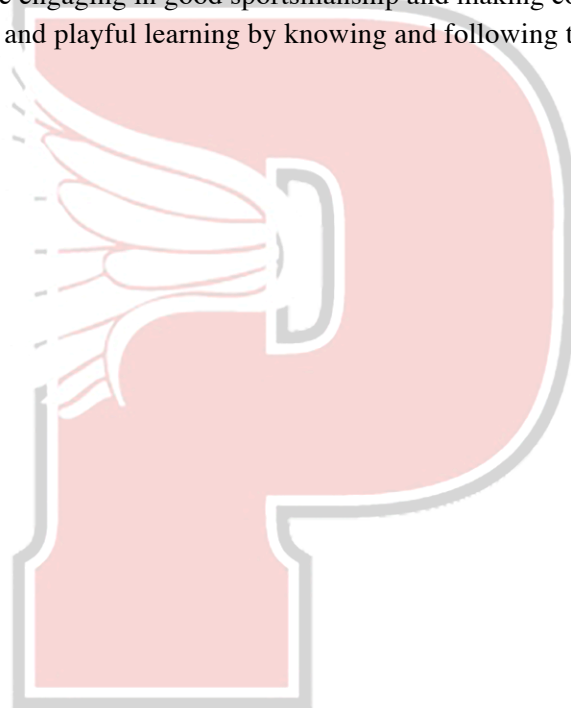
Create art and reflect what they have made. Construct meaning through encounters with art. Discover the significance and value of art in their lives.

### Friendship Bracelet

Students learned to do friendship bracelets. They have the opportunity to work together and help each other, not only during the club, but other friends in teaching them.

### Board Games Club

To further develop student's strategies and critical thinking by playing board games. To give students the opportunity of having fun while engaging in good sportsmanship and making conscientious decisions. To develop a sense of cooperative and playful learning by knowing and following the rules of the selected game.



---

**PERPETUO  
ANGELS**