

## Afternoon Program

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At GT Anywhere, afternoons are for doing. Once students complete their morning TimeBack work, they unlock access to live, expert-led workshops across Sciences, Humanities, and Competition Training. Choose from tracks in robotics, engineering, and coding, or debate, writing, and media. Sessions are led by field experts, seasoned coaches, and competition champions. These aren't electives - they're where gifted students build the portfolios, skills, and credentials that matter before high school.

The GT Anywhere Afternoon Program extends morning Timeback academics into structured enrichment. After meeting daily XP targets, students unlock afternoon sessions in Sciences, Humanities, and Competition tracks. Most courses meet 2-3x per week to enable progressive skill building.

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### Target Grades

3rd-8th Grade primary; K-2 accelerated foundations

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### Session Duration

60-90 minutes (45 min for K-2)

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### Session Length

8-10 weeks per semester; Competition teams year-long

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### Earliest Start

12:30 PM Central Time

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### Student Load

2-3 classes per session

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### Cohort Size

8-12 competition; 12-20 enrichment; up to 20 drop-in

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### XP Gating

140 XP daily target required for access

TRACK 01

# Sciences

An intensive engineering track where students master autonomous systems, orbital mechanics, and machine learning through high-stakes building and experimental investigation.

Course	Description	Grade	Size
Game On	Learn and apply coding skills by building your own video game	3-8	12-16
VEX IQ Builders Camp	Year-long engineering challenge, balancing technical rigor with teamwork and strategy	4-8	12-16
Space Colony Engineering	Design planetary bases and explore orbital mechanics	6-8	12-16
AI & Machine Learning	Build real ML models and understand how AI works	6-8	15-20
Experimental Science Lab	Hands-on investigations and the scientific method	4-8	12-16

TRACK 02

# Humanities

A professional-grade production arena where students master Socratic debate, real-world journalism, and the creation of published films and books.

Course	Description	Grade	Size
Storyteller Studio	Got a story to tell? Become a published author	4-8	12-16
Video Production	Script, shoot, edit, and publish professional videos	3-6	12-16
Humanities Inquiry	Socratic analysis of humanities through art, literature, and philosophy	6-8	12-16
Great Works	Close reading and academic discussion of the literary canon	3-8	15-20
Journalism	Research, write, and publish real stories	3-8	15-20
Documentary Film	Produce compelling documentary shorts	4-8	12-16

# Competition Teams

Year-round teams aligned with competition calendars.  
Full academic year commitment. Meet 3x/week minimum.

 Year-Long

Team	Description	Grade	Competition Calendar
Grand Masters	Learn chess from a Grand Master and raise your ELO score	5-8	Sep-Jun: Monthly local Jun 17-20: NSDA MS Nationals
Math Olympiad	AMC & MATHCOUNTS prep with competition medalists	3-8	Monthly USCF; Dec: K-12 Nat'l May 15-17: MS Nat'l (TX)
Speech & Debate	Public Forum debate with national tournament prep	4-8	Nov: AMC 10/12; Jan: AMC 8 Feb: Ch; Mar: State; May: Nat'l
Science Olympiad	Team STEM events and regional/national competition	5-8	Oct-Apr: NAQT regional May: MS National Championship
VEX Robotics Competition	Foundation in engineering design, C++ coding, and assembly for VEX competitions	5-8	August - March Comp. Season April World Championships
Bees and Bowls	Academic trivia and NAQT championship preparation	6-8	Feb: Invit; Mar: Regional Apr: State; May: Nationals

## Math Olympiad Year Cycle

Aug-Oct	Foundation building
Nov 5 & 13	AMC 10A/12A and 10B/12B
Jan 22-28	AMC 8
Feb 1-28	MATHCOUNTS Chapter
Mar 1-31	MATHCOUNTS State
May 10-11	MATHCOUNTS Nationals

K2

# K-2 Accelerated Foundations

Rigorous introductions for gifted early learners.  
45-min sessions. Accelerated entry points.

Course	Description	Grade	Size
Computational Thinking	Block programming: sequence, loops, conditionals (Scratch Jr)	K-2	12-15
Young Authors	Oral storytelling, dictation, illustrated books	K-2	12-15
Discovery Lab	Scientific method: hypothesis, experiment, conclusion	K-2	12-15
Chess Foundations	Piece movement, tactics, patterns	K-2	12-15
Book Club	Acquire a joy for reading through modern classics	K-2	12-15
Number Explorers	Advanced number sense, patterns, early algebra	K-2	12-15

## Questions?

Visit: [anywhere.gt.school](http://anywhere.gt.school)

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