



ACTIVE PLAY

Miner ES Enrichment Program : Fall 2026





Hello Miner Elementary families!

We're so excited to be joining your school community this year. Active Play After School has been running enrichment programs since 2018, and at the heart of what we do is a simple idea: kids learn best when they're having fun. Whether your child wants to dance, build with LEGOs, get competitive over a board game, or burn off energy in a game of dodgeball, we've got something for them. We love watching kids try new things, make friends, and discover a new passion they didn't know they had. We can't wait to be apart of the Miner Elementary family, and we're looking forward to a great year together.

OFFERINGS & CLASS DATES

Starting Fall 2026, families will have the option to sign up for one-hour enrichment programs

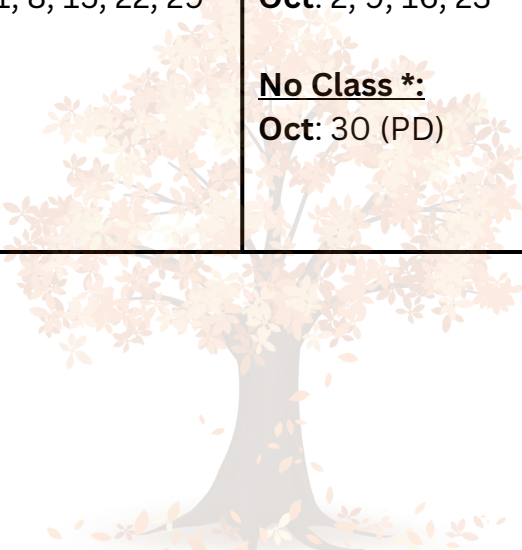
- **One-Hour Enrichment (3:30–4:25 p.m.)** – Students may be picked up at 4:30 p.m. or escorted to aftercare by Active Play staff at the conclusion of enrichment.

Active Play is also offering 20% off to families enrolled in programming 3 or more days per week

CALENDAR

Our fall season goes from September 8th to October 30th, operating every day DCPS has a full day of school.

MONDAYS	TUESDAYS	WEDNESDAYS	THURSDAYS	FRIDAYS
<u>Class Dates</u> Sept: 14, 21, 28 Oct: 5, 19, 26	<u>Class Dates</u> Sept.: 8, 15, 22, 29 Oct: 6, 20, 27	<u>Class Dates</u> Sept: 9, 16, 23, 30 Oct: 7, 14, 21, 28	<u>Class Dates</u> Sept: 10, 17, 24 Oct: 1, 8, 15, 22, 29	<u>Class Dates</u> Sept: 11, 18, 25 Oct: 2, 9, 16, 23
<u>No Class *:</u> Sept: 7 (HOL) Oct: 12 (HOL)	<u>No Class * :</u> Oct: 13 (PTC)			<u>No Class *:</u> Oct: 30 (PD)



PRICING

Active Play is offering discounted pricing and sibling discounts for all Active Play programs.*

FIRST-HOUR PRICING (3:30-4:25 PROGRAMS)

Enrollment	Cost
1-2 Classes Per Week	Full price
3 or More Classes Per Week	20% Off *



MATERIAL FEES

- Specialty classes also have added material fees to cover supplies. These classes include cooking, art, science and LEGO Engineering. Material fees range from \$30–\$60 per session, depending on the class and session length.

REGISTRATION PLATFORM AND TIMELINE

- Registration opens at 9 am EST on Wednesday, August 3rd, 2026
- Registration closes at 12 pm EST on Thursday, September 4th, 2026
- Registration is on a first-come, first-serve basis through TeamSnap
- The link is available on the Active Play website here:
<https://www.activeplayllc.com/minerelementary>
- All questions and feedback should be directed to MinerEnrichment@ActivePlayLLC.com

PICK- UP, SNACK AND DISMISSAL

- Active Play will be ready to greet students right at school dismissal (3:15).
- Students are only allowed to eat **nut-free snacks** brought from home - we will not provide snacks.
- Snack time will be 3:15 - 3:30 pm. At 3:30 pm, students will be escorted to their assigned classroom by an Active Play instructor to begin the enrichment.

At 4:30 pm, students who go to aftercare will be escorted there by Active Play staff; students who go home will be brought to parent pick-up.

** Discount eligibility will be verified by Active Play following registration completion*

Enrichment for PK3 and PK4

Programs are organized in color-coded activities: **Sports & Movement**, **Art & Music**, **STEM & Strategy**, and **Practical Skills & Language**

CLASS TIMES	MONDAYS	TUESDAYS	WEDNESDAYS	THURSDAYS	FRIDAYS
3:30-4:25	Tots Soccer (Grades PK-K) Young Mad Scientist (Grades PK-1) Hot Wheels (Grades PK-K)	Cooking (Grades PK-5) Gymnastics (Grades PK-K)	Tots Soccer (Grades PK-K) Pottery (Grades PK-1)	Young Picasso's Art Club (Grades PK-1) Dance (Grades PK-1) Little Builders (Grades PK-K)	Jewelry Making (Grades PK-1) Drama and Story Time (Grades PK-K)

Enrichment for Kindergarten

Programs are organized in color-coded activities: **Sports & Movement**, **Art & Music**, **STEM & Strategy**, and **Practical Skills & Language**

CLASS TIMES	MONDAYS	TUESDAYS	WEDNESDAYS	THURSDAYS	FRIDAYS
3:30-4:25	Beginner Board Games (Grades K-2) Tots Soccer (Grades PK-K) Young Mad Scientist (Grades PK-1) Hot Wheels (Grades PK-K)	Cooking (Grades PK-5) Drama (Grades K-2) Chess (Grades K-5) Gymnastics (Grades PK-K)	Tots Soccer (Grades PK-K) Pottery (Grades PK-1)	Young Picasso's Art Club (Grades PK-1) Dance (Grades PK-1) Little Builders (Grades PK-K)	Jewelry Making (Grades PK-1) Drama and Story Time (Grades PK-K) Wiffleball (Grades K-2)

Enrichment for Grade 1

Programs are organized in color-coded activities: **Sports & Movement**, **Art & Music**, **STEM & Strategy**, and **Practical Skills & Language**

CLASS TIMES	MONDAYS	TUESDAYS	WEDNESDAYS	THURSDAYS	FRIDAYS
3:30-4:25	Beginner Board Games (Grades K-2) Tots Soccer (Grades PK-K) Young Mad Scientist (Grades PK-1) Volleyball (Grades 1-3)	Cooking (Grades PK-5) Drama Grades K-2) Flag Football (Grades 1-2) Chess (Grades K-5)	Pottery (Grades PK-1) Floor Hockey (Grades 1-3) Craft Corner (Grades 1-3) Debate (Grades 1-5)	Dodgeball (Grades 1-3) Dance (Grades PK-1) Young Picasso's Art Club (Grades PK-1) Comic Creations (Grades 1-5)	Jewelry Making (Grades PK-1) Wiffleball (Grades K-2)

Enrichment for Grade 2

Programs are organized in color-coded activities: **Sports & Movement**, **Art & Music**, **STEM & Strategy**, and **Practical Skills & Language**

CLASS TIMES	MONDAYS	TUESDAYS	WEDNESDAYS	THURSDAYS	FRIDAYS
3:30-4:25	Beginner Board Games (Grades K-2) Volleyball (Grades 1-3) Mad Scientist (Grades 2-5)	Cooking (Grades PK-5) Drama (Grades K-2) Flag Football (Grades 1-2) Chess (Grades K-5)	Gymnastics (Grades 1-2) Floor Hockey (Grades 1-3) Craft Corner (Grades 1-3) Debate (Grades 1-5)	Flag Football (Grades 2-5) Comic Creations (Grades 1-5)	The 24 Challenge - Math Competition (Grades 2-5) Art Club (Grades 2-5) Wiffleball (Grades K-2) Dodgeball (Grades 2-5)

Enrichment for Grade 3

Programs are organized in color-coded activities: **Sports & Movement**, **Art & Music**, **STEM & Strategy**, and **Practical Skills & Language**

CLASS TIMES	MONDAYS	TUESDAYS	WEDNESDAYS	THURSDAYS	FRIDAYS
3:30-4:25	Volleyball (Grades 1-3) Mad Scientist (Grades 2-5)	Cooking (Grades PK-5) Chess (Grades K-5)	Craft Corner (Grades 1-3) Floor Hockey (Grades 1-3) Debate (Grades 1-5)	Flag Football (Grades 2-5) Comic Creations (Grades 1-5)	The 24 Challenge - Math Competition (Grades 2-5) Art Club (Grades 2-5) Dodgeball (Grades 2-5)

Enrichment for Grades 4 & 5

Programs are organized in color-coded activities: **Sports & Movement**, **Art & Music**, **STEM & Strategy**, and **Practical Skills & Language**

CLASS TIMES	FRIDAYS	WEDNESDAYS	THURSDAYS	TUESDAYS	MONDAYS
3:30-4:25	Mad Scientist (Grades 2-5)	Cooking (Grades PK-5) Chess (Grades K-5)	Debate (Grades 1-5)	Flag Football (Grades 2-5) Comic Creations (Grades 1-5)	The 24 Challenge - Math Competition (Grades 2-5) Art Club (Grades 2-5) Dodgeball (Grades 2-5)



SPORT & MOVEMENT



Play that builds confidence, coordination, and teamwork



BASKETBALL

Through games and team challenges such as bubble, knockout, and traditional scrimmages, students practice the many fundamentals of basketball.



FLOOR HOCKEY

Students practice stick handling, passing, and shooting through drills and scrimmages designed for safe, active play.



SOCCER

A team-based soccer class where students learn the game through small-sided matches, emphasizing communication, teamwork, and having fun together on the field.



FLAG FOOTBALL

Throwing, catching, and route running are introduced through various drills and games to keep energy and fun sky high.



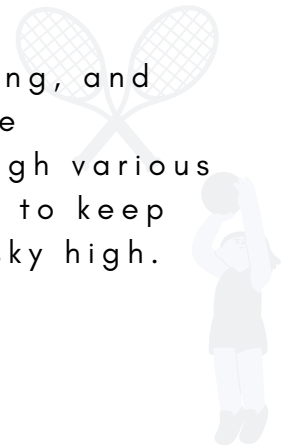
DODGEBALL

From team competition to student created games and challenges, this class pushes the boundaries of what's thought of to be dodgeball.



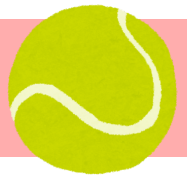
RUNNING CLUB

Students build endurance and pacing through warm-ups, running games, and timed laps while emphasizing goal-setting, teamwork, and personal progress.





SPORT & MOVEMENT



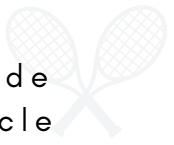
TENNIS

An active class centered on footwork, racket control, and rallying skills, using fun drills and games to build confidence and consistency on the court..



GYMNASTICS

Movement stations include beams, mats, and obstacle courses, with friendly individual and team competitions emphasizing effort and respect.



DANCE

Choreography and rhythm exercises set to music build timing and coordination through guided routines and short combinations forming complete dances.



WIFFLE BALL

Students play Wiffle Ball through pitching, batting, and organized games, forming teams and emulating the pros!



CREATIVE MOVEMENT

Music, props, and guided activities explore jumping, spinning, stretching, and balancing through imaginative movement, body awareness, and simple follow-along routines.



CHEERLEADING

Chants, arm motions, jumps, and short cheer routines are practiced during guided rehearsals.



MARTIAL ARTS

Chants, arm motions, jumps, and short cheer routines are practiced during guided rehearsals.





NICHE SPORTS

Explore beyond traditional team sports



ARCHERY

Students learn safe archery fundamentals, aiming techniques, and target practice through guided instruction emphasizing focus, patience, and responsible equipment use.



FENCING

Footwork, en garde position, basic attacks, and defensive actions are practiced through fencing drills, bouts, and fun focused, kid-friendly team based battles.



HAND BALL

Students dive into fast-paced handball games filled with throwing, dodging, and quick scoring, building energy, coordination, and group play.



LACROSSE

Students learn lacrosse through scooping, passing, and shooting drills, introducing stick handling, spacing, and game flow. Weekly scrimmages further emphasize each new skill.



GOLF

Chants, arm motions, jumps, and short cheer routines are practiced during guided rehearsals.



FRISBEE/DISC GOLF

Each week, newly made student-designed disc golf courses are tested and played, creating friendly competition.



MULTISPORT

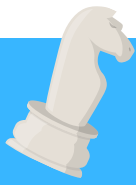
This class introduces students to a variety of sports and recreational games through weekly rotations. From soccer and basketball to floor hockey, kickball, and more, participants build fundamental athletic skills, teamwork, confidence, and sportsmanship while staying active and having fun.



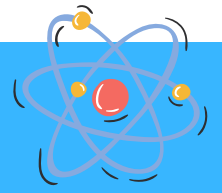
ULTIMATE FRISBEE

Students learn Ultimate Frisbee rules, passing techniques, cutting patterns, and game flow through guided instruction and structured gameplay.





STEM & STRATEGY



Problem-solving through science, games, and logic



ADVANCED LEGOS

Themed LEGO builds combine guided challenges with open-ended construction with regular opportunities to take home lego sets!



(YOUNG) MAD SCIENTIST

Each week, students interact with hands-on experiments, exploring reactions, motion, and basic STEM concepts!



CHESS

Students learn chess fundamentals including piece movement, opening principles, tactics, and endgames through guided instruction and structured match play.



HOT WHEELS

Students design tracks, test cars, and collaborate on challenges using Hot Wheels to explore motion, creativity, and problem-solving through play.



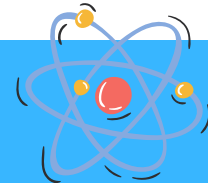
THE 24 CHALLENGE - MATH COMPETITION

Looking for a way to help your child build math skills while having fun? Join our 24 Challenge Program! This fast-paced and interactive class is perfect for students who love a challenge and want to improve their math fluency in an exciting way. "Offered in a tournament-style competition, students compete using addition, subtraction, multiplication, or division to develop solutions to problems that equal 24." More info [here](#)





STEM & STRATEGY



Problem-solving through science, games, and logic



BEGINNER BOARD GAMES

Get ready to play, learn, and have fun! In Beginner Board Game Club, students will be introduced to a variety of classic and age-appropriate games that help build important skills such as counting, taking turns, following directions, problem-solving, and good sportsmanship.

Throughout the session, students will enjoy games such as *Uno*, *Chutes and Ladders*, *Candy Land*, *Connect 4*, *Guess Who?*, and other fun favorites designed for young learners. Each week, children will practice friendly competition while developing social skills, patience, and strategic thinking in a supportive and engaging environment.



ADVANCED BOARD GAMES

Students build strategic thinking and problem-solving skills while having fun with engaging board games such as *Ticket to Ride: First Journey*, *Catan Junior*, *Exploding Kittens* (Family Edition), and *Azul*. These games encourage critical thinking, planning, collaboration, and friendly competition in an interactive learning environment.



LITTLE BUILDERS

Builders Corner is a hands-on after-school program where students explore creativity through building and imaginative play. Materials include LEGOs, Magna-Tiles, and Hot Wheels. Students use engineering thinking while having fun creating, designing, and exploring.





ART & MUSIC



Exploring creativity through making and design



YOUNG PICASSO'S ART CLUB

Weekly projects explore drawing, painting, sculpture, and mixed media while working with different techniques and styles.



PAINTING

Watercolor, tempera, and mixed-media techniques are used to explore color mixing, brush control, and texture.



JEWELRY MAKING

Friends work alongside one another to create bracelets, necklaces, and charms are designed using beads and basic tools with a focus on patterning and assembly.



IMPROV

Students engage in Improvisation games, character creation, and unscripted scenes drive each session. Students are encouraged to break free from their nerves and channel their on-the-spot thinking and creativity.



DRAWING

Guided lessons focus on shapes, proportion, and line work, followed by independent drawing time.



POTTERY

Enter pottery! Clay is rolled, pinched, coiled, and shaped into functional and imaginative projects each week. Students will use various hand-building techniques to create pots, sculptures and more.



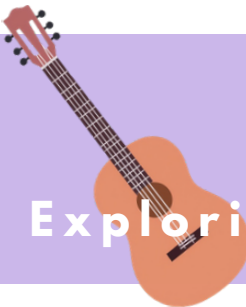
LITTLE STARS DRAMA

Role-play, storytelling, and character movement are explored through guided drama activities.



MUSICAL THEATRE

Group musical numbers combine singing, acting scenes, and choreography during rehearsals.



ART & MUSIC

Exploring creativity through making and design



DRAMA AND STORYTIME

Drama & Story Time sparks imagination through interactive storytelling, dramatic play, and creative expression. Pre-K students build confidence, communication, and social skills as they act out stories, use costumes and props, sing songs, and participate in engaging activities that bring books and characters to life.



ART CLUB

Art Club is a creative space where students can explore a variety of art techniques and materials. Throughout the session, students will experiment with drawing, painting, sculpture, collage, mixed media, and more. Through each project, students will learn about history and the world around them while exploring their own creativity and self-expression.



CREATIVE WRITING

Short stories, poems, and creative prompts are written with attention to structure and description. Students explore self-made, and collaborative works.



COMIC CREATIONS

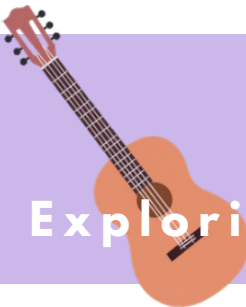
Students develop stories, characters, and settings while creating original comics, focusing on panels, visual storytelling, and finished comic pages.



CRAFT CORNER

Craft Corner is a fun, hands-on after-school program where students learn embroidery, crochet, and sewing while building creativity, confidence, and practical skills. Through engaging projects, participants create handmade items, develop fine motor skills, and express their unique style in a welcoming and supportive environment.





ART & MUSIC

Exploring creativity through making and design



PIANO

A beginner-friendly class focused on keyboard basics, simple melodies, and rhythm, helping students connect notes, hand placement, and music reading through play.

We strongly recommend that families purchase a keyboard for their child and have them bring it to school each week (if portable) or ensure they have access to one at home. This is the best option because it allows students to practice at home each week and complete homework assignments, which greatly reinforces what we work on during class. Here are two recommended keyboards:

- [Recommendation #1](#)
- [Recommendation #2](#)

(Any 49 Key portable and rechargeable keyboard with full-size keys are appropriate.)

If you prefer not to purchase a keyboard, Active Play can provide a keyboard for your student to use during class but the keyboard will need to stay at school and cannot be brought home.



GUITAR

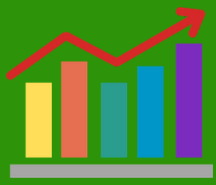
An introductory music class where students learn basic chords, rhythm, and strumming patterns while playing familiar songs and building musical confidence.

We strongly recommend that families purchase a guitar for their child and have them bring it to school each week. This is the best option because it allows students to practice at home each week and complete homework assignments, which really helps reinforce what we work on in class. Here are three recommended guitars:

- [Recommendation #1](#)
- [Recommendation #2](#)
- [Recommendation #3](#)

If you prefer not to purchase a keyboard, Active Play can provide a keyboard for your student to use during class but the keyboard will need to stay at school and cannot be brought home.





PRACTICAL SKILLS & LANGUAGE



From cooking and debating to growing businesses



LEMONADE STAND

Mini business projects focus on branding, pricing, budgeting, and customer interaction. your young entrepreneurs will present their business proposals in a shark tank styled competition, integrating lessons learned and creativity along the way.



LITTLE SHOPPERS

Students role-play as shoppers and workers, organizing stores, selecting items, and completing pretend purchases through imaginative, cooperative play.



GARDENING

Students engage in planting, watering, identifying plants, and observing growth cycles alongside their friends, working to create their very own school garden!



SAY IT AIN'T SEW! SEWING

Sewing kits are used to practice threading, knotting, and basic hand-stitching. Our young sewers learn all the necessary skills to managing future projects at home.



DEBATE

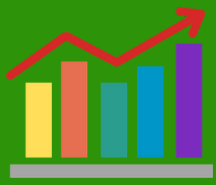
The fundamentals of debate are introduced and practiced through Structured debates. class focuses on forming arguments and responding to opposing ideas, surrounded by student selected talking points.



COOKING

Students explore global cuisines by preparing simple recipes together, sharing roles, flavors, and traditions through hands-on, teacher-led cooking experiences.





PRACTICAL SKILLS & LANGUAGE



From cooking and debating to growing businesses



NEWS CLUB

Articles are written, interviews conducted, and school news content produced through weekly group work, culminating in your school's very own student-led paper!



BOOK CLUB WITH MS. SPADA

Book Club is a fun and welcoming space where students can discover great books, share their thoughts, and connect with fellow readers. Through engaging discussions, and book-themed projects, students will strengthen their reading comprehension, critical thinking, and communication skills while developing a lifelong love of reading.



PHOTOGRAPHY

Students learn the basics of photography, starting with an understanding of camera features, followed by framing, lighting, and composition. Students travel around the schoolground flexing their new skills and knowledge.



BEGINNER SPANISH

Designed for students with little or no prior Spanish experience. Students build vocabulary and confidence through play-based learning, music, movement, stories, games, and hands-on activities.



CONTINUING SPANISH

Designed for students with prior Spanish exposure through immersion programs, dual-language schools, heritage language experience, or previous Spanish classes. Students continue developing conversational skills, comprehension, literacy, and cultural understanding in a fun, engaging environment.

