



CHARLES S. RUSHE MIDDLE SCHOOL Home of the Ravens



	Monday	Tuesday	Wednesday	Thursday	Friday
1:50 -	Sign-In	Sign-In	Sign-In	Sign-In	Sign-In
2:20	Snack	Snack	Snack	Snack	Snack
	Sports Skills & Drills				
2:20 – 3:00	or	or	or	or	Friday
	Techno Time	Techno Time	Techno Time	Techno Time	Frolics
	Scholars Club	Scholars Club	Scholars Club	Scholars Club	
3:00 -	(Homework, Group Tutoring	(Homework, Group Tutoring	(Homework, Group Tutoring	(Homework, Group Tutoring	Friday
4:00	& Grade Recovery)	& Grade Recovery)	& Grade Recovery)	& Grade Recovery)	Frolics
		Track 1: Basketball		Track 1: Basketball	
4.00	Clubs		Clubs		Friday
4:00 – 5:00		Track 2: Home Economics		Track 2: Home Economics	Frolics
	Project Based Learning	Project Based Learning	Project Based Learning	Project Based Learning	
5:00 -	(PBL)	(PBL)	(PBL)	(PBL)	Friday
5:45					Frolics
	Socialization	Socialization	Socialization	Socialization	
5:45 —	Board Games	Board Games	Board Games	Board Games	Friday
6:00	Reading	Reading	Reading	Reading	Frolics
	Clean Up	Clean Up	Clean Up	Clean Up	
	Dismissal	Dismissal	Dismissal	Dismissal	

See description of activities on reverse side

4th Quarter March 27th – May 9th

Sports Skills and Drills

This activity consists of a variety of sports drills and exciting fun. For the beginner, or the established athlete, Skills and Drills is a fun relaxing way to try your hand at a new sport with encouragement and support from the site staff and fellow team mates. Adult supervised and directed, Skills and Drills helps students realize the importance of collaboration and teamwork.

Scholar's Club

This activity provides time for students to complete homework, receive tutoring, work on grade recovery and build upon valuable educational skills.

Project Based Learning (PBL)

This prepares students for academic, personal, and career success, and prepares students to rise to the challenges of life and the world they live in. Activities are planned and implemented collaboratively with staff and students based on student interest and community need. Project Based Learning unleashes a contagious, creative energy among staff and students.

Techno Time

This activity is a block of time that allows students to complete projects they may currently be working on, engage in new computer-based projects and activities, or just research individual topics of interests. Techno Time provides access to the technology that drives student achievement and 21st Century education.

Enrichment Program Tracks

These are specialized sessions provided twice weekly over a seven-week period. During EP Tracks, students will have an opportunity to engage in exciting activities led by special guests who will give students real coaching and hands on opportunities in a variety of topics.

Track 1 - Basketball: The students will have 30min. of skill building followed by another 30min. of game time. The students will learn the five basic skills of Basketball. Dribbling, Shooting, Running, Passing and Jumping

Track 2 - Home Economics: In this unit students will learn basic life skills such as banking, taking care of children (using an egg), create a family/single budget, sewing basics, eating healthy, personal hygiene, job skills and cooking.

Friday Frolics

This will provide time to wrap up the activities from the week and give students an opportunity to enjoy special activities or events. Designed with student interest in mind, activities or events may include; a field day, a dance, movie time, video game tournaments, special presentations or any other just-for-fun activity that the students may enjoy.