

Passaic Gifted & Talented Academy After School Clubs

Grades 2 – 4

Order in the Court

Students will have the opportunity to read different fairytales and fables to analyze characters and their conflicts in the stories. Students will engage in conversation and learn about the difference between morals and laws as well as how they played a role in the story endings.

Reader's Theatre

Students will have the opportunity to become performers as they will work to read and review scripts in groups. They will even have the chance to become performers in small groups and bring the text characters to life.

Kinex Kits in Action

Students will learn the basis of K'Nex kits and the elements of building using a variety of materials. Students' knowledge will increase in the areas of engineering, problem solving and collaboration all while having fun with their peers.

Think Tank Coding

Your child will have a great time learning the basics of coding to create animated stories and games. Students will learn about basic programming, problem solving, logic and more.

Computer Club

This club is for students in grades 2-4 interested in learning about various software packages to completing animation, 3D printing and evening completing computer generated projects.

Grade 5 – 8 Offerings

3 – D Printing Lab

Students in grades 5 – 8 will experience state of the art technology with our 3-D printing lab. Students will be learn the fundamental building blocks of 3D design as well as use computers to create model designs with their peers.

Sci-Fi Book Club

Students who enjoy learning about science fiction can gather to read exciting texts of mystery, suspense and more in this book club. Discussions will be based on texts students read and focus on exploring a genre of literature new to many.

Film Analysis

Students will learn the basics of film vocabulary and develop the analytic tools to understand film history. This club will give students a general outline to film history and important elements of film style.

Chess

This classic game will help students develop their spatial thinking and build focused concentration. This club is geared to all level of chess players reviewing the basics of the game as well as introducing more sophisticated strategies and moves.

Yearbook

Students will gain skills in page design, advanced publishing techniques, photography and editing while producing our school's yearbook full of memories and events. Students will be able to gain useful real world skills in time management, teamwork and design principles.

Intramurals

Students can engage in recreational sports enabling students in all strands with interest to engage in sports. This club will highlight a number of sports teaching students rules of the game and participate in team building and physical activity.

Destination Imagination

Destination Imagination supports teams of learners to have fun, take risks, focus and frame challenges incorporating STEM, the arts and service learning. Students will work to showcase their collaborations using problem solving solutions to present at the annual state tournament.

Ecology Club

This club will focus to increase awareness of environmental issues in our community and in our world. Students will also discuss issues they will want to take action to make a positive impact.