

These classes are free for all students enrolled in The Depot/Extended Day. These classes will begin later in August or the beginning of September.
Schedule subject to change based on attendance. No sign-up necessary!

Monday	Tuesday	Wednesday	Thursday	Friday
Gladys Barrios TK-3 Spanish 2:30-3:00, 3:50-4:20, and 4:30-5:00				
Craig Jackson TK-4 Movement, Games, and PE 1:45-2:15 3:10-3:40 4:30-5:00	Craig Jackson Team Sports 3:45 to between 5-6 based on games schedule Fall- flag football (5th-8th) Winter- basketball (4th-8th) Spring- volleyball (4th-8th)	Craig Jackson TK-4 Movement, Games, and PE 1:45-2:15 3:10-3:40 4:30-5:00	Craig Jackson Team Sports 3:45 to between 5-6 based on games schedule Fall- flag football (5th-8th) Winter- basketball (4th-8th) Spring- volleyball (4th-8th)	

Go to this [link](#) for full schedule, fees, and registration information!

These classes, taught by external providers, **incur additional fees** (ranging from \$275 to \$700 per session based on materials, duration, class sizes, number of meetings, etc.).
We have two sessions per academic year, with 13-16 meetings per session.
Schedule subject to change based on enrollment.
Fees and sign-up instructions provided after completing The Depot enrollment form.

	Monday	Tuesday	Wednesday	Thursday	Friday
T K	Techie Kids Gr TK-3	Oakland Spiders Frisbee Gr TK-3	Tennis Gr TK-3	Judo Gr. TK-3	Pop Lockers: Hip-hop Dance TK-3
K	FIRST Lego League Explore Robotics 1-3 (K with permission)	3:20-4:20 60 min.	4:35-5:35 60 min.	3:20-4:05 45 min.	2:20-3:05 45 min.
1 & 2		4:20-5:05 45 min.	Carpentry Gr K-3	4:40-5:40 60 min.	3:10-3:55 45 min.
3	4:30-5:30 60 min.	Jr Maker/STEAM Gr 4-5 3, 6 w/ permission	Math Gr K-3	4:20-5:05 40 min	Design Lab: Wearable Art Gr 3-6
4	FIRST Lego Team Robotics	Oakland Spiders Frisbee Gr 3-6	Pickleball Gr 3-8	Cooking Gr 3-6	CodeFu Gr TK-3
5		3:35-4:20 45 min.	Carpentry Gr 3-8	3:35-4:35 60 min.	No Mess Sculpture Gr TK-2
6	Gr 4-8 4:30-6 90 min.	4:00-5:30 90 min.	Dungeons & Dragons Gr 3-6	Chess Gr TK-3	
7		Sign up w/Tinker Coop here	Dungeons & Dragons Gr 4-8	3:35-4:20 45 min	Pop Lockers: Hip-hop Dance 3-6
8	FIRST Tech Challenge Team Robotics Gr 7-8		3:35-4:35 60 min.	Maker/STEAM Gr 6-8, 5th w/ permission	2:35-3:20 45 min.
	3:45-5:45 120 min.		3:35-4:35 60 min.	3:45-5:30 105 min.	3:20-4:05 45 min.
	Audition only				4:05-4:50 45 min.
					Maker/STEAM Gr 5-8
					2:45-4:30p 105 min.

Carpentry, Gr. K-3, 3-8 Kids' Carpentry is designed to teach kids the safe use of hand tools and general woodworking skills. Through a sequence of steps young carpenters gain the skill and competence to complete increasingly more complicated projects. From boats to bird feeders, doll furniture, clocks, games, airplanes, and many more, the kids have a wide range of projects to choose from, after first completing their sanding block and super-top. In addition to the fun, kids also gain quality experiences in measuring, applied math (including fractions), problem-solving, craftsmanship, and they are empowered by the hands-on experiences.

Chess, Gr. TK-3, 3-6 The class is split into two segments. In the first, the coach gives a lesson on a theme, idea, motif, or classical game. Students participate by debating and attempting to find the best move in certain positions. We follow a curriculum that is tailored to the level of the class. In the beginner class, our primary focus is tactics, endgames, and identifying checkmating patterns. Homework is given to supplement the topics covered in class and reviewed the following week. We also review classical chess games to learn from the successes and failures of masters from

previous eras. The class will cover basic pieces: pawns, knights, bishops, rooks, the queens, and the king. In addition, the basic concepts such as check, checkmate, castling, en passant, and draws. We cover these concepts using practical examples from the history of chess. More information [here](#).

CodeFu, Gr. TK-3, 3-6 The Art of CodeFu is back and better than ever! From cyber security to video games to websites, our students learn the various projects that will give them invaluable coding/tech skills for their future. CodeFu: Mini Coding Dojo Using iPad/Asus tablet applications like Scratch Jr, Kodable, Light bot, and Bloxels coupled with hands-on board games that promote social problem-solving. CodeFu's Dojo teaches students the computational logic of Computer Science/coding as well as providing them with an introduction into a number of block-based coding languages.

Founded in 2015 in the San Francisco Bay Area, the Art of CodeFu was created with a unique combination of teachers with decades of experience in the classroom and top programmers in Silicon Valley integrating coding into subjects from PE to science. Our programs take coding to the next level by teaching our students about the yin & yang of technology & nature—the importance of technology, but also its role in the balance with being active and in tune with the outside world.

Cooking, Gr. TK-3, 3-6 Ready, set, cook! This culinary adventure invites students to roll up their sleeves and dive into the delicious world of "Cooking With Friends." With a sprinkle of teamwork and a dash of fun, children will explore delightful sweet and savory recipes that nourish both body and mind. They'll develop essential kitchen skills like measuring, mixing, and knife safety, all while laughing and learning alongside their new friends. This series is a great way to boost confidence as kids follow directions and discover the joys of preparing healthy and delicious meals together!

Design Lab: Wearable Art, Gr. 3-6 Work with metal, felt, paper, beads, charms, and more! In this design centered class, your child will learn concrete techniques and skills for making different types of wearable art including jewelry, keychains, and accessories in a variety of materials. Your child will learn and practice steps of the design process, allowing them to take their knowledge and fuse it with creativity to make one-of-a-kind functional art that is as unique as they are.

Dungeons & Dragons, Gr. 3-6, 4-8 D&D is a creative game of fantasy and high adventure that strengthens the imagination and collaborative skills of its players. Players take on the role of a fantastical character of their own devising and create sprawling adventures under the guidance of a dungeon master. Our dungeon masters bring years of professional theater training and experience into their games,

calling on their creative backgrounds to create immersive environments that are fertile ground for imaginative play. We provide all materials required for play and welcome players of all experience levels. At the end of each session our dungeon masters will provide a written summary of the day's journey so you can experience the adventure as it unfolds from week to week. Despite some stigma, Dungeons and Dragons isn't an anti-social activity as it has been depicted in the past; it has evolved into an impactful method to promote socialization, critical thinking, and collaborative play that we believe all kids could benefit from.

FIRST Tech Challenge (non-competitive off-season), Gr. 7-8 The FIRST Tech Challenge off-season is an ideal time for students in grades 6-8 to engage in STEM, teamwork, and innovation while preparing for next fall's competition season and contributing to the sustainability of our team. In the spring, we focus on building foundational skills, mentoring new participants, and exploring robotics design, programming, and participating in outreach events. FIRST is about more than just robots—it's about fostering collaboration, creativity, and problem-solving. With roles ranging from hardware and programming to fundraising, outreach, and media, there's a place for all motivated students, including those new to engineering skills. Though the spring session is non-competitive, teamwork and commitment during weekly meetings remain essential for participation.

FIRST Lego League Challenge (non-competitive off-season) Are you interested in Robotics? Join our spring [FIRST Lego](#) rec league. Students in grades 3-7 will use [Lego Spike Prime](#) materials to explore robotics and engineering fundamentals, develop coding and programming skills, and engage in problem-solving and critical thinking—all while building collaboration and communication abilities. The FIRST program is about more than just robots; it fosters teamwork, creativity, and innovation through hands-on learning and engaging challenges. Learn more: <https://www.firstinspires.org/robotics/fll>

FIRST Lego League Explore (non-competitive), grades 1-3, K with permission Are you interested in Robotics? Join our spring [FIRST Lego](#) rec league. Students in grades 3-7 will use [Lego Spike Prime](#) materials to explore robotics and engineering fundamentals, develop coding and programming skills, and engage in problem-solving and critical thinking—all while building collaboration and communication abilities. The FIRST program is about more than just robots; it fosters teamwork, creativity, and innovation through hands-on learning and engaging challenges. Learn more: <https://www.firstinspires.org/robotics/fll>

Students in grades 3-7 who wish to commit to [extra work responsibilities](#) may choose to participate in an (optional) spring competition (March-April).

Gymnastics, Gr. K-3 The specialty of Fitness in Transit, gymnastics, focuses on building body-confidence, coordination, motor skills, strength, and flexibility as well as love of moving that will endure through to adulthood. Each class begins with a

warm-up, incorporating age-appropriate songs and imagination games. The second section of class focuses on age appropriate tumbling passes and movement exploration that builds integrated strength and coordination for more advanced tumbling and inverted work. The class introduces a variety of equipment over the course of the session.

Improv Club, Gr. 6-9 “Improv is the art of making the ordinary extraordinary” Improv Club will focus on short form improvisational comedy, which involves games and short scenes inspired by audience suggestions. We will focus on and develop skills in listening, teamwork, confidence, creativity, and spontaneity. During each session, students will work in small, independent groups or as one big group to explore improv games and exercises. Experienced improvisers often lead through example, and may have more “stage time.” All students are expected to be active, respectful listeners when they are participating as the audience for their peers. No previous experience is necessary.

Judo, Gr. TK-3 and 3-8 In Griffin Performance Judo, students will learn rolls, how to fall safely, basic throws, practice Ne-waza (ground work) and other techniques in a fun and safe environment. Students will learn the Japanese terms of Judo: Maximum Efficiency, Minimum Effort 精力善用; Mutual Welfare and Benefit 自他共栄, and Softness Controls Hardness 柔能く剛を制す - 柔能剛制. Judo teaches discipline and resilience that will help them throughout life. Each class begins with a short game.

Judo was founded by Jigoro Kano, who as an educator sought to elevate the traditional art of JuJutsu from being a martial art to being a martial way which became Judo. To this day, Judo can be applied far beyond just its physical practice. Griffin Performance Judo was founded in 2019 by Adham Ramadan and Bill Fairchild. With the help of Cody Costello, GPJ taught at various locations throughout the East Bay, from El Cerrito, to Temescal, West Oakland to San Leandro. Preschools all the way up to high schools, our instructors have taught everywhere. During the pandemic we even held online and outdoor, contactless classes.

Instructor Adham Ramadan is a 3rd degree black belt and has nearly 20 years of judo experience and several years of teaching classes for school programs. Adham is an expert at working with beginners in judo. Instructor Cody Three Bears Costello is a 2nd degree black belt. He’s been teaching judo since 2012 and has taught at 15+ schools in all age ranges.

Jr. Maker/STEAM, Gr. 4-5, 3rd and 6th with permission This Jr. Maker Club is a more structured version of the Maker Club available to the older students. Each week, a new skill will be highlighted and your student will have the option of completing this skill with teacher support, or working independently on a less-technical project of

their choice. Students will spend the afternoon working with a variety of low- and high-tech tools in the makerspace such as cardboard, 3D design, crocheting amigurumi, laser cutting, screen printing, resin-making, duct tape, virtual reality, and more! Students are expected to be actively making and learning and not passively consuming media (ie: playing video games). If you have questions re: Jr. Maker Club being a good fit, or if your student is in grades 3 or 6, please contact Christine Mytko @ cmytko@theberkeleyschool.org. Snacks & all materials included. We encourage you to head over to tinkercoop.org and join the mailing list.

Maker/STEAM, on Thursdays Gr. 6-8, 5th w/permission, Fridays Gr. 5-8 Spend an afternoon working with a variety of low- and high-tech tools in the makerspace! Explore more with cardboard, 3D design, crocheting amigurumi, laser cutting, screen printing, duct tape, virtual reality, and more! We spend our time making things, documenting new processes, visiting local makers, and preparing for our public events. The club consists of student-directed, unstructured, collaborative exploration (mostly) independent of teacher instruction. It is suitable for students with a compatible learning style including a tolerance for frustration, initiative to find age-appropriate projects and collaborate, willingness to persist in problem solving, and respect for space and community under limited supervision. Students are expected to be actively making and learning and not passively consuming media (ie: memes and video games). Some service to the club is expected. If you have questions re: Maker Club being a good fit, please contact Christine Mytko @ cmytko@theberkeleyschool.org. Snacks & all materials included. We encourage you to head over to tinkercoop.org and join the mailing list.

Math Gr. K-3, Help your child discover the “magic” of math by enrolling them in our Noetic Math course. This class is different from a typical math class as it focuses on problem-solving skills that help students discover their own mathematical abilities and learn to appreciate how math can help them in the real world. During the course students will work on problems both individually and in teams in an effort to solve complex math problems through a variety of math games that are fun, challenging and inspirational. Students will not only learn to effectively multiply, divide; they will be introduced to algebraic concepts that help them learn math conceptually. The class takes a gradual approach of exposing students from conceptually easy problems to progressively more complex problems. Not only will their math skills improve but they will be inspired to learn and enjoy math on a level they may not have experienced in the past. During our time together students will have the chance to participate in a variety of math contests that challenge them to apply the skills they are learning. Students who do so can choose to participate in semi-annual Noetic Learning Math Contests (NLMC) for elementary & middle school students which we will let our families know about. In the end, the goal of our program is to help students develop their problem solving skills, enhance their enjoyment of math and to inspire them to excel in math as time goes on.

Minecraft Code: World Adventure, Gr. 3-6 Grab your passports, we are off to explore new worlds within the Minecraft realm! Students will learn to move, explore, build, and code within Minecraft while visiting exciting places including Ancient Egypt, Tokyo Disneyland, Chicago, the wizarding world of Hogwarts, and more! Students will use their knowledge and creativity to design projects on their own. Students do not need prior experience with Minecraft or coding.

Mini-Makers, Gr. K-3 This Mini Makers group is the junior version of our other Maker Clubs, designed especially for students in grades K-2. Each week, students will explore a new hands-on activity with teacher guidance, focusing on foundational maker skills and creative exploration to express their creativity using age-appropriate tools and materials. Activities may include simple woodworking, cardboard construction, beginner coding, paper circuits, crafting, and more. Sessions are designed to support young makers in developing fine motor skills, persistence, and confidence. All materials included.

No Mess Sculpture, Gr. TK-2 In this course, participants will first gain explorational experience in a variety of sculpture materials and processes including recycled sculpture, soft sculpture, wire sculpture, and air-dry clay. Your child will learn about artists who employ these techniques and have opportunities to experiment and combine processes to make art that is meaningful to them. The open ended format of this class allows your child to build concrete knowledge and skills while employing creativity as they problem solve, ideate, and imagine!

Oakland Spiders, Gr. TK-3, 3-6 Ultimate Frisbee is a safe, engaging sport that teaches skills transferable to any sport. Join the fun with Oakland's professional Ultimate Frisbee team, the Spiders! Let your child have a blast while learning from the pros every week. Each day we will learn throwing, catching, and the fundamental X's and O's. We emphasize the spirit of the game and social-emotional skills to help players thrive on and off the field. Have a blast playing with your friends and the Spiders! Depending on enrollment, we may combine for two classes rather than three. Note that class will not meet on September 30th, and will take advantage of the make-up on January 27th.

Pickleball Gr. 3-8 Learn Pickleball, the fastest growing sport in America, with Higgins Tennis. Pickleball is easy to pick up and play right away! They provide the paddle and balls and set up a full size Pickleball court right on the hard top. Children learn all the stroke fundamentals including: forehands, backhands, serves, and the basics of rallying and scoring. Children then incorporate what they have learned into game play which encourages good sportsmanship, teamwork, and develops their self-esteem. And at the end of each session the children earn medals! If it rains, they go indoors and use the same games-based learning that they use outdoors. Classes taught by Higgins Tennis & Pickleball certified pros. Over 600 children a week

participate in their programs all over California. We set up your child for success by teaching them in a nurturing and fun environment, where the equipment is scaled to their size, and they are constantly challenged by interactive and social game play. Our core values: Fearless Learning- be bold & courageous ready for any challenge; Rise Together- make new friends and know you belong; Joy of Play- fall in love with the sport through inspired & exciting gameplay; Pro Technique- swing with effortless & efficient form for a lifetime of success.

Pop Lockers: Beginning Hip-hop, Gr. TK-3, 3-6 Bring your fresh kicks and get ready to groove! "Pop Lockers" is a beginning hip-hop course that allows students to experiment with movement while learning their foundations in hip-hop from warm-up, to choreography to cypher circles. Your little ones get to experience intuitive movement through freestyling and sharing each other's unique movements with one another. This class is offered by Shawl-Anderson Dance Center (SADC), which builds and supports a vital and inclusive community for movers of all ages and styles. Founded in 1958, SADC provides dance education, institutional support for artists, a performance and rehearsal venue, and partnerships with other community-based organizations.

Techie Kids, Gr. TK-3 Even the youngest students can do amazing things with computers! In this class, early childhood students will learn and practice a variety of computer skills to prepare them to move on to beginner level coding, robotics, and technology courses. In a supportive environment, students will be introduced to key computer fundamentals including spatial concepts, command functions, and mouse movement. Kids will have a great time using their keyboarding skills to create a variety of fun projects using storytelling, drawing, and imagination!

Tennis Gr TK-3 Learn tennis with Higgins Tennis on the perfect sized mini-tennis court that is just the right size for learning how to play! They provide the racket, softer and larger low-bouncing balls and teach children all the stroke fundamentals including: forehands, backhands, and the basics of rallying. Children then incorporate their skills into games like "Catch the Mice", "Feed the Monkeys", "Skyball", and "Castle". If it rains, they go indoors and use the same games-based learning that they use outdoors. At the end of each session children earn a medal! Classes taught by Higgins Tennis certified pros. Over 600 children a week participate in their programs all over California. We set up your child for success by teaching them in a nurturing and fun environment, where the equipment is scaled to their size, and they are constantly challenged by interactive and social game play. Our core values: Fearless Learning- be bold & courageous ready for any challenge; Rise Together- make new friends and know you belong; Joy of Play- fall in love with the sport through inspired & exciting gameplay; Pro Technique- swing with effortless & efficient form for a lifetime of success.