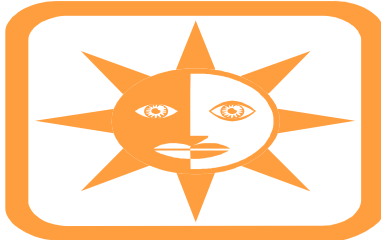


# Middle School Club Calendar – May 2012

Monday	Tuesday	Wednesday	Thursday	Friday
	1 	2 Computer (120A) SADD (Library) Study Skills (215)	3 Homework I (201) SADD (Library) Jayhawk Newspaper (206) Games Club (105) Future Cities (120) Gardening Club (207)	4
7 Stock Market (111) First Robotic (119) Writing Club (205)	8	9 Computer (120A) SADD (Library) Study Skills (215) Writing Club (205)	10 Homework I (201) SADD (Library) Jayhawk Newspaper (206) Games Club (105) Future Cities (120) Gardening Club (207)	11
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28 <b>School Closed</b>	29	30 Computer (120A) SADD (Library) Study Skills (215) Writing Club (205)	31 Homework I (201) SADD (Library) Jayhawk Newspaper (206) Future Cities (120) Gardening Club (207)	30

**ADVERTISING CLUB:** Students get together to publicize school events and spread positive messages around the school. We enter poster contests. It's a time to relax, enjoy some snacks and meet new friends.

**ART CLUB:** The Art Club offers a variety of activities including painting, sculpting and drawing. Illustrations for the Middle School literary magazine are prepared by members of the Art Club. Individual portfolios are prepared as a culminating activity of the club.

**BRAVE CLUB:** Students work together to create a positive school climate.

**CHESS:** Students of all ability levels will come to the Chess club to learn, challenge and be challenged. Studies show that strategy games like chess and backgammon teach students the consequences of good and bad decisions.

**COMMUNITY SERVICE CLUB:** The Community Service Club helps our school community in any way that it can. Among its many activities, it has made mini first aid kits as well as coordinate different drives and fundraisers for the less fortunate. It is recommended that students join the V.A.L.U.E. Club in conjunction with the Community Service Club.

**COMPUTER CLUB:** This club will give students the opportunity to explore the Internet by completing web quests on different topics regarding technology.

**CREATE-A-GAME:** Enjoy playing popular board games or create an original game of your own. Join us for fun and games!

**DESKTOP MAGIC STUDY HALL:** Students will have the opportunity to use school software programs, such as Microsoft Office and Adobe Elements, to complete homework and related school projects.

**DIVERSITY CLUB:** *CELEBRATE DIVERSITY!* Is the theme of Jericho Middle School. We will explore issues of diversity and plan activities that promote cultural awareness at Jericho, such as Diversity Day. If you enjoy trying new foods, listening to music, and checking out the fashions from around the world, then this is the club for you!

**DRAMA CLUB:** The Drama Club is open to all sixth, seventh and eighth grade students interested in participating in semi-annual Middle School drama productions.

**FIRST COMPETITION:** *For Inspiration and Recognition of Science and Technology:* With the help of LEGO MINDSTORMS Robotics Invention System technology, young participants can build a robot and compete in a friendly, FIRST-style robotics event specially designed for their age group. Using LEGO bricks and other elements such as sensors, motors, and gears, teams gain hands-on experience in engineering and computer programming principles as they construct and program their unique robot inventions. Our mission: FIRST designs accessible, innovative programs to build self-confidence, knowledge and life skills while motivating young people to pursue opportunities in science, technology and engineering.

**FRENCH CLUB:** This club pursues students' interest in French culture that goes beyond the classroom. Here we may sing, play games, cook, watch films, discuss and celebrate holidays, do art activities, be exposed to the arts and literature, go to a French restaurant and, of course, speak French. The club is open to anyone who is interested in enhancing their knowledge of the French language and culture.

**FUTURE CITIES CLUB:** This club serves students in 7<sup>th</sup> and 8<sup>th</sup> grade. Sponsored by the National Engineers Week, this national program introduces students to engineering with the popular SimCity software. Students design future cities with simulation software, build scale models, write essays and give oral reports on their city's designs.

**GAMES CLUB:** From board games to computer games, students spend their afternoons having fun, improving their skills and relaxing. All are welcome. Games provided or bring your own!

**GARDEN CLUB:** Students will have fun planning and planting gardens around the school. Activities will include planting flowers and fundraising for supplies.

**GSA (GAY STRAIGHT ALLIANCE):** In this club, we will participate in activities, which will help to create a safer and more inclusive school community.

**GEOGRAPHY BEE CLUB:** This club involves fun Geography activities on the computer to help students prepare for the Middle School National Geography Bee. Delicacies from around the world will be served.

**HOMEWORK I & II:** A place for students to have a quiet place to do their work after school before sports begin. It provides the time and the place to use after school time wisely to work on and complete homework assignments.

**ITALIAN CLUB:** Focus on the cultural aspects of Italy through music, food and projects.

**JAYHAWK NEWSPAPER:** Students hold various roles such as reporter, publicist, typist, photographer, cartoonist, graphic artist, interviewer and editor as they educate the student body on the happenings of Jericho Middle School. Topics such as after school activities, special events, field trips and important people are covered, in addition to editorials about music, sports, and world events. The Jayhawk newspaper gives students a chance to exhibit and develop their talents while they interact with others.

**JAZZ BAND:** Jazz Band is designed to introduce the playing and performance of music of the jazz idiom on an intermediate level.

**MATHLETES I & II:** Want to challenge your math skills? Join Mathletes. The club holds two-three practices per competition. There are five contests from October through March. Meets are on Tuesday once a month. This club is open to 7<sup>th</sup> & 8<sup>th</sup> graders.

**MATH OLYMPIADS GRADE 6:** Math Olympiads is a club that meets 3 times per month for practice and competitions from October through March. Math Olympiads is open to all 6<sup>th</sup> graders. There are 5 competitions where the students compete against other schools.

**S.A.D.D. (STUDENTS AGAINST DESTRUCTIVE DECISIONS):** S.A.D.D. is a nationally recognized peer leadership organization devoted to promoting positive decision making and healthy lifestyles among youth. Each year JMS S.A.D.D. members plan and participate in classroom and school wide activities. Program topics include alcohol and drug education, tobacco prevention and bully reduction.

**SCIENCE CLUB:** A place for students to come to perform laboratory experiments including life science and physical science. This is strictly a hands on club for students to work first hand with laboratory material and equipment.

**SCRABBLE CLUB:** Calling all Scrabble players – expert and newcomers, all levels welcome. This club is about sharing and enjoying the world’s coolest and most famous board game. Have fun while improving a wide range of skills: vocabulary, spelling, dictionary skills, cooperative learning, conflict resolution and creative problem solving. Take part in tournaments! If you love the game of Scrabble, consider joining the Scrabble club.

**SET & SCENERY DESIGN:** Open to students who are interested in helping to design and build sets and scenery for the Middle School Drama productions to be held this winter and spring. Knowledge and ability to do woodworking and art work is a plus.

**SPANISH CLUB:** Spanish Club is an extension of what we do in the classroom including a focus on cultural events and activities. We sing, play games, try different cultural foods, listen to Spanish music and create projects with a Spanish flair.

**STOCK MARKET CLUB:** Welcome to Wall Street! This club will use Newsday's Stock Market Game Program. This game introduces students to the exciting world of Wall Street and its role in the U.S. economy. The object of the program is to accumulate as much money as possible from simulated investments, in competition with other area students. Current events, social studies, economics, math reading and many other subject areas are enhanced while trying to achieve this goal. The Stock Market Game Program is sponsored by Newsday In Education.

**STRATEGY GAMES:** Students will be challenged with games that require strategic thinking. The Strategy Games Club is intended to provide recreational activities and promote social interaction. Competitions include traditional board games as well as games with historical scenarios. All levels of skill and interest are welcome.

**STUDENT COUNCIL:** Members of the Student Council are the elected officers and grade representatives from each grade. The Council will meet each week during the school year at a specifically designated time to plan activities and to discuss various school-related issues. Scheduled events sponsored by the Student Council vary and include those that benefit others (ex. a clothing drive for needy families): those that benefit the school (ex. buddy system for new entrants): and those that benefit the student body (ex. dances).

**6<sup>TH</sup> GRADE COUNCIL:** The members of the Grade Council are elected representatives of their grade. In addition to meeting every other week as a Grade Council, members will also attend the Student Council meetings to plan and organize various activities that pertain to the sixth grade.

**7TH GRADE COUNCIL:** The Seventh Grade Council is made up of elected representatives of their grade. In addition to meeting with the Student Council, the members will plan competitions, trips to sporting events, and other activities.

**8TH GRADE COUNCIL:** Eighth Grade Council Members are elected representatives of their grade and meet regularly as a separate council as well as attending all Student Council meetings. Meetings of the Council will plan competitions which take place between grade levels, as well as other activities pertaining to their grade.

**STUDY SKILLS CLUB:** Students learn how to use after school time wisely and learn how to improve their study skills.

**WRITING CONTEST CLUB:** Students meet twice per week in order to locate and enter local and national writing contests. Club time is also spent writing and revising entries.

**YEARBOOK:**The goal of this club, which is open to all students, is to put together a school yearbook capturing memorable moments of the current school year. In addition, in order to off-set the cost of the book, which will be distributed in June, the members of this club will become involved in various fund raising activities during the school year.

**YOUNG INVENTORS/TECHNOLOGY CLUB:** Students will explore technology applications through design and discovery activities. Students will be developing solutions to design problems through hands on experiences using a variety of tools, machines and materials. These activities could include but are not limited to: model building, systems development, manufacturing, robotics, computer applications and problem solving.

**WEB TEAM:** This club gives students an introduction to web authoring (building web pages). Students will learn basic HTML and other web authoring applications.