

SHARON COMMUNITY EDUCATION
ENRICHMENT
BROCHURE



SPRING
2026



www.sharoncommunityeducation.com

781-784-1574

Follow Us:  

181 Pond Street,

Sharon, MA

02067

Welcome to the Term 3 Education Catalog!

The 2025/2026 school year has proven to be a period of exciting achievements for our students. We are proud of the way our programs have fostered creativity, critical thinking, teamwork, and leadership through engaging, hands-on learning.

Building on this success, our Spring 2026 lineup is packed with new and returning favorites designed to inspire and delight. We are incredibly grateful to our talented instructors for their dedication to bringing such high-quality, inspiring programming to our community.

**Sincerely,
Alex, Erin, Bridget and Sara.**

Meet The Staff Of Community Education



Erin McCabe
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Sharon Community Education is a self-sustained branch of the Sharon Public Schools. We support all people who are interested in academic, social, and cultural development. Sharon Public Schools does not discriminate on the basis of age, color, disability, gender identity, homelessness, national origin, race, religion, sex or sexual orientation.

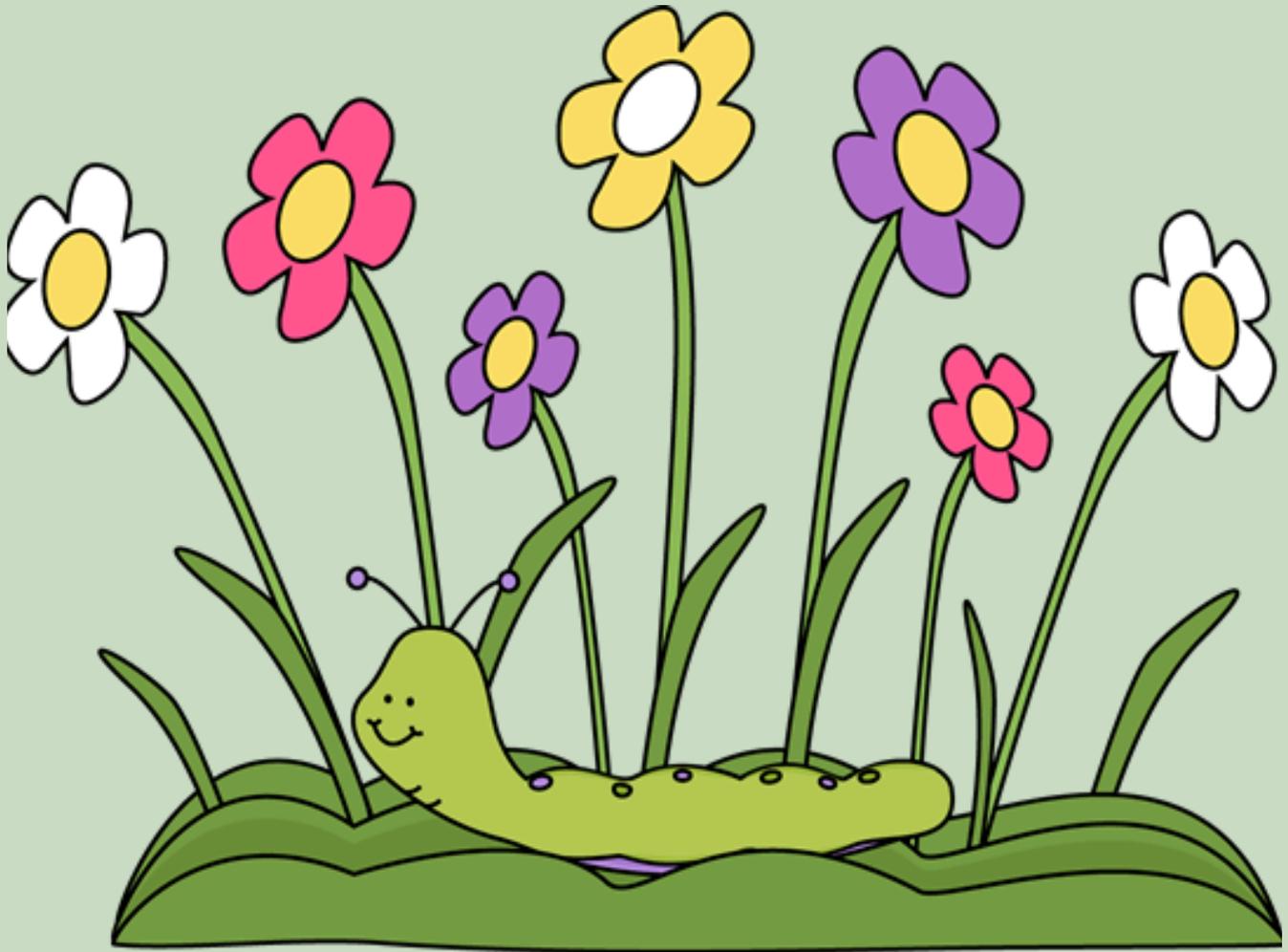


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PROCEDURES AND GUIDELINES

The following procedures and guidelines govern the After-School Enrichment programs offered by Sharon Public Schools for the 2025-2026 school year.

1. Registration and Enrollment

- a. **Online Registration:** You may register and pay online through our website at www.sharoncommunityeducation.com. There is no fee for this service. **To ensure proper staffing and administrative preparation, we strictly adhere to all posted deadlines; once registration has concluded, we are unable to accept additional enrollments under any circumstances.**
- b. **Account Requirement:** All families must create an account and add each child to be registered. This account is the official record used for attendance and emergency contact information.
- c. **Enrollment Basis:** Acceptance is on a first-come, first-served basis. Once a class reaches capacity, a waiting list will be established.
- d. **Support:** For questions regarding these programs, please contact the Community Education Office at 181 Pond Street, Sharon, MA, or call 781-784-1574 between 9:15 AM and 4:30 PM

2. Schedules, Cancellations and Absences

- a. **Scheduling:** Each program is scheduled based on instructor availability and facility constraints.
- b. **School Calendar:** Activities run only when school is in session. The exception to this rule applies to classes held at outside venues (e.g., Kumon), which may follow an independent schedule.
- c. **Early Release Days:** Classes are generally not scheduled on Early Release Days unless otherwise noted.
- d. **Postponements:** In the event of a postponement due to weather conditions, emergency closings, or instructor unavailability, the class will be made up, typically by extending the session at the end of the originally scheduled dates.
- e. **Student Absences:** It is the responsibility of parents or guardians to notify the Community Education office if their child will be absent. Please email communityedabsences@sharonschools.net or call 781-784-1574 by 2:00 PM.
- f. **Notification Policy:** Communication with the student's school office or teacher does not reach our office. Classes are not made up or credited for a child's absence. However, classes will be made up in the event of an instructor absence, weather, or emergency cancellations.

3. Student Participation and Safety

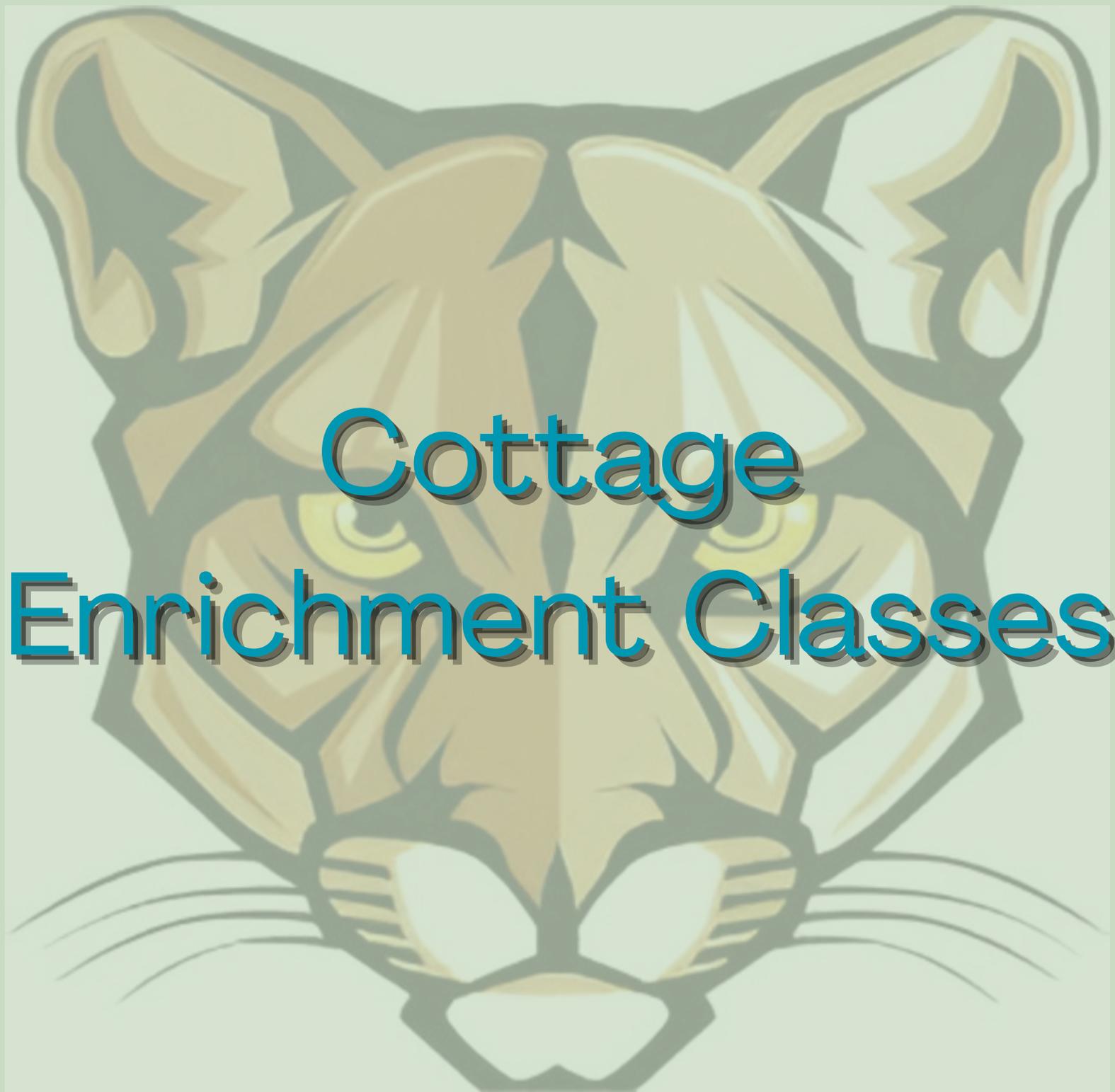
- a. **Illness:** If a child is absent from school, sent home early due to illness, or dismissed early from school, they cannot attend enrichment classes later that same day. That policy is consistent with after-school sports and extracurricular activities.
- b. **Behavior:** Sharon Public Schools reserves the right to terminate or limit a child's attendance if their behavior is deemed inappropriate by staff. In the event of termination, registration fees are non-refundable.
- c. **Snacks:** Snacks are not provided. Students should bring a snack from home to their enrichment session.
- d. **Insurance:** all programs held on town property are covered under the Town of Sharon's liability insurance policy. Outside venues are covered by their own respective policies.

4. Transportation and Pick-Up

- a. **Van Transportation:** Children are expected to ride the Community Education van to all enrichment programs where transportation is provided. If you choose to provide transportation, you must notify our office of this alternate plan for each occurrence. For safety and liability reasons, parents must stay with their child until the program begins and are responsible for the return trip.
- b. **Missing the Van:** If a child misses the Community Education Van, staff will notify the parents and then emergency contacts. It is the responsibility of the parent or guardian to provide transportation to the program.
- c. **Late Pick-Up Policy:** Failure to pick up your child by the time indicated in the program description will result in a penalty fee of \$5.00 for each five-minute interval (or portion thereof). Parents or guardians who are late three times may have their child(ren) removed from the program without a refund.

5. Financial and Refund Policies

- a. **Payment and Waivers:** All After-School Enrichment Programs must be pre-paid in full. All waiver must be completed and submitted at the time of registration via the online portal. If a waiver is not submitted at least one week before the class begins, your child will not be able to participate and no refund will be issued.
- b. **Outstanding Balances:** If a student has an outstanding tuition balance in any Community Education program, they will not be eligible to participate in additional programs until the balance is paid in full.
- c. **Refunds:** Due to prior financial obligations and instructor contracts, tuition is non-refundable. Refunds or credits will only be issued under the following circumstances:
 - i. A class is canceled by Community Education.
 - ii. A class is over-subscribed.
 - iii. A medical limitation prevents participation (a physician's note is required).
- d. **Processing:** All eligible refunds are subject to a processing fee. No refunds will be issued after a program has concluded.



Cottage Enrichment Classes

Enrichment Programs - At A Glance

• Monday Classes:

- **Lego Math Builders (Grades: 1st - 4th)**
 - 3:45PM - 5:15PM
- **AttackBots - Robotics (Grades 2nd - 5th)**
 - 3:45PM - 4:45PM

• Tuesday Classes:

- **Kumon (Grades: 3rd - 5th)**
 - 3:45PM - 4:45PM
 - One Way Transportation Available
- **Flag Football (Grades: 3rd - 5th)**
 - 3:45PM - 4:45PM
- **Circuit Lab: From Wearables to Drones (Grades: 3rd - 5th)**
 - 3:45PM - 4:45PM
- **Coding (Grades: 3rd - 5th)**
 - 3:45PM - 4:45PM

• Wednesday Classes:

- **Chess Wizards (Grades: 1st - 5th)**
 - 3:45PM - 4:45PM
- **Logic Through Critical Thinking (Grades: 3rd - 5th)**
 - 3:45PM - 4:45PM
- **Story Makers (Grades: 2nd - 5th)**
 - 3:45PM - 5:15PM
- **Magic in Motion: Enchantment Workshop (Grades: 1st - 5th)**
 - 3:45PM - 4:45PM

• Thursday Classes:

- **Theatre Class (Grades: 3rd - 5th)**
 - 3:30PM - 4:30PM
- **Hollywood Filmmaking (Grades: 2nd - 5th)**
 - 3:45PM - 4:45PM
- **Lego Robotics: Introduction to Robotics (Grades: 3rd - 5th)**
 - 3:45PM - 4:45PM
- **Yoga (Grades Kindergarten - 5th)**
 - 3:45PM - 4:45PM

• Friday Classes:

- **LEGO Adventures (Grades: Kindergarten - 4th)**
 - 3:45PM - 5:15PM
- **Mining & Building (Kindergarten - 5th)**
 - 3:45PM - 4:45PM

Attendance & Safety Procedures

Reporting Absences

If your child will be absent, please notify the Community Education office by 2:00 PM.

- **Email:** communityedabsences@sharonschools.net
- **Phone:** 781-784-1574

Arrival & Check-In

- **Immediately following school dismissal, students must report to the library. A Community Education staff member will check them in and provide supervision until their enrichment class begins.**
- **Students will have time to fill water bottles/use restroom/have a snack from home prior to the start of class.**

Dismissal & Late Pick-Up:

- **Pick-Up Location: After class, instructors will escort students back to the library (Door #5) for dismissal.**
- **Students will only be released to an authorized parent or guardian.**
- **Running late? Please contact the program directly at 781-784-1519**

MIND EXPLORATION

KUMON READING

REGISTER [HERE](#)

Grades: 1st - 5th
Instructor: Kumon



This reading program is designed to reinforce fundamental concepts such as sentence structure, grammar, and punctuation while helping students build their vocabulary and improve their reading comprehension skills. Through daily assignments, which are adjusted based on age and skill level, students are encouraged to take personal responsibility for their learning, strengthen their concentration skills, and develop good study habits. This dual-focus on subject area mastery and work skill is the key to each student's success.

CLASS INFORMATION

- 8 Sessions
- Day of the Week: Tuesdays
- Dates:
 - April: 7th, 14th, 21st*, 28th
 - (Parents are responsible for transportation on the 21st)
 - May: 5th, 12th, 19th, 26th
- Time: 3:45-4:45PM
- Location: Kumon, 700 South Main St., Shaw's Plaza (781-762-6284)



TUITION: \$300.00

Community Ed provides one way transportation from school to Kumon

KUMON MATH

REGISTER [HERE](#)

Grades: 1st - 5th
Instructor: Kumon



Let your child amaze you. Kumon is a program designed to help children master the basics of math and unlock the potential in each child. Students begin at a comfortable starting point, determined by our placement test, with worksheets that can be easily completed. Your child will master the basics and reach complete proficiency with each successive step. This is a wonderful opportunity for children who may be struggling in math or who would like to advance to the next level. Speed + Accuracy = Mastery.

CLASS INFORMATION

- 8 Sessions
- Day of the Week: Tuesdays
- Dates:
 - April: 7th, 14th, 21st, 28th
 - (Parents are responsible for transportation on the 21st)
 - May: 5th, 12th, 19th, 26th
- Time: 3:45-4:45PM
- Location: Kumon, 700 South Main St., Shaw's Plaza (781-762-6284)



TUITION: \$300.00

Community Ed provides one way transportation from school to Kumon

Arrival & Check-In

- Immediately following school dismissal, students must report to the library. A Community Education staff member will check them in and provide supervision until their enrichment class begins.
- Students will have time to fill water bottles/use restroom/have a snack from home prior to the start of class.
- Van Transportation: Children are expected to ride the Community Education van to all enrichment programs where transportation is provided. **If you choose to provide your own transportation, you must notify our office of this alternate plan for each occurrence. For safety and liability reasons, parents must stay with their child until the program begins and are responsible for the return trip.**
- Missing the Van: If a child misses the Community Education Van, staff will notify the parents and then emergency contacts. It is the responsibility of the parent or guardian to provide transportation to the program.

MIND EXPLORATION

REGISTER [HERE](#)

LOGIC THROUGH CRITICAL THINKING

Grades: 3rd - 5th
Instructor: Milly Radenovic



Through a thrilling space adventure packed with logic puzzles, brain teasers, and real-world decisions, your child will build:

- Critical thinking & pattern recognition
- Decision-making skills (identify situation, gather information, consider options, evaluate consequences, make the choice)
- Cognitive flexibility & executive function (e.g., planning & organization)
- Reading comprehension & engagement through visuals

How?

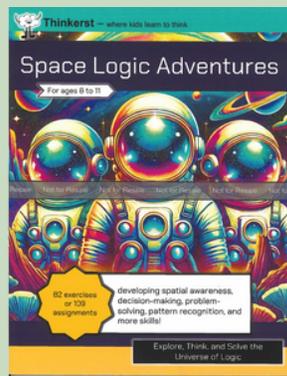
Each child will receive a Space Logic Adventure workbook at the beginning of the program. The book follows the story of three astronauts traveling through space. As they journey, they face a series of challenges and obstacles. Your child will help solve these challenges. We will recreate scenes from the book in the classroom using materials such as wooden blocks, LEGO bricks, straws, small stones/pebbles, stickers, and illustrations projected on a screen. Through situational learning, kids will solve problems individually, or in small groups, depending on the nature of each exercise.

The goal of this program is to stretch your child's thinking abilities, helping them connect the dots, explore multiple solutions, and gradually build self-confidence in solving new challenges. While this may seem overwhelming to a parent, your child won't even realize how much they're learning. In their minds, they'll be using their imagination to fix satellites, map new planetary terrains, build space probes, deal with aliens, figure out the shortest route back to Earth—and more! This format of teaching blends gameplay, storytelling, and skill-building into a format that's as entertaining as it is educational.

CLASS INFORMATION

- 6 Sessions
- Day of the Week: Wednesdays
- Dates:
 - April: 8th, 15th, 29th
 - No class on April 22nd
 - May: 13th, 20th
 - No class on May 6th, May 27th
 - June: 3rd
- Time: 3:45 PM - 4:45 PM
- Location: Cottage Street Elementary School

TUITION: \$240.00



Arrival & Check-In

- Immediately following school dismissal, students must report to the library. A Community Education staff member will check them in and provide supervision until their enrichment class begins.
- Students will have time to fill water bottles/use restroom/have a snack from home prior to the start of class.

Dismissal & Late Pick-Up:

- Pick-Up Location: After class, instructors will escort students back to the library (Door #5) for dismissal.
- Students will only be released to an authorized parent or guardian.
- Running late? Please contact the program directly at 781-784-1519

THE ARTS

MAGIC IN MOTION: ENCHANTMENT WORKSHOP

REGISTER [HERE](#)



Grades: 1st - 5th
Instructor: Athena Coding

Step into a world of wonder with our Magic in Motion workshop! In this interactive program, students master the secrets behind captivating illusions—from classic card and coin tricks to sleight-of-hand with scarves and rope. Through hands-on practice and expert guidance, kids learn to make objects vanish, reappear, and even "float" a pencil. Each session is designed to boost confidence and spark creativity, providing a nurturing environment where every child transforms into a true magician ready to captivate any audience.

CLASS INFORMATION

- 6 Sessions
- Day of the Week: Wednesdays
- Dates:
 - April: 1st, 8th, 15th, 29th
 - No class on April 22nd.
 - May: 13th, 20th
 - No class on May 6th.
- Time: 3:45 PM - 4:45 PM
- Location: Cottage Street Elementary School



TUITION: \$145.00

STORY MAKERS

REGISTER [HERE](#)



Grades: 2nd - 5th
Instructor: Right Brain Curriculum

In Story Makers, students step into the role of authors to dream up original characters, exciting plots, and imaginative worlds. Whether crafting tales of superheroes or mysteries, young writers learn to build stories from strong beginnings to satisfying endings. Under the guidance of Right Brain Curriculum instructors, students master essential skills like dialogue, setting, and conflict in a supportive environment that emphasizes self-expression. This program boosts confidence and provides practical writing tools for school and beyond, leaving students with stories they're proud to share and a lifelong passion for writing.

CLASS INFORMATION

- 6 Sessions
- Day of the Week: Wednesdays
- Dates:
 - April: 1st, 8th, 15th, 29th
 - No class on April 22nd.
 - May: 13th, 20th
 - No class on May 6th.
- Time: 3:45PM - 5:15PM
- Location: Cottage Street Elementary School



TUITION: \$205.00

Arrival & Check-In

- Immediately following school dismissal, students must report to the library. A Community Education staff member will check them in and provide supervision until their enrichment class begins.
- Students will have time to fill water bottles/use restroom/have a snack from home prior to the start of class.

Dismissal & Late Pick-Up:

- Pick-Up Location: After class, instructors will escort students back to the library (Door #5) for dismissal.
- Students will only be released to an authorized parent or guardian.
- Running late? Please contact the program directly at 781-784-1519

THE ARTS

THEATRE CLASS

REGISTER [HERE](#)

Grades: 3rd - 5th
Instructor: Laura Canfield



Through creative games, improvisations, and coaching, this course will build skills in acting, singing, and collaboration. Students will get hands-on experience and coaching from one of the area's well-known drama coaches, Laura Canfield, who runs the LRC theatre program through the Marilyn Rodman Performing Arts Center in Foxboro (formerly the Orpheum).

CLASS INFORMATION

- 8 Sessions
- Day of the Week: Thursdays
- Dates:
 - April: 2nd, 9th, 16th, 30th
 - No class on April 23rd.
 - May: 7th, 21st, 28th
 - No class on May 14th.
 - June: 4th
- Time: 3:30pm - 4:30pm
- Location: Cottage Street Elementary School



TUITION: \$200.00

HOLLYWOOD FILMMAKING

REGISTER [HERE](#)

Grades: 2nd - 5th
Instructor: Athena Coding



From the writer's room to the silver screen, we'll guide students as they bring their ideas to life! In the first part of the class, they'll workshop characters, format their script, and storyboard their scenes; then they'll have the chance to act them out while filming them with iPads! Afterwards, they'll use either CapCut or iMovie to edit their movies, adding plenty of special effects. At the end, a copy of the film and a trailer will be sent home. We provide the iPads and green screen for the class!

CLASS INFORMATION

- 6 Sessions
- Day of the Week: Thursdays
- Dates:
 - April: 9th, 16th, 30th
 - No class on April 23rd.
 - May: 7th 14th, 21st
- Time: 3:45 PM - 4:45 PM
- Location: Cottage Street Elementary School



TUITION: \$145.00

Arrival & Check-In

- Immediately following school dismissal, students must report to the library. A Community Education staff member will check them in and provide supervision until their enrichment class begins.
- Students will have time to fill water bottles/use restroom/have a snack from home prior to the start of class.

Dismissal & Late Pick-Up:

- Pick-Up Location: After class, instructors will escort students back to the library (Door #5) for dismissal.
- Students will only be released to an authorized parent or guardian.
- Running late? Please contact the program directly at 781-784-1519

PHYSICAL ACTIVITIES

FLAG FOOTBALL

REGISTER [HERE](#)

Grades: 3rd - 5th
Instructor: F.A.S.T Athletics



F.A.S.T Athletics will teach everyone game strategies, catching techniques, and most importantly how to work together as a team. The students will be able to participate in different situational games such as Red Zone Defense, fourth-and-inches, and The QB challenge as they learn the importance of fair play. Each class will end with a simulated game broken down into 4 quarters - the coaches will have tons of plays ready to go for their teams!

CLASS INFORMATION

- 8 Sessions
- Day of the Week : Tuesdays
- Dates:
 - April: 7th, 14th, 28th
 - No class April 21st.
 - May 5th, 12th, 19th, 26th
 - June: 2nd
- Time: 3:45pm - 4:45pm
- Location: Cottage Street Elementary School



TUITION: \$130.00

YOGA

REGISTER [HERE](#)

Grades: Kindergarten - 5th
Instructor: Lisa Orkin



It's never too early to learn yoga. Yoga means "One" in the Sanskrit language and allows one to get in touch with one's mind, body, and soul. Come experience an interactive yoga class for students of all ages. The yoga class will include education on specific yoga poses, improving body awareness, increasing balance, flexibility, and coordination.

CLASS INFORMATION

- 8 Sessions
- Day of the Week : Thursdays
- Dates:
 - April: 9th, 16th, 30th
 - No class April 23rd.
 - May 7th, 14th, 21st, 28th
 - June: 4th
- Time: 3:45pm - 4:45pm
- Location: Cottage Street Elementary School



TUITION: \$185.00

*Equipment: Yoga Mats are required. If you do not have a Yoga Mat one will be provided. Mats are limited.

Arrival & Check-In

- Immediately following school dismissal, students must report to the library. A Community Education staff member will check them in and provide supervision until their enrichment class begins.
- Students will have time to fill water bottles/use restroom/have a snack from home prior to the start of class.

Dismissal & Late Pick-Up:

- Pick-Up Location: After class, instructors will escort students back to the library (Door #5) for dismissal.
- Students will only be released to an authorized parent or guardian.
- Running late? Please contact the program directly at 781-784-1519

STEAM

LEGO MATH BUILDERS

REGISTER [HERE](#)

Grades: 1st - 4th
Instructor: Right Brain Curriculum



In LEGO Math Builders, students build, measure, and solve real-world math problems using LEGO bricks through hands-on building challenges. Each week, kids design and construct projects that bring math to life — measuring perimeter and area, working with scale and symmetry, and creating precise shapes and structures that must meet specific requirements. Guided by Right Brain Curriculum instructors, students apply math in practical, visual ways as they problem-solve, test ideas, and revise their designs. By turning numbers into something they can see and touch, LEGO Math Builders helps students strengthen math understanding and confidence while doing what they love most: building.

CLASS INFORMATION

- 6 Sessions
- Day of the Week: Mondays
- Dates:
 - April: 6th, 13th, 27th
 - No class on April 20th
 - May: 4th, 11th, 18th
- Time: 3:45PM - 5:15PM
- Location: Cottage Street Elementary School



TUITION: \$205.00

ATTACKBOTS

REGISTER [HERE](#)

Grades 2nd - 5th
Instructor: Snapology



In this high-energy class, students build military-inspired robotic models like catapults, tanks, and bomber planes while mastering the fundamentals of sensors, gears, and pulleys. Through hands-on construction and basic computer programming, children explore mechanics and pseudo-coding to bring their creations to life. Each session uses interactive challenges to sharpen critical thinking, encouraging students to use inventiveness and problem-solving to overcome technical obstacles through play.

CLASS INFORMATION

- 8 Sessions
- Day of the Week: Mondays
- Dates:
 - March: 30th
 - April: 6th, 13th, 27th
 - No class on April 20th
 - May: 4th, 11th, 18th
 - No class on May 25th
 - June: 1st
- Time: 3:45PM - 4:45PM
- Location: Cottage Street Elementary School



TUITION: \$210.00

Arrival & Check-In

- Immediately following school dismissal, students must report to the library. A Community Education staff member will check them in and provide supervision until their enrichment class begins.
- Students will have time to fill water bottles/use restroom/have a snack from home prior to the start of class.

Dismissal & Late Pick-Up:

- Pick-Up Location: After class, instructors will escort students back to the library (Door #5) for dismissal.
- Students will only be released to an authorized parent or guardian.
- Running late? Please contact the program directly at 781-784-1519

STEAM

CIRCUIT LAB:

REGISTER [HERE](#)

FROM WEARABLES TO DRONES

Grades: 3rd - 5th
Instructor: *Circuit Lab*

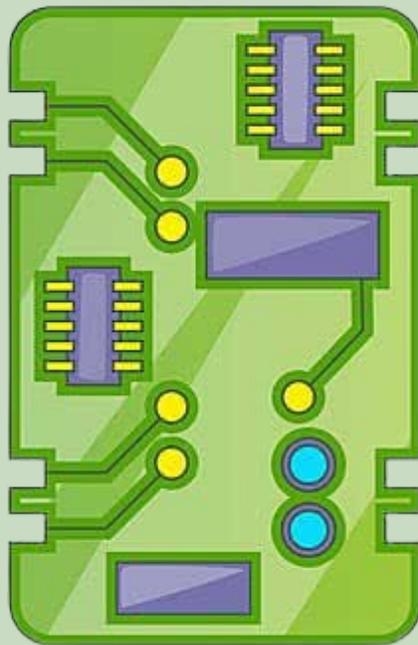


This hands-on course sparks creativity by exploring electricity through circuit art, wearable tech, simple robotics, drones, and sustainable energy. Learn about core concepts like series/parallel circuits, conductors/insulators, components (batteries, LEDs, motors), and basic coding/logic, all while building fun projects like light-up art, competition robots, and even mini-drones!

CLASS INFORMATION

- 6 Sessions
- Day of the Week: Tuesdays
- Dates:
 - April: 7th, 14th, 28th
 - No class on April 21st
 - May: 5th, 12th, 19th
- Time: 3:45 PM - 4:45 PM
- Location: Cottage Street Elementary School

TUITION: \$155.00



Arrival & Check-In

- Immediately following school dismissal, students must report to the library. A Community Education staff member will check them in and provide supervision until their enrichment class begins.
- Students will have time to fill water bottles/use restroom/have a snack from home prior to the start of class.

Dismissal & Late Pick-Up:

- Pick-Up Location: After class, instructors will escort students back to the library (Door #5) for dismissal.
- Students will only be released to an authorized parent or guardian.
- Running late? Please contact the program directly at 781-784-1519

STEAM

CODING

REGISTER [HERE](#)

Grades: 3rd - 5th
Instructor: Code Wiz



Please email: anarcotta@sharonschools.net after registering to indicate your student's chosen coding program from the list below:

Minecraft Coding: Explore, create or survive! Mine deep into the Minecraft world and create the future! In our modding with Minecraft course, you'll challenge the odds, craft your own kinds of weapons and build dream worlds using code. You will do this while also learning fundamental programming concepts, level design and problem-solving skills. You will make use of ready-made coding blocks to create their mini versions of Minecraft games all throughout the course.

Roblox Game Development: Anyone can build a game in Roblox! Roblox studio has all the tools to make your wildest gaming imaginations a reality. You tell us what game you want to make and we'll teach you the fundamentals and coach you through bringing that game to life! Whether you're new to coding or have some experience, you will be challenged and have fun while bringing your game to life. Students will also learn the life cycle of game development (from planning to design to their finished product) and finding and fixing errors in their code.

Drag n Drop Coding w Scratch: Dive into the world of code by coding your own trivia games, computer-generated art and math simulations or tell a story! Perfect for the young beginner, drag n drop coding is the perfect way to start learning to code all while having a good time! Using code blocks that snap together, you can go from newbie to pro without a ton of typing. Students learn problem solving skills, basic coding concepts such as variables, conditionals, loops, functions, events and communication skills. They will also learn mathematical concepts such as x-y coordinates, negative numbers, angles, percentages, remainders and more!

Visual/Game Based Python: Do you love playing games? Do you want to learn how to code? Well, you are in the right place! In our Visual Game-Based Python course, you'll learn to code by playing a game and solving coding puzzles that get increasingly challenging. Visual game-based Python is a great intermediate step between platforms like Scratch and pure text-based courses like Java! This course teaches basic coding concepts such as variables, conditionals, loops, functions, and events!

CLASS INFORMATION

- 6 Sessions
- Day of the Week: Tuesdays
- Dates:
 - April: 14th, 28th
 - No class on April 21st.
 - May: 5th, 12th, 19th, 26th
- Time: 3:45 PM - 4:45 PM
- Location: Cottage Street Elementary School



TUITION: \$220.00

Arrival & Check-In

- Immediately following school dismissal, students must report to the library. A Community Education staff member will check them in and provide supervision until their enrichment class begins.
- Students will have time to fill water bottles/use restroom/have a snack from home prior to the start of class.

Dismissal & Late Pick-Up:

- Pick-Up Location: After class, instructors will escort students back to the library (Door #5) for dismissal.
- Students will only be released to an authorized parent or guardian.
- Running late? Please contact the program directly at 781-784-1519

STEAM

CHESS WIZARDS

REGISTER [HERE](#)

Grades: 1st - 5th
Instructor: Chess Wizards



Chess Wizards is a premier chess education company providing fun, informative and challenging chess lessons to students. Our program is made for children at every step of their chess journey – no matter the skill level – with classes that build upon each other, starting with the basics and moving toward more advanced lessons as your child progresses from one session to the next. Chess Wizards teaches children how to problem solve, think critically, win graciously, and accept defeat with dignity and sportsmanship. Students will be divided into groups according to their chess experience. At the end of this session, each student would have had the chance to participate in a mini-chess tournament.

CLASS INFORMATION

- 8 Sessions
- Day of the Week: Wednesdays
- Dates:
 - March: 25th
 - April: 1st, 8th, 15th, 29th
 - No Class on April 22nd.
 - May: 13th, 20th
 - No Class on May 6th and May 27th.
 - June: 3rd
- Time: 3:45PM - 4:45PM
- Location: Cottage Street Elementary School



TUITION: \$215.00

LEGO ROBOTICS: INTRODUCTION TO ROBOTICS

REGISTER [HERE](#)

Grades: 3rd - 5th
Instructor: Code Wiz



This hands-on course explores the fundamentals of robotics. Students will delve into practical robotics projects involving touch sensors, motors, ultrasonic sensors, color sensors, light sensors, movement, gears, tires, and threads. Students learn problem-solving abilities through troubleshooting and refining projects for optimal performance, coding techniques to create responsive and interactive robots, designing unique and engaging robotics projects, fine motor skills, spatial reasoning, and logical thinking abilities.

CLASS INFORMATION

- 6 Sessions
- Day of the Week: Thursdays
- Dates:
 - April: 16th, 30th
 - No class on April 23rd.
 - May: 7th, 14th, 21st, 28th
- Time: 3:45 PM - 4:45 PM
- Location: Cottage Street Elementary School



TUITION: \$220.00

Arrival & Check-In

- Immediately following school dismissal, students must report to the library. A Community Education staff member will check them in and provide supervision until their enrichment class begins.
- Students will have time to fill water bottles/use restroom/have a snack from home prior to the start of class.

Dismissal & Late Pick-Up:

- Pick-Up Location: After class, instructors will escort students back to the library (Door #5) for dismissal.
- Students will only be released to an authorized parent or guardian.
- Running late? Please contact the program directly at 781-784-1519

STEAM

LEGO ADVENTURES

REGISTER [HERE](#)

Grades: Kindergarten - 4th
Instructor: *Right Brain Curriculum*



Calling all LEGO builders! In this creative, hands-on class, students tackle a new weekly building challenge— from skyscrapers and bridges to zoos, airports, and more. Along the way, Right Brain Curriculum instructors introduce the real-world ideas behind what students are building, including architecture, engineering, and design concepts drawn from history and everyday life. With access to a huge assortment of LEGO bricks, students will design, build, and refine their own original creations while developing problem-solving skills and imagination. Each session encourages creativity, collaboration, and pride in finished work, with time to showcase and document completed models. Learning and LEGO building come together in this engaging adventure.

CLASS INFORMATION

- 6 Sessions
- Day of the Week: Fridays
- Dates:
 - April: 10th, 17th
 - No class on April 24th.
 - May: 1st, 8th, 15th, 22nd
- Time: 3:45PM - 5:15PM
- Location: Cottage Street Elementary School



TUITION: \$205.00

MINING & BUILDING

REGISTER [HERE](#)

Grades: Kindergarten - 5th
Instructor: *Snapology*



Step into the Nether with Snapology as we bring Minecraft® to life using LEGO® bricks! Students will build their own custom worlds, featuring everything from animals and creepers to their very own characters. Beyond building, this workshop doubles as an academic enrichment experience where students develop presentation skills, engage in collaborative group discussions, and learn to ask insightful, on-task questions to elaborate on their creations.

CLASS INFORMATION

- 8 Sessions
- Day of the Week: Fridays
- Dates:
 - April: 10th, 17th
 - No class on April 24th.
 - May: 1st, 8th, 15th, 22nd, 29th
 - June: 5th
- Time: 3:45 PM - 4:45 PM
- Location: Cottage Street Elementary School



TUITION: \$210.00

Arrival & Check-In

- Immediately following school dismissal, students must report to the library. A Community Education staff member will check them in and provide supervision until their enrichment class begins.
- Students will have time to fill water bottles/use restroom/have a snack from home prior to the start of class.

Dismissal & Late Pick-Up:

- Pick-Up Location: After class, instructors will escort students back to the library (Door #5) for dismissal.
- Students will only be released to an authorized parent or guardian.
- Running late? Please contact the program directly at 781-784-1519



East Enrichment Classes

ENRICHMENT PROGRAMS AT A GLANCE

Monday Classes:

- **Flag Football (Grades: 3rd - 5th)**
 - **3:45PM - 4:45PM**
- **Lego Robotics: Introduction to Robotics (Grades: 3rd - 5th)**
 - **3:45PM - 4:45PM**
- **Lego Adventures (Grades: Kindergarten - 4th)**
 - **3:45PM - 5:15PM**

Tuesday Classes:

- **Kumon (Grades: 1st - 5th)**
 - **3:45PM - 4:45PM**
 - **One way transportation is available**
- **Magic in Motion: Enchantment Workshop (Grades: 1st - 5th)**
 - **3:45PM - 4:45PM**
- **Chess Wizards (Grades: 1st - 5th)**
 - **3:45PM - 4:45PM**
- **Mining & Building (Grades Kindergarten - 5th)**
 - **3:45PM - 4:45PM**

Wednesday Classes:

- **Hollywood Filmmaking (Grades: 2nd - 5th)**
 - **3:45PM - 4:45PM**
- **Lego Math Builders (Grades: 1st - 4th)**
 - **3:45PM - 5:15PM**
- **Coding (Grades: 3rd - 5th)**
 - **3:45PM - 4:45PM**
- **AttackBots (Grades: 2nd - 5th)**
 - **4:15PM - 5:15PM**

Thursday Classes:

- **Story Makers (Grades: 2nd - 5th)**
 - **3:45PM - 5:15PM**

Friday Classes:

- **Logic Through Critical Thinking (Grades: 3rd - 5th)**
 - **3:45PM - 4:45PM**

Attendance & Safety Procedures

Reporting Absences

If your child will be absent, please notify the Community Education office by 2:00 PM.

- **Email:** communityedabsences@sharonschools.net
- **Phone:** 781-784-1574

Arrival & Check-In

- **Immediately following school dismissal, students must report to the East Cafeteria. A Community Education staff member will check them in and provide supervision until their enrichment class begins.**
- **Students will have time to fill water bottles/use restroom/have a snack from home prior to the start of class.**

Dismissal & Late Pick-Up:

- **Pick-Up Location: After class, instructors will escort students back to the cafeteria (Door # 2) for dismissal.**
- **Students will only be released to an authorized parent or guardian.**
- **Running late? Please contact the program directly at 781-793-5199**

MIND EXPLORATION

KUMON READING

REGISTER [HERE](#)

Grades: 1st - 5th
Instructor: Kumon



This reading program is designed to reinforce fundamental concepts such as sentence structure, grammar, and punctuation while helping students build their vocabulary and improve their reading comprehension skills. Through daily assignments, which are adjusted based on age and skill level, students are encouraged to take personal responsibility for their learning, strengthen their concentration skills, and develop good study habits. This dual-focus on subject area mastery and work skill is the key to each student's success.

CLASS INFORMATION

- Day of the Week: Tuesdays
- Dates:
 - April: 7th, 14th, 21st*, 28th
 - (Parents are responsible for transportation on the 21st)
 - May: 5th, 12th, 19th, 26th
- Time:
 - 3:45-4:45PM
- LOCATION:
 - Kumon, 700 South Main St., Shaw's Plaza (781-762-6284)



TUITION: \$300.00

Community Ed provides one way transportation from school to Kumon

KUMON MATH

REGISTER [HERE](#)

Grades: 1st - 5th
Instructor: Kumon



Let your child amaze you. Kumon is a program designed to help children master the basics of math and unlock the potential in each child. Students begin at a comfortable starting point, determined by our placement test, with worksheets that can be easily completed. Your child will master the basics and reach complete proficiency with each successive step. This is a wonderful opportunity for children who may be struggling in math or who would like to advance to the next level. Speed + Accuracy = Mastery.

CLASS INFORMATION

- Day of the Week: Tuesdays
- Dates:
 - April: 7th, 14th, 21st*, 28th
 - (Parents are responsible for transportation on the 21st)
 - May: 5th, 12th, 19th, 26th
- Time:
 - 3:45-4:45PM
- LOCATION:
 - Kumon, 700 South Main St., Shaw's Plaza (781-762-6284)



TUITION: \$300.00

Community Ed provides one way transportation from school to Kumon

Arrival & Check-In

- Immediately following school dismissal, students must report to the East Cafeteria. A Community Education staff member will check them in and provide supervision until their enrichment class begins.
- Students will have time to fill water bottles/use restroom/have a snack from home prior to the start of class.
- Van Transportation: Children are expected to ride the Community Education van to all enrichment programs where transportation is provided. **If you choose to provide your own transportation, you must notify our office of this alternate plan for each occurrence. For safety and liability reasons, parents must stay with their child until the program begins and are responsible for the return trip.**
- Missing the Van: If a child misses the Community Education Van, staff will notify the parents and then emergency contacts. It is the responsibility of the parent or guardian to provide transportation to the program.

MIND EXPLORATION

LOGIC THROUGH CRITICAL THINKING

REGISTER [HERE](#)

Grades: 3rd - 5th
Instructor: Milly Radenovic



Through a thrilling space adventure packed with logic puzzles, brain teasers, and real-world decisions, your child will build:

- Critical thinking & pattern recognition
- Decision-making skills (identify situation, gather information, consider options, evaluate consequences, make the choice)
- Cognitive flexibility & executive function (e.g., planning & organization)
- Reading comprehension & engagement through visuals

How?

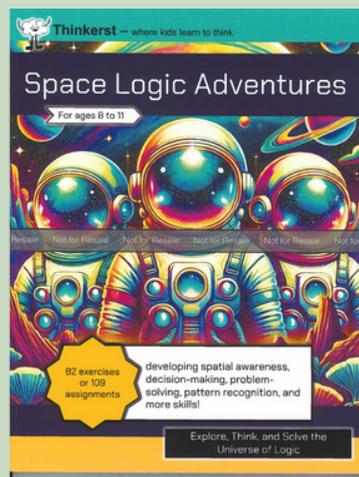
Each child will receive a Space Logic Adventure workbook at the beginning of the program. The book follows the story of three astronauts traveling through space. As they journey, they face a series of challenges and obstacles. Your child will help solve these challenges. We will recreate scenes from the book in the classroom using materials such as wooden blocks, LEGO bricks, straws, small stones/pebbles, stickers, and illustrations projected on a screen. Through situational learning, kids will solve problems individually, or in small groups, depending on the nature of each exercise.

The goal of this program is to stretch your child's thinking abilities, helping them connect the dots, explore multiple solutions, and gradually build self-confidence in solving new challenges. While this may seem overwhelming to a parent, your child won't even realize how much they're learning. In their minds, they'll be using their imagination to fix satellites, map new planetary terrains, build space probes, deal with aliens, figure out the shortest route back to Earth—and more! This format of teaching blends gameplay, storytelling, and skill-building into a format that's as entertaining as it is educational.

CLASS INFORMATION

- 6 Sessions
- Day of the Week: Fridays
- Dates:
 - April: 17th
 - No class on April 24th
 - May: 1st, 8th, 15th, 22nd, 29th
- Time: 3:45 PM - 4:45 PM
- Location: East Elementary School

TUITION: \$240.00



Arrival & Check-In

- Immediately following school dismissal, students must report to the East Cafeteria. A Community Education staff member will check them in and provide supervision until their enrichment class begins.
- Students will have time to fill water bottles/use restroom/have a snack from home prior to the start of class.

Dismissal & Late Pick-Up:

- Pick-Up Location: After class, instructors will escort students back to the cafeteria (Door #2) for dismissal.
- Students will only be released to an authorized parent or guardian.
- Running late? Please contact the program directly at 781-793-5199

THE ARTS

MAGIC IN MOTION: ENCHANTMENT WORKSHOP

REGISTER [HERE](#)



Grades: 1st - 5th
Instructor: Athena Coding

Step into a world of wonder with our Magic in Motion workshop! In this interactive program, students master the secrets behind captivating illusions—from classic card and coin tricks to sleight-of-hand with scarves and rope. Through hands-on practice and expert guidance, kids learn to make objects vanish, reappear, and even "float" a pencil. Each session is designed to boost confidence and spark creativity, providing a nurturing environment where every child transforms into a true magician ready to captivate any audience.

CLASS INFORMATION

- 6 Sessions
- Day of the Week: Tuesdays
- Dates:
 - April: 7th, 14th, 28th
 - No class on April 21st.
 - May: 5th, 12th, 19th
- Time: 3:45 PM - 4:45 PM
- Location: East Elementary School



TUITION: \$145.00

HOLLYWOOD FILMMAKING

REGISTER [HERE](#)



Grades: 2nd - 5th
Instructor: Athena Coding

From the writer's room to the silver screen, we'll guide students as they bring their ideas to life! In the first part of the class, they'll workshop characters, format their script, and storyboard their scenes; then they'll have the chance to act them out while filming them with iPads! Afterwards, they'll use either CapCut or iMovie to edit their movies, adding plenty of special effects. At the end, a copy of the film and a trailer will be sent home. We provide the iPads and green screen for the class!

CLASS INFORMATION

- 6 Sessions
- Day of the Week: Wednesdays
- Dates:
 - April: 1st, 8th, 15th, 29th
 - No class on April 22nd.
 - May: 13th, 20th
 - No class on May 6th.
- Time: 3:45 PM - 4:45 PM
- Location: East Elementary School



TUITION: \$145.00

Arrival & Check-In

- Immediately following school dismissal, students must report to the East Cafeteria. A Community Education staff member will check them in and provide supervision until their enrichment class begins.
- Students will have time to fill water bottles/use restroom/have a snack from home prior to the start of class.

Dismissal & Late Pick-Up:

- Pick-Up Location: After class, instructors will escort students back to the cafeteria (Door #2) for dismissal.
- Students will only be released to an authorized parent or guardian.
- Running late? Please contact the program directly at 781-793-5199

THE ARTS

STORY MAKERS

REGISTER [HERE](#)

Grades: 2nd - 5th
Instructor: Right Brain Curriculum



In Story Makers, students create, imagine, and write as they step into the role of authors, dreaming up original characters, exciting plots, and imaginative worlds of their own. Whether their stories involve dragons, superheroes, mysteries, or everyday adventures, kids learn how stories are built—from strong beginnings to satisfying endings. Each session focuses on a different element of storytelling, helping students turn ideas in their heads into words on the page. With guidance from Right Brain Curriculum instructors, students practice essential writing skills like character development, dialogue, setting, and conflict in a supportive, creative environment. The class emphasizes imagination, confidence, and self-expression, while giving young writers tools they can use in school and beyond. By the end, students will have stories they're proud to share—and the excitement to keep writing on their own.

CLASS INFORMATION

- 6 Sessions
- Day of the Week: Thursdays
- Dates:
 - April: 9th, 16th, 30th
 - No class on April 23rd.
 - May: 7th, 14th, 21st
- Time: 3:45PM - 5:15PM
- Location: East Elementary School



TUITION: \$205.00

PHYSICAL ACTIVITIES

FLAG FOOTBALL

REGISTER [HERE](#)

Grades: 3rd - 5th
Instructor: F.A.S.T Athletics



F.A.S.T Athletics will teach everyone game strategies, catching techniques, and most importantly how to work together as a team. The students will be able to participate in different situational games such as Red Zone Defense, fourth-and-inches, and The QB challenge as they learn the importance of fair play. Each class will end with a simulated game broken down into 4 quarters - the coaches will have tons of plays ready to go for their teams!

CLASS INFORMATION

- 8 Sessions
- Day of the Week : Mondays
- Dates:
 - April: 6th, 13th, 27th
 - No class on April 20th.
 - May 4th, 11th, 18th
 - No class on May 25th.
 - June: 1st, 8th
- Time: 3:45pm - 4:45pm
- Location: East Elementary School



TUITION: \$130.00

Arrival & Check-In

- Immediately following school dismissal, students must report to the East Cafeteria. A Community Education staff member will check them in and provide supervision until their enrichment class begins.
- Students will have time to fill water bottles/use restroom/have a snack from home prior to the start of class.

Dismissal & Late Pick-Up:

- Pick-Up Location: After class, instructors will escort students back to the cafeteria (Door #2) for dismissal.
- Students will only be released to an authorized parent or guardian.
- Running late? Please contact the program directly at 781-793-5199

STEAM

LEGO ROBOTICS: INTRODUCTION TO ROBOTICS

REGISTER [HERE](#)

Grades: 3rd - 5th
Instructor: Code Wiz



This hands-on course explores the fundamentals of robotics. Students will delve into practical robotics projects involving touch sensors, motors, ultrasonic sensors, color sensors, light sensors, movement, gears, tires, and threads. Students learn problem-solving abilities through troubleshooting and refining projects for optimal performance, coding techniques to create responsive and interactive robots, designing unique and engaging robotics projects, fine motor skills, spatial reasoning, and logical thinking abilities.

CLASS INFORMATION

- 6 Sessions
- Day of the Week: Mondays
- Dates:
 - April: 13th, 27th
 - No class on April 20th.
 - May: 4th, 11th, 18th
 - No class on May 25th.
 - June: 1st
- Time: 3:45 PM - 4:45 PM
- Location: East Elementary School



TUITION: \$220.00

LEGO ADVENTURES

REGISTER [HERE](#)

Grades: Kindergarten - 4th
Instructor: Right Brain Curriculum



Calling all LEGO builders! In this creative, hands-on class, students tackle a new weekly building challenge — from skyscrapers and bridges to zoos, airports, and more. Along the way, Right Brain Curriculum instructors introduce the real-world ideas behind what students are building, including architecture, engineering, and design concepts drawn from history and everyday life. With access to a huge assortment of LEGO bricks, students will design, build, and refine their own original creations while developing problem-solving skills and imagination. Each session encourages creativity, collaboration, and pride in finished work, with time to showcase and document completed models. Learning and LEGO building come together in this engaging adventure.

CLASS INFORMATION

- 6 Sessions
- Day of the Week: Mondays
- Dates:
 - April: 6th, 13th, 27th
 - No class on April 20th.
 - May: 4th, 11th, 18th
- Time: 3:45PM - 5:15PM
- Location: East Elementary School



TUITION: \$205.00

Arrival & Check-In

- Immediately following school dismissal, students must report to the East Cafeteria. A Community Education staff member will check them in and provide supervision until their enrichment class begins.
- Students will have time to fill water bottles/use restroom/have a snack from home prior to the start of class.

Dismissal & Late Pick-Up:

- Pick-Up Location: After class, instructors will escort students back to the cafeteria (Door #2) for dismissal.
- Students will only be released to an authorized parent or guardian.
- Running late? Please contact the program directly at 781-793-5199

STEAM

CHESS WIZARDS

REGISTER [HERE](#)

Grades: 1st - 5th
Instructor: Chess Wizards



Chess Wizards is a premier chess education company providing fun, informative and challenging chess lessons to students. Our program is made for children at every step of their chess journey – no matter the skill level – with classes that build upon each other, starting with the basics and moving toward more advanced lessons as your child progresses from one session to the next. Chess Wizards teaches children how to problem solve, think critically, win graciously, and accept defeat with dignity and sportsmanship. Students will be divided into groups according to their chess experience. At the end of this session, each student would have had the chance to participate in a mini-chess tournament.

CLASS INFORMATION

- 8 Sessions
- Day of the Week: Tuesdays
- Dates:
 - March: 31st
 - April: 7th, 14th, 28th
 - No class on April 21st.
 - May: 5th, 12th, 19th, 26th
- Time: 3:45PM - 4:45PM
- Location: East Elementary School



TUITION: \$215.00

MINING & BUILDING

REGISTER [HERE](#)

Grades: Kindergarten - 5th Grade
Instructor: Snapology



Step into the Nether with Snapology as we bring Minecraft® to life using LEGO® bricks! Students will build their own custom worlds, featuring everything from animals and creepers to their very own characters. Beyond building, this workshop doubles as an academic enrichment experience where students develop presentation skills, engage in collaborative group discussions, and learn to ask insightful, on-task questions to elaborate on their creations.

CLASS INFORMATION

- 8 Sessions
- Day of the Week: Tuesdays
- Dates:
 - April: 7th, 14th, 28th
 - No class on April 21st.
 - May: 5th, 12th, 19th, 26th
 - June: 2nd
- Time: 3:45 PM - 4:45 PM
- Location: East Elementary School



TUITION: \$210.00

Arrival & Check-In

- Immediately following school dismissal, students must report to the East Cafeteria. A Community Education staff member will check them in and provide supervision until their enrichment class begins.

Dismissal & Late Pick-Up:

- Pick-Up Location: After class, instructors will escort students back to the cafeteria (Door #2) for dismissal.
- Students will only be released to an authorized parent or guardian.
- Running late? Please contact the program directly at 781-793-5199

STEAM

LEGO MATH BUILDERS

Grades: 1st - 4th

Instructor: Right Brain Curriculum



[REGISTER HERE](#)

In LEGO Math Builders, students build, measure, and solve real-world math problems using LEGO bricks through hands-on building challenges. Each week, kids design and construct projects that bring math to life – measuring perimeter and area, working with scale and symmetry, and creating precise shapes and structures that must meet specific requirements. Guided by Right Brain Curriculum instructors, students apply math in practical, visual ways as they problem-solve, test ideas, and revise their designs. By turning numbers into something they can see and touch, LEGO Math Builders helps students strengthen math understanding and confidence while doing what they love most: building.

CLASS INFORMATION

- 6 Sessions
- Day of the Week: Wednesdays
- Dates:
 - April: 1st, 8th, 15th, 29th
 - No class on April 22nd.
 - May: 13th, 20th
 - No class on May 6th.
- Time: 3:45PM - 5:15PM
- Location: East Elementary School



TUITION: \$205.00

ATTACKBOTS

Grades 2nd - 5th

Instructor: Snapology



[REGISTER HERE](#)

In this high-energy class, students build military-inspired robotic models like catapults, tanks, and bomber planes while mastering the fundamentals of sensors, gears, and pulleys. Through hands-on construction and basic computer programming, children explore mechanics and pseudo-coding to bring their creations to life. Each session uses interactive challenges to sharpen critical thinking, encouraging students to use inventiveness and problem-solving to overcome technical obstacles through play.

CLASS INFORMATION

- 8 Sessions
- Day of the Week: Wednesdays
- Dates:
 - April: 1st, 8th, 15th, 29th
 - No class on April 22nd.
 - May: 13th, 20th
 - No class on May 6th, and May 27th.
 - June: 3rd, 10th
- Time: 4:15PM - 5:15PM
- Location: East Elementary School



TUITION: \$210.00

Arrival & Check-In

- Immediately following school dismissal, students must report to the East Cafeteria. A Community Education staff member will check them in and provide supervision until their enrichment class begins.

Dismissal & Late Pick-Up:

- Pick-Up Location: After class, instructors will escort students back to the cafeteria (Door #2) for dismissal.
- Students will only be released to an authorized parent or guardian.
- Running late? Please contact the program directly at 781-793-5199

STEAM

CODING

Grades: 3rd - 5th
Instructor: Code Wiz



REGISTER [HERE](#)

Please email: anarcotta@sharonschools.net after registering to indicate your student's chosen coding program from the list below:

Minecraft Coding: Explore, create or survive! Mine deep into the Minecraft world and create the future! In our modding with Minecraft course, you'll challenge the odds, craft your own kinds of weapons and build dream worlds using code. You will do this while also learning fundamental programming concepts, level design and problem-solving skills. You will make use of ready-made coding blocks to create their mini versions of Minecraft games all throughout the course.

Roblox Game Development: Anyone can build a game in Roblox! Roblox studio has all the tools to make your wildest gaming imaginations a reality. You tell us what game you want to make and we'll teach you the fundamentals and coach you through bringing that game to life! Whether you're new to coding or have some experience, you will be challenged and have fun while bringing your game to life. Students will also learn the life cycle of game development (from planning to design to their finished product) and finding and fixing errors in their code.

Drag n Drop Coding w Scratch: Dive into the world of code by coding your own trivia games, computer-generated art and math simulations or tell a story! Perfect for the young beginner, drag n drop coding is the perfect way to start learning to code all while having a good time! Using code blocks that snap together, you can go from newbie to pro without a ton of typing. Students learn problem solving skills, basic coding concepts such as variables, conditionals, loops, functions, events and communication skills. They will also learn mathematical concepts such as x-y coordinates, negative numbers, angles, percentages, remainders and more!

Visual/Game Based Python: Do you love playing games? Do you want to learn how to code? Well, you are in the right place! In our Visual Game-Based Python course, you'll learn to code by playing a game and solving coding puzzles that get increasingly challenging. Visual game-based Python is a great intermediate step between platforms like Scratch and pure text-based courses like Java! This course teaches basic coding concepts such as variables, conditionals, loops, functions, and events!

CLASS INFORMATION

- 6 Sessions
- Day of the Week: Wednesdays
- Dates:
 - April: 15th, 29th
 - No class on April 22nd.
 - May: 13th, 20th
 - No class on May 6th and May 27th.
 - June: 3rd, 10th
- Time: 3:45 PM - 4:45 PM
- Location: East Elementary School

TUITION:\$220.00



Arrival & Check-In

- Immediately following school dismissal, students must report to the East Cafeteria. A Community Education staff member will check them in and provide supervision until their enrichment class begins.

Dismissal & Late Pick-Up:

- Pick-Up Location: After class, instructors will escort students back to the cafeteria (Door #2) for dismissal.
- Students will only be released to an authorized parent or guardian.
- Running late? Please contact the program directly at 781-793-5199



Heights Enrichment Classes

Enrichment Programs - At A Glance

Monday Classes:

- Logic Through Critical Thinking (Grades: 3rd - 5th)
 - 3:45PM - 4:45PM
- Magic in Motion: Enchantment Workshop (Grades: 1st - 5th)
 - 3:45PM - 4:45PM
- Mining & Building (Grades: Kindergarten - 5th)
 - 3:45PM - 4:45PM)

Tuesday Classes:

- Kumon (Grades: 1st - 5th)
 - 3:45PM - 4:45PM
 - One way transportation available
- Theatre Class (Grades: 3rd - 5th)
 - 3:30PM - 4:30PM
- Lego Math Builders (Grades: 1st - 4th)
 - 3:45PM - 5:15PM

Wednesday Classes:

- Lego Adventures (Grades: Kindergarten - 4th)
 - 3:45PM - 5:15PM
- Lego Robotics: Introduction to Robotics (Grades: 3rd - 5th)
 - 3:45PM - 4:45PM
- Yoga (Grades: Kindergarten - 5th)
 - 3:45PM - 4:45PM

Thursday Classes:

- Flag Football (Grades: 3rd - 5th)
 - 3:45PM - 4:45 PM
- Chess Wizards (Grades: 1st - 5th)
 - 3:45PM - 4:45PM
- Coding (Grades: 3rd - 5th)
 - 3:45PM - 4:45PM

Friday Classes:

- Hollywood Filmmaking (Grades: 2nd - 5th)
 - 3:45PM - 4:45PM
- Story Makers (Grades: 2nd - 5th)
 - 3:45PM - 5:15PM
- AttackBots (Grades 2nd - 5th)
 - 3:45PM - 4:45PM

Attendance & Safety Procedures

Reporting Absences:

If your child will be absent, please notify the Community Education office by 2:00 PM.

- Email: communityedabsences@sharonschools.net
- Phone: 781-784-1574

Arrival & Check-In

- Immediately following school dismissal, students must report to the Heights' Cafeteria. A Community Education staff member will check them in and provide supervision until their enrichment class begins.
- Students will be able to fill their water bottle/use restroom/have a snack from home prior to the start of class.

Dismissal & Late Pick-Up:

- Pick-Up Location: After class, instructors will escort students back to the cafeteria (Door #2) for dismissal.
- Students will only be released to an authorized parent or guardian.
- Running late? Please contact the program directly at 781-793-9999

MIND EXPLORATION

KUMON READING

REGISTER [HERE](#)

Grades: 1st - 5th
Instructor: Kumon



This reading program is designed to reinforce fundamental concepts such as sentence structure, grammar, and punctuation while helping students build their vocabulary and improve their reading comprehension skills. Through daily assignments, which are adjusted based on age and skill level, students are encouraged to take personal responsibility for their learning, strengthen their concentration skills, and develop good study habits. This dual-focus on subject area mastery and work skill is the key to each student's success.

CLASS INFORMATION

- 8 Sessions
- Day of the Week: Tuesdays
- Dates:
 - April: 7th, 14th, 21st, 28th
 - (Parents are responsible for transportation on the 21st)
 - May: 5th, 12th, 19th, 26th
- Time:
 - 3:45-4:45PM
- LOCATION:
 - Kumon, 700 South Main St., Shaw's Plaza (781-762-6284)



TUITION: \$300.00

Community Ed provides one way transportation from school to Kumon

KUMON MATH

REGISTER [HERE](#)

Grades: 1st - 5th
Instructor: Kumon



Let your child amaze you. Kumon is a program designed to help children master the basics of math and unlock the potential in each child. Students begin at a comfortable starting point, determined by our placement test, with worksheets that can be easily completed. Your child will master the basics and reach complete proficiency with each successive step. This is a wonderful opportunity for children who may be struggling in math or who would like to advance to the next level. Speed + Accuracy = Mastery.

CLASS INFORMATION

- 8 Sessions
- Day of the Week: Tuesdays
- Dates:
 - April: 7th, 14th, 21st, 28th
 - (Parents are responsible for transportation on the 21st)
 - May: 5th, 12th, 19th, 26th
- Time:
 - 3:45-4:45PM
- LOCATION:
 - Kumon, 700 South Main St., Shaw's Plaza (781-762-6284)



TUITION: \$300.00

Community Ed provides one way transportation from school to Kumon

Arrival & Check-in

- Immediately following school dismissal, students must report to the Heights' Cafeteria. A Community Education staff member will check them in and provide supervision until their enrichment class begins.
- Students will be able to fill their water bottle/use restroom/have a snack from home prior to the start of class.
- Van Transportation: Children are expected to ride the Community Education van to all enrichment programs where transportation is provided. **If you choose to provide your own transportation, you must notify our office of this alternate plan for each occurrence. For safety and liability reasons, parents must stay with their child until the program begins and are responsible for the return trip.**
- Missing the Van: If a child misses the Community Education Van, staff will notify the parents and then emergency contacts. It is the responsibility of the parent or guardian to provide transportation to the program.

MIND EXPLORATION

LOGIC THROUGH CRITICAL THINKING

REGISTER [HERE](#)

Grades: 3rd - 5th
Instructor: Milly Radenovic



Through a thrilling space adventure packed with logic puzzles, brain teasers, and real-world decisions, your child will build:

- Critical thinking & pattern recognition
- Decision-making skills (identify situation, gather information, consider options, evaluate consequences, make the choice)
- Cognitive flexibility & executive function (e.g., planning & organization)
- Reading comprehension & engagement through visuals

How?

Each child will receive a Space Logic Adventure workbook at the beginning of the program. The book follows the story of three astronauts traveling through space. As they journey, they face a series of challenges and obstacles. Your child will help solve these challenges. We will recreate scenes from the book in the classroom using materials such as wooden blocks, LEGO bricks, straws, small stones/pebbles, stickers, and illustrations projected on a screen. Through situational learning, kids will solve problems individually, or in small groups, depending on the nature of each exercise.

The goal of this program is to stretch your child's thinking abilities, helping them connect the dots, explore multiple solutions, and gradually build self-confidence in solving new challenges. While this may seem overwhelming to a parent, your child won't even realize how much they're learning. In their minds, they'll be using their imagination to fix satellites, map new planetary terrains, build space probes, deal with aliens, figure out the shortest route back to Earth—and more! This format of teaching blends gameplay, storytelling, and skill-building into a format that's as entertaining as it is educational.

CLASS INFORMATION

- 6 Sessions
- Day of the Week: Mondays
- Dates:
 - April: 27th
 - May: 4th, 11th, 18th
 - No class on May 25th.
 - June: 1st, 8th
- Time: 3:45 PM - 4:45 PM
- Location: Heights Elementary School

TUITION: \$240.00



Arrival & Check-In

- Immediately following school dismissal, students must report to the Heights' Cafeteria. A Community Education staff member will check them in and provide supervision until their enrichment class begins.
- Students will be able to fill their water bottle/use restroom/have a snack from home prior to the start of class.

Dismissal & Late Pick-Up:

- Pick-Up Location: After class, instructors will escort students back to the cafeteria (Door #2) for dismissal.
- Students will only be released to an authorized parent or guardian.
- Running late? Please contact the program directly at 781-793-9999

THE ARTS

MAGIC IN MOTION: ENCHANTMENT WORKSHOP

REGISTER [HERE](#)

Grades: 1st - 5th
Instructor: Athena Coding



Step into a world of wonder with our Magic in Motion workshop! In this interactive class, students will uncover the secrets behind age-appropriate magic tricks using safe, everyday objects. Over the course of the program, they'll master a variety of illusions - simple card and coin tricks to sleight-of-hand maneuvers with scarves and rope. Kids will learn how to make small objects vanish and reappear, perform a delightful disappearing handkerchief trick and even create the illusion of a floating pencil. Each session is packed with hands-on practice, guided demonstrations, and fun challenges that encourage creativity and boost confidence. Our experienced instructor ensures a nurturing, engaging environment where every child can become a true magician, captivating their audience with skills they can proudly showcase.

CLASS INFORMATION

- 6 Sessions
- Day of the Week: Mondays
- Dates:
 - April: 6th, 13th, 27th
 - No class on April 20th.
 - May: 4th, 11th, 18th
- Time: 3:45 PM - 4:45 PM
- Location: Heights Elementary School



TUITION: \$145.00

THEATRE CLASS

REGISTER [HERE](#)

Grades: 3rd - 5th
Instructor: Laura Canfield



Through creative games, improvisations, and coaching, this course will build skills in acting, singing, and collaboration. Students will get hands-on experience and coaching from one of the area's well-known drama coaches, Laura Canfield, who runs the LRC theatre program through the Marilyn Rodman Performing Arts Center in Foxboro (formerly the Orpheum).

CLASS INFORMATION

- 8 Sessions
- Day of the Week: Tuesdays
- Dates:
 - April: 7th, 14th, 28th
 - No class on April 21st.
 - May 5th, May 12th, May 19th, May 26th
 - June: 2nd
- Time: 3:30pm - 4:30pm
- Location: Heights Elementary School



TUITION: \$200.00

Arrival & Check-In

- Immediately following school dismissal, students must report to the Heights' Cafeteria. A Community Education staff member will check them in and provide supervision until their enrichment class begins.
- Students will be able to fill their water bottle/use restroom/have a snack from home prior to the start of class.

Dismissal & Late Pick-Up:

- Pick-Up Location: After class, instructors will escort students back to the cafeteria (Door #2) for dismissal.
- Students will only be released to an authorized parent or guardian.
- Running late? Please contact the program directly at 781-793-9999

THE ARTS

HOLLYWOOD FILMMAKING

REGISTER [HERE](#)

Grades: 2nd - 5th
Instructor: Athena Coding



From the writer's room to the silver screen, we'll guide students as they bring their ideas to life! In the first part of the class, they'll workshop characters, format their script, and storyboard their scenes; then they'll have the chance to act them out while filming them with iPads! Afterwards, they'll use either CapCut or iMovie to edit their movies, adding plenty of special effects. At the end, a copy of the film and a trailer will be sent home. We provide the iPads and green screen for the class!

CLASS INFORMATION

- 6 Sessions
- Day of the Week: Fridays
- Dates:
 - April: 10th, 17th
 - No class on April 24th.
 - May: 1st, 8th, 15th, 22nd
- Time: 3:45 PM - 4:45 PM
- Location: Heights Elementary School



TUITION: \$145.00

STORY MAKERS

REGISTER [HERE](#)

Grades: 2nd - 5th
Instructor: Right Brain Curriculum



In Story Makers, students step into the role of authors to dream up original characters, exciting plots, and imaginative worlds. Whether crafting tales of superheroes or mysteries, young writers learn to build stories from strong beginnings to satisfying endings. Under the guidance of Right Brain Curriculum instructors, students master essential skills like dialogue, setting, and conflict in a supportive environment that emphasizes self-expression. This program boosts confidence and provides practical writing tools for school and beyond, leaving students with stories they're proud to share and a lifelong passion for writing.

CLASS INFORMATION

- 6 Sessions
- Day of the Week: Fridays
- Dates:
 - April: 10th, 17th
 - No class on April 24th.
 - May: 1st, 8th, 15th, 22nd
- Time: 3:45PM - 5:15PM
- Location: Heights Elementary School



TUITION: \$205.00

Arrival & Check-In

- Immediately following school dismissal, students must report to the Heights' Cafeteria. A Community Education staff member will check them in and provide supervision until their enrichment class begins.
- Students will be able to fill their water bottle/use restroom/have a snack from home prior to the start of class.

Dismissal & Late Pick-Up:

- Pick-Up Location: After class, instructors will escort students back to the cafeteria (Door #2) for dismissal.
- Students will only be released to an authorized parent or guardian.
- Running late? Please contact the program directly at 781-793-9999

PHYSICAL ACTIVITIES

YOGA

Grades: Kindergarten - 5th
Instructor: Lisa Orkin



REGISTER [HERE](#)

It's never too early to learn yoga. Yoga means "One" in the Sanskrit language and allows one to get in touch with one's mind, body, and soul. Come experience an interactive yoga class for students of all ages. The yoga class will include education on specific yoga poses, improving body awareness, increasing balance, flexibility, and coordination.

CLASS INFORMATION

- 8 Sessions
- Day of the Week : Wednesdays
- Dates:
 - March: 25th
 - April: 1st, 8th, 15th, 29th
 - No class April 22nd.
 - May 13th, 20th
 - No class on May 6th, and May 27th
 - June: 3rd
- Time: 3:45pm - 4:45pm
- Location: Heights Elementary School



TUITION: \$185.00

*Equipment: Yoga Mats are required. If you do not have a Yoga Mat one will be provided. Mats are limited.

FLAG FOOTBALL

Grades: 3rd - 5th
Instructor: F.A.S.T Athletics



REGISTER [HERE](#)

F.A.S.T Athletics will teach everyone game strategies, catching techniques, and most importantly how to work together as a team. The students will be able to participate in different situational games such as Red Zone Defense, fourth-and-inches, and The QB challenge as they learn the importance of fair play. Each class will end with a simulated game broken down into 4 quarters - the coaches will have tons of plays ready to go for their teams!

CLASS INFORMATION

- 8 Sessions
- Day of the Week : Thursdays
- Dates:
 - April: 9th, 16th, 30th
 - No class on April 23rd.
 - May: 7th, 14th, 21st, 28th
 - June: 4th
- Time: 3:45pm - 4:45pm
- Location: Heights Elementary School



TUITION: \$130.00

Arrival & Check-In

- Immediately following school dismissal, students must report to the Heights' Cafeteria. A Community Education staff member will check them in and provide supervision until their enrichment class begins.
- Students will be able to fill their water bottle/use restroom/have a snack from home prior to the start of class.

Dismissal & Late Pick-Up:

- Pick-Up Location: After class, instructors will escort students back to the cafeteria (Door #2) for dismissal.
- Students will only be released to an authorized parent or guardian.
- Running late? Please contact the program directly at 781-793-9999

STEAM

MINING & BUILDING

REGISTER [HERE](#)

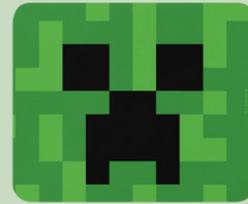
Grades: Kindergarten - 5th Grade
Instructor: Snapology



Step into the Nether with Snapology as we bring Minecraft® to life using LEGO® bricks! Students will build their own custom worlds, featuring everything from animals and creepers to their very own characters. Beyond building, this workshop doubles as an academic enrichment experience where students develop presentation skills, engage in collaborative group discussions, and learn to ask insightful, on-task questions to elaborate on their creations.

CLASS INFORMATION

- 8 Sessions
- Day of the Week: Mondays
- Dates:
 - March: 30th
 - April: 6th, 13th, 27th
 - No class on April 20th.
 - May: 4th, 11th, 18th
 - No class on May 25th.
 - June: 1st
- Time: 3:45 PM - 4:45 PM
- Location: Heights Elementary School



TUITION: \$210.00

LEGO MATH BUILDERS

REGISTER [HERE](#)

Grades: 1st - 4th
Instructor: Right Brain Curriculum



In LEGO Math Builders, students build, measure, and solve real-world math problems using LEGO bricks through hands-on building challenges. Each week, kids design and construct projects that bring math to life — measuring perimeter and area, working with scale and symmetry, and creating precise shapes and structures that must meet specific requirements. Guided by Right Brain Curriculum instructors, students apply math in practical, visual ways as they problem-solve, test ideas, and revise their designs. By turning numbers into something they can see and touch, LEGO Math Builders helps students strengthen math understanding and confidence while doing what they love most: building.

CLASS INFORMATION

- 6 Sessions
- Day of the Week: Tuesdays
- Dates:
 - April: 7th, 14th, 28th
 - No class on April 21st.
 - May: 5th, 12th, 19th
- Time: 3:45PM - 5:15PM
- Location: Heights Elementary School



TUITION: \$205.00

Arrival & Check-In

- Immediately following school dismissal, students must report to the Heights' Cafeteria. A Community Education staff member will check them in and provide supervision until their enrichment class begins.
- Students will be able to fill their water bottle/use restroom/have a snack from home prior to the start of class.

Dismissal & Late Pick-Up:

- Pick-Up Location: After class, instructors will escort students back to the cafeteria (Door #2) for dismissal.
- Students will only be released to an authorized parent or guardian.
- Running late? Please contact the program directly at 781-793-9999

STEAM

LEGO ADVENTURES

REGISTER [HERE](#)

Grades: Kindergarten - 4th
Instructor: *Right Brain Curriculum*



Calling all LEGO builders! In this creative, hands-on class, students tackle a new weekly building challenge — from skyscrapers and bridges to zoos, airports, and more. Along the way, Right Brain Curriculum instructors introduce the real-world ideas behind what students are building, including architecture, engineering, and design concepts drawn from history and everyday life. With access to a huge assortment of LEGO bricks, students will design, build, and refine their own original creations while developing problem-solving skills and imagination. Each session encourages creativity, collaboration, and pride in finished work, with time to showcase and document completed models. Learning and LEGO building come together in this engaging adventure.

CLASS INFORMATION

- 6 Sessions
- Day of the Week: Wednesdays
- Dates:
 - April: 1st, 8th, 15th, 29th
 - No class on April 22nd.
 - May: 13th, 20th
 - No class on May 6th.
- Time: 3:45PM - 5:15PM
- Location: Heights Elementary School



TUITION: \$205.00

LEGO ROBOTICS: INTRODUCTION TO ROBOTICS

REGISTER [HERE](#)

Grades: 3rd - 5th
Instructor: *Code Wiz*



This hands-on course explores the fundamentals of robotics. Students will delve into practical robotics projects involving touch sensors, motors, ultrasonic sensors, color sensors, light sensors, movement, gears, tires, and threads. Students learn problem-solving abilities through troubleshooting and refining projects for optimal performance, coding techniques to create responsive and interactive robots, designing unique and engaging robotics projects, fine motor skills, spatial reasoning, and logical thinking abilities.

CLASS INFORMATION

- 6 Sessions
- Day of the Week: Wednesday
- Dates:
 - April: 15th, 29th
 - No class on April 22nd.
 - May: 13th, 20th
 - No class on May 6th and 25th.
 - June: 3rd, 10th
- Time: 3:45 PM - 4:45 PM
- Location: Heights Elementary School



TUITION: \$220.00

Arrival & Check-In

- Immediately following school dismissal, students must report to the Heights' Cafeteria. A Community Education staff member will check them in and provide supervision until their enrichment class begins.
- Students will be able to fill their water bottle/use restroom/have a snack from home prior to the start of class.

Dismissal & Late Pick-Up:

- Pick-Up Location: After class, instructors will escort students back to the cafeteria (Door #2) for dismissal.
- Students will only be released to an authorized parent or guardian.
- Running late? Please contact the program directly at 781-793-9999

STEAM

CODING

Grades: 3rd - 5th
Instructor: Code Wiz



REGISTER [HERE](#)

Please email: anarcotta@sharonschools.net after registering to indicate your student's chosen coding program from the list below:

Minecraft Coding: Explore, create or survive! Mine deep into the Minecraft world and create the future! In our modding with Minecraft course, you'll challenge the odds, craft your own kinds of weapons and build dream worlds using code. You will do this while also learning fundamental programming concepts, level design and problem-solving skills. You will make use of ready-made coding blocks to create their mini versions of Minecraft games all throughout the course.

Roblox Game Development: Anyone can build a game in Roblox! Roblox studio has all the tools to make your wildest gaming imaginations a reality. You tell us what game you want to make and we'll teach you the fundamentals and coach you through bringing that game to life! Whether you're new to coding or have some experience, you will be challenged and have fun while bringing your game to life. Students will also learn the life cycle of game development (from planning to design to their finished product) and finding and fixing errors in their code.

Drag n Drop Coding w Scratch: Dive into the world of code by coding your own trivia games, computer-generated art and math simulations or tell a story! Perfect for the young beginner, drag n drop coding is the perfect way to start learning to code all while having a good time! Using code blocks that snap together, you can go from newbie to pro without a ton of typing. Students learn problem solving skills, basic coding concepts such as variables, conditionals, loops, functions, events and communication skills. They will also learn mathematical concepts such as x-y coordinates, negative numbers, angles, percentages, remainders and more!

Visual/Game Based Python: Do you love playing games? Do you want to learn how to code? Well, you are in the right place! In our Visual Game-Based Python course, you'll learn to code by playing a game and solving coding puzzles that get increasingly challenging. Visual game-based Python is a great intermediate step between platforms like Scratch and pure text-based courses like Java! This course teaches basic coding concepts such as variables, conditionals, loops, functions, and events!

CLASS INFORMATION

- 6 Sessions
- Day of the Week: Thursdays
- Dates:
 - April: 16th, 30th
 - No class on April 23rd.
- May: 7th, 14th, 21st, 28th
- Time: 3:45 PM - 4:45 PM
- Location: Heights Elementary School

TUITION: \$220.00



Arrival & Check-In

- Immediately following school dismissal, students must report to the Heights' Cafeteria. A Community Education staff member will check them in and provide supervision until their enrichment class begins.
- Students will be able to fill their water bottle/use restroom/have a snack from home prior to the start of class.

Dismissal & Late Pick-Up:

- Pick-Up Location: After class, instructors will escort students back to the cafeteria (Door #2) for dismissal.
- Students will only be released to an authorized parent or guardian.
- Running late? Please contact the program directly at 781-793-9999

STEAM

CHESS WIZARDS

REGISTER [HERE](#)

Grades 1 - 5

Instructor: Chess Wizards



Chess Wizards is a premier chess education company providing fun, informative and challenging chess lessons to students. Our program is made for children at every step of their chess journey – no matter the skill level – with classes that build upon each other, starting with the basics and moving toward more advanced lessons as your child progresses from one session to the next. Chess Wizards teaches children how to problem solve, think critically, win graciously, and accept defeat with dignity and sportsmanship. Students will be divided into groups according to their chess experience. At the end of this session, each student would have had the chance to participate in a mini-chess tournament.

CLASS INFORMATION

- 8 Sessions
- Day of the Week: Thursdays
- Dates:
 - April: 2nd, 9th, 16th, 30th
 - No class April 23rd.
 - May: 7th, 14th, 21st, 28th
- Time: 3:45PM - 4:45PM
- Location: Heights Elementary School



TUITION: \$215.00

ATTACKBOTS

REGISTER [HERE](#)

Grades 2nd - 5th

Instructor: Snapology



In this high-energy class, students build military-inspired robotic models like catapults, tanks, and bomber planes while mastering the fundamentals of sensors, gears, and pulleys. Through hands-on construction and basic computer programming, children explore mechanics and pseudo-coding to bring their creations to life. Each session uses interactive challenges to sharpen critical thinking, encouraging students to use inventiveness and problem-solving to overcome technical obstacles through play.

CLASS INFORMATION

- 8 Sessions
- Day of the Week: Fridays
- Dates:
 - April: 10th, 17th
 - No class on April 24th.
 - May: 1st, 8th, 15th, 22nd, 29th
 - June: 5th
- Time: 3:45PM - 4:45PM
- Location: Heights Elementary School



TUITION: \$210.00

Arrival & Check-In

- Immediately following school dismissal, students must report to the Heights' Cafeteria. A Community Education staff member will check them in and provide supervision until their enrichment class begins.
- Students will be able to fill their water bottle/use restroom/have a snack from home prior to the start of class.

Dismissal & Late Pick-Up:

- Pick-Up Location: After class, instructors will escort students back to the cafeteria (Door #2) for dismissal.
- Students will only be released to an authorized parent or guardian.
- Running late? Please contact the program directly at 781-793-9999



Middle School Enrichment Classes

Enrichment Programs: At A Glance

Monday Classes:

- **Coding (Grades 6th-8th)**
 - 2:30PM - 3:30PM
- **Circuit Lab: From Wearables to Drones (Grades 6th-8th)**
 - 2:30PM - 3:30PM

Wednesday Classes:

- **SP Robotics Extravaganza (Grades 6th-8th)**
 - 2:45PM - 3:45PM

Friday Classes:

- **Flag Football (Grades 6th-8th)**
 - 2:30PM - 3:30PM
- **First Lego League (Grades 6th-8th)**
 - 2:30PM - 3:30PM

Attendance & Safety Procedures

Reporting Absences:

If your student will be absent from an enrichment program, please notify the Community Education office by 2:00 PM on the day of class.

- **Email:** communityedabsences@sharonschools.net
- **Phone:** 781-784-1574

Arrival & Check-In

- Immediately following school dismissal, students must report directly to their program's location for check-in.

Dismissal & Late Pick-Up:

- Parents/Guardians are expected to arrive promptly at door #24 (the library) of Sharon Middle School at the conclusion of class to sign out their student.
- If you wish for your student to be dismissed in any other manner, you must provide written authorization to the Community Education Office or call 781-781-1574.
- Please note that the Late Bus operates on Mondays and Wednesdays only.
- Running late? Please contact the program directly at 781-793-5074

PHYSICAL ACTIVITIES

FLAG FOOTBALL

Grades: 6th - 8th

Instructor: F.A.S.T Athletics



[REGISTER HERE](#)

F.A.S.T Athletics will teach everyone game strategies, catching techniques, and most importantly how to work together as a team. The students will be able to participate in different situational games such as Red Zone Defense, fourth-and-inches, and The QB challenge as they learn the importance of fair play. Each class will end with a simulated game broken down into 4 quarters - the coaches will have tons of plays ready to go for their teams!

CLASS INFORMATION

- 8 Sessions
- Day of the Week : Fridays
- Dates:
 - April: 10th, 17th
 - No class on April 24th.
 - May 1st, 8th, 15th, 22nd, 29th
 - June: 5th
- Time: 2:30pm - 3:30pm
- Location: Sharon Middle School

TUITION: \$130.00



Arrival & Check-In

- Immediately following school dismissal, students must report directly to their program's location for check-in.

Dismissal & Late Pick-Up:

- Parents/Guardians are expected to arrive promptly at door #24 (the library) of Sharon Middle School at the conclusion of class to sign out their student.
- If you wish for your student to be dismissed in any other manner, you must provide written authorization to the Community Education Office or call 781-781-1574.
- Please note that the Late Bus operates on Mondays and Wednesdays only.
- Running late? Please contact the program directly at 781-793-5074

STEAM

CODING

Grades: 6th - 8th
Instructor: Code Wiz



REGISTER [HERE](#)

Please email: anarcotta@sharonschools.net after registering to indicate your student's chosen coding program from the list below:

Roblox Game Development: Anyone can build a game in Roblox! Roblox studio has all the tools to make your wildest gaming imaginations a reality. You tell us what game you want to make and we'll teach you the fundamentals and coach you through bringing that game to life! Whether you're new to coding or have some experience, you will be challenged and have fun while bringing your game to life. Students will also learn the life cycle of game development (from planning to design to their finished product) and finding and fixing errors in their code.

Make Your Own LEGO Microgame: Do you love building with LEGO bricks? Have you always wanted to build a game? Our LEGO Microgame class will be perfect for you to get started! Using drag and drop techniques, you'll build your own LEGO world and a fun, interactive game with virtual LEGO bricks! For your game, you can choose your favorite minifigure character, you can make your own mods, and show off your new game to your friends. Learn the fundamentals of Unity's system, build a 3D game and gain basic knowledge of game design and use that as a stepping stone to more advanced gaming classes.

Visual/Game Based Python: Do you love playing games? Do you want to learn how to code? Well, you are in the right place! In our Visual Game-Based Python course, you'll learn to code by playing a game and solving coding puzzles that get increasingly challenging. Visual Game-based Python is a great intermediate step between platforms like Scratch and pure text-based courses like Java! This course teaches basic coding concepts such as variables, conditionals, loops, functions, and events!

Build Your First Website: Intro to Web Design: Take your first steps into the world of web design and coding by creating your very own website! This beginner-friendly camp introduces students to the basics of HTML and CSS, the building blocks of every website. Through hands-on projects, they'll learn how to create simple, stylish web pages and bring their ideas to life. Perfect for kids who are curious about coding and want to create something amazing online.

App Architects: Build Your First Mobile App: Become a mobile app creator by coding and designing your very first interactive app! Students will be introduced to the basics of mobile app development using app inventor, learning how to create simple apps from scratch. They'll explore app coding, design, and testing to bring their creative ideas to life on mobile devices.

CLASS INFORMATION

- 6 Sessions
- Day of the Week: Monday
- Dates:
 - April: 13th, 27th
 - No class on April 20th.
 - May: 4th, 11th, 18th
 - No class on May 25th.
 - June: 1st
- Time: 2:30 PM - 3:30 PM
- Location: Sharon Middle School



TUITION: \$220.00

Arrival & Check-In

- Immediately following school dismissal, students must report directly to their program's location for check-in.

Dismissal & Late Pick-Up:

- Parents/Guardians are expected to arrive promptly at door #24 (the library) of Sharon Middle School at the conclusion of class to sign out their student.
- If you wish for your student to be dismissed in any other manner, you must provide written authorization to the Community Education Office or call 781-781-1574.
- Please note that the Late Bus operates on Mondays and Wednesdays only.
- Running late? Please contact the program directly at 781-793-5074

STEAM

CIRCUIT LAB:

REGISTER [HERE](#)

FROM WEARABLES TO DRONES

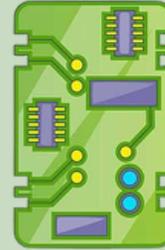
Grades: 6th - 8th
Instructor: *Circuit Lab*



This hands-on course sparks creativity by exploring electricity through circuit art, wearable tech, simple robotics, drones, and sustainable energy. Learn about core concepts like series/parallel circuits, conductors/insulators, components (batteries, LEDs, motors), and basic coding/logic, all while building fun projects like light-up art, competition robots, and even mini-drones!

CLASS INFORMATION

- 6 Sessions
- Day of the Week: Monday
- Dates:
 - April: 6th, 13th, 27th
 - No class on April 20th.
 - May: 4th, 11th, 18th
- Time: 2:30 PM - 3:30 PM
- Location: Sharon Middle School



TUITION: \$155.00

SP ROBOTICS EXTRAVAGANZA

REGISTER [HERE](#)

Grades: 6th - 8th
Instructor: *Snalogy*



Using Spike Prime Robotics, students master motion, pressure, and color sensors while exploring the mechanical components that drive movement. Working in pairs, they'll use word-block coding and Bluetooth technology to program diverse builds ranging from race cars to space rovers. This collaborative environment sharpens critical thinking and teamwork as students tackle games and challenges designed to boost their coding proficiency. By blending technical skill-building with creative problem-solving, students gain the confidence to bring complex robotic designs to life.

CLASS INFORMATION

- 8 Sessions
- Day of the Week: Wednesday
- Dates:
 - April: 1st, 8th, 15th, 29th
 - No class on April 22nd.
 - May: 13th, 20th
 - No class on May 6th and May 27th
 - June: 3rd, 10th
- Time: 2:45PM - 3:45PM
- Location: Sharon Middle School



TUITION: \$240.00

Arrival & Check-In

- Immediately following school dismissal, students must report directly to their program's location for check-in.

Dismissal & Late Pick-Up:

- Parents/Guardians are expected to arrive promptly at door #24 (the library) of Sharon Middle School at the conclusion of class to sign out their student.
- If you wish for your student to be dismissed in any other manner, you must provide written authorization to the Community Education Office or call 781-781-1574.
- Please note that the Late Bus operates on Mondays and Wednesdays only.
- Running late? Please contact the program directly at 781-793-5074

STEAM

FIRST LEGO LEAGUE

REGISTER [HERE](#)

Grades: 6th - 8th
Instructor: Code Wiz



First Lego League (FLL) is an international robotics tournament in a cheerful atmosphere! You will be led through a global robotics program to solve real world problems. You will need to solve tricky “missions” with the help of a robot. You will research the given challenge within a team, plan programming and test an autonomous LEGO Mindstorms robot to solve missions.

Concepts your child will learn: Coding skills such as sequencing, conditionals, loops and events, critical thinking, planning and problem-solving skills. They will also learn conceptualizing, designing, and building LEGO robots from scratch. Other skills like presentation skills, good sportsmanship, teamwork, and solving real-world problems are also included.

CLASS INFORMATION

- 6 Sessions
- Day of the Week: Friday
- Dates:
 - May: 1st, 8th, 15th, 22nd, 29th
 - June: 5th
- Time: 2:30 PM - 3:30 PM
- Location: Sharon Middle School

TUITION: \$220.00



Arrival & Check-In

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BEFORE//AFTER CARE



**REGISTRATION FOR THE
2026/2027 SCHOOL
YEAR OPENS ON
MARCH 9TH AT 9:00 AM**

