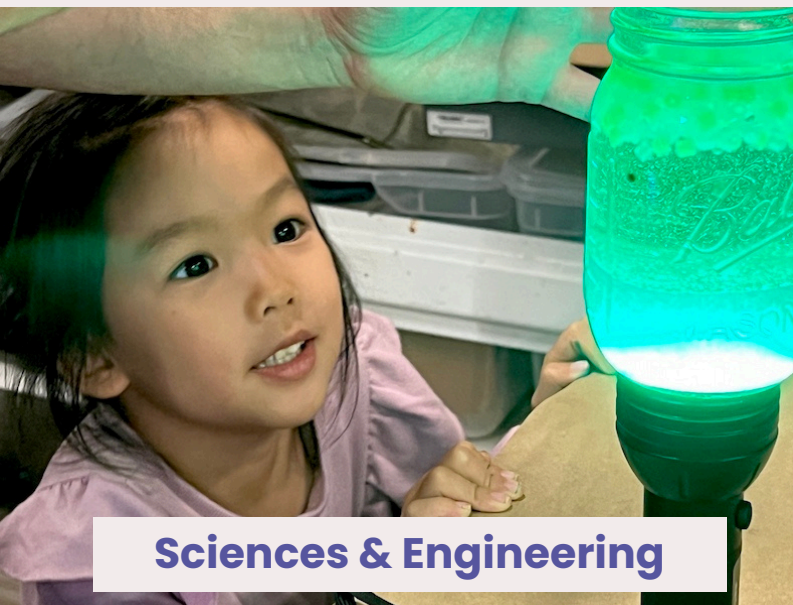




**Coding & Electronics**



**Woodworking**



**Sciences & Engineering**



**Theater & Art**



*“This was an amazing new learning experience with very engaging instructors!”*

## Enroll Today!

Acera School  
5 Lowell Avenue  
Winchester, Mass 01890  
aceraschool.org  
781-729-3489  
enrichment@aceraschool.org

***\*Bus Transportation Available from all  
Winchester Public Schools for After School***

*Acera is a 501(c)3 nonprofit organization*

*“Our daughter loved her first time at  
Acera! We look forward to coming back.”*



Did you know we engage  
**voracious minds** of learners at our  
K-9 school in Winchester, running  
from 8:30 AM to 3:00 PM—come  
learn more!

# Acera 2025-2026

## After School Enrichment Classes

Hands-on STEAM classes for kids ages 5-14

Acera School's award-winning Enrichment Programs foster curiosity, creativity, and critical thinking, helping children reach their full potential. Classes begin September 2.

- Open to All Kids
- Expert Educators/Specialist
- Hands-On Experiences
- Skill-Building Opportunities
- Trimester Schedule
- Time Outdoors on our Adventure Playground
- Optional Snack Program

**REGISTER!**





# Acera After School Enrichment: 2025–26 Week at a Glance

## MONDAY

**Creating with Technology: Art Meets Engineering, ages 5–7**  
In this playful, hands-on class, young creators will explore the exciting intersection of art and engineering! Through imaginative projects that blend creativity with basic tech tools, students will design and build their own interactive artworks, kinetic sculptures, light-up crafts, and simple machines. *TEACHER: FLOR*

**Girls in STEM, ages 8–10**  
We will investigate and explore topics including Biomimicry, Physics, Biology, Chemistry and Engineering by employing a hands on approach and project based activities. *TEACHER: ALEXIS & KATHY*

**Culinary Explorers (Tacos, Pierogi, Muffins, Soups & more!), ages 8 –10**  
The opportunity to explore new or familiar foods, and, working as a team, slice, dice, peel, measure, and cook until they've prepared the finished dish. *TEACHER: DYLAN*

**Mathsters of Art, ages 8 –10**  
In this hands-on, minds-on class, students will explore the hidden beauty of math through art! Young "mathsters" will dive into exciting, creative projects that bring geometry and spatial reasoning to life. *TEACHER: CAMILA*

**Creative Computing & Robotics, ages 8–10**  
This club offers a unique opportunity for students to develop their computational thinking skills while exploring a range of digital tools. The course will feature a variety of tools, including Scratch, CoSpaces, and TinkerCAD. While Chromebooks will be provided, students are welcome to bring their own laptops from home. *TEACHER: DANNY*

**Dungeons & Dragons Role Play, ages 11–14**  
Create your own characters and weave a story together, from epic quests for treasure to thrilling battles with dangerous foes. *TEACHER: CHUCK*

**Science Investigators, ages 11–14**  
In this dynamic, hands-on class, students will take on the role of real-world scientists as they explore fascinating questions across biology, chemistry, physics, and environmental science. *TEACHER: KATHERINE*

## TUESDAY

**Sculpting Fabric Animals and Huggable Friends, ages 5–7**  
In this imaginative and hands-on class, young artists will learn how to turn fabric, felt, and other soft materials into adorable animals and cozy companions. Using simple sewing techniques, fabric sculpting, and creative design, students will dream up their own characters and bring them to life *TEACHER: KATHY*

**Miniature Clay Creations, ages 5–7**  
Sculpt, mold, and model with clay, From portraits and animals to dragons and cartoon characters. *TEACHER: ADRIENNE*

**Stop Motion Animation, ages 8–10**  
In this imaginative camp, participants will be able to craft and share a story of their own invention using stop-motion animation. *TEACHER: DYLAN*

**Code and Create: Microbits & Scratch Coding, ages 8–10**  
In this fun and interactive class, students will explore the exciting world of coding through two powerful platforms: Scratch and Micro:bit. *TEACHER: FLOR*

**Graphic Design, ages 8–10**  
They'll learn fundamental design principles like color theory, typography, and layout while using digital tools to bring their ideas to life. Through hands-on projects such as creating logos, posters, and simple digital animations, students develop both their creativity and problem-solving skills. *TEACHER: EMMA*

**Filmmaking, ages 8–10**  
Lights, Camera, Action! Students will enhance their visual and auditory storytelling abilities by delving into production procedures. *TEACHER: NICK*

**Soccer Clinic @ Teamworks, ages 8–12**  
Acera will walk kids from school to the Winchester Community Park Grass Field, 5 min away. The Teamworks Soccer Staff will teach basic soccer skills such as dribbling, passing, and shooting through various drills and games.

**Destination Imagination: Creative Challenges, ages 10–14**  
Unleash your imagination in this fun hands-on course based on the Destination Imagination program, designed for curious minds who love to create and problem-solve. Students will team up to tackle a variety of open-ended challenges that blend science, technology, engineering, arts, and storytelling. *TEACHER: MOLLY*

**LARPing Adventures: Magic, Myth & Heroes, ages 11–14**  
In this action-packed class, students will dive into the world of LARP (Live Action Role-Playing), where imagination, storytelling, and strategy come together to create unforgettable adventures. *TEACHER: CHUCK*

## WEDNESDAY

**Extraordinary Paper Creations, ages 5–7**  
We will transform a variety of papers to create unique 2D and 3D art, sculptures and functional objects in the wonderful realm of paper craft. *TEACHER: KATHY*

**LEGO Spike Prime Robotics, ages 5–7**  
The LEGO SPIKE Prime system opens students to robotics and coding basics. They'll control motors and sensors to navigate mazes, travel over rough terrain & more. *TEACHER: FLOR*

**LEGO Architects, ages 5–7**  
In this creative and hands-on class, young architects will explore the basics of design, structure, and engineering using colorful LEGO bricks. Through guided challenges and open-ended projects, students will build everything from simple houses and bridges to imaginative towers and cityscapes. *TEACHER: DYLAN*

**Edible Adventures (Baking & Cooking), ages 8–10**  
Welcome to baking, where your child can unleash their creativity in the kitchen, offering a hands-on and interactive experience that will leave them with a newfound love for baking. *TEACHER: KEVIN*

**Photography, ages 8–10**  
Students will explore the basics of composition, lighting, and perspective while practicing with digital cameras or tablets. Through fun projects like capturing nature, portraits, and everyday scenes, they'll develop creativity, observation skills, and an understanding of storytelling through images. *TEACHER: EMMA*

**Digital Modeling, Simulation & Fabrication, ages 8–10**  
In this exciting class, students will experiment with digital tools to design and construct 3D objects like toys, household products, and art. *TEACHER: DANNY*

**Intro to Woodworking, ages 8–10**  
Learn woodworking basics and create a toy airplane, pencil box, tool tote, and more! *TEACHER: ADAM*

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**Code Masters: Programming Fundamentals, ages 11–14**  
In this hands-on programming class, students will learn the fundamentals of computer programming through engaging projects and challenges. Using languages like Python and block-based coding tools, participants will explore key concepts such as variables, loops, conditionals, and functions. *TEACHER: SARAH*

**Band, ages 11–14**  
Students will explore a variety of styles, improve technique, and develop a deeper appreciation for music. Students must have basic competence in playing an instrument and reading music, but ALL LEVELS ARE WELCOME! *TEACHER: CHUCK*

## THURSDAY

**Art Sparks, ages 5–7**  
In this hands-on class, young artists will explore the exciting world of electricity and circuits through creative 2D and 3D projects. Students will learn about different types of circuits — including simple and parallel — and discover how conductivity brings their art to life. *TEACHER: CAMILA*

**Beatmaking, ages 8–10**  
In this energetic and fun class, students will explore the world of rhythm and music production using kid-friendly digital tools. They'll learn the basics of beatmaking by experimenting with different sounds, drum patterns, and melodies to create their own unique tracks. *TEACHER: DYLAN*

**Engineering Challenges, ages 8–10**  
Using everyday materials and simple tools, kids will design, build, and test structures, machines, and devices—learning key concepts like force, motion, balance, and energy along the way. *TEACHER: EMMA*

**LEGO Spike Prime Robotics: Solving Real-world Problems, ages 11–14**  
Kids are curious and ask questions about things around them in the real world.. In this class, they'll learn how to control motors and sensors to create their own customized robots that can solve real-world problems. Projects include Greeting/Joy Robot, Morning Helper, Future Furniture & more. *TEACHER: JAZZ*

**Sewing Arts, ages 9–14**  
Whether you're a beginner or an experienced sewist, we'll help you select or create a project, cut out the pieces, and guide you through the process. *TEACHER: KATHY*

**Model United Nations: Policy, Power, & Perspective, ages 10–14**  
Explore the big challenges of our time and open up your mind as an emerging world citizen. Engage in deep discussions about current events. Get exposure to primary sources and formative ideas in the political science, governmental, historical and philosophical landscape. *TEACHER: EMILY & RENEE*

**Intermediate & Advanced Woodworking Studio, ages 10–14**  
Our Intermediate & Advanced Woodworking Open Studio allows students to work independently and take their skills to the next level. Prior experience in a woodshop is required. *TEACHER: JOSH*

## FRIDAY

**Forts, Fantasy, and Friends , age 5–7**  
In this playful and creative class, young explorers will build cozy forts, craft magical stories, and embark on fantastical adventures with new friends. Through hands-on building projects, role-playing, and collaborative games, kids will develop teamwork, creativity, and storytelling skills. *TEACHER: DYLAN*

**Animal Engineering, ages 8–10**  
In this hands-on class, students will discover how animals inspire engineers to solve problems and create incredible machines and structures. *TEACHER: ADRIENNE*

**Paper and Pixel, ages 11–14**  
In this innovative class, students will explore the exciting blend of hand-crafted art and digital design. Starting with sketching, collage, and mixed-media techniques on paper, they will then bring their creations to life using digital tools like graphic design software and drawing tablets. *TEACHER: FLOR*

**FLL Challenge Competition Team – First Lego League using SPIKE Prime, ages 9–14**  
Join our Friday FLL team and dive into the world of competitive robotics using the LEGO® Education SPIKE™ Prime system! Students will explore real-world STEM challenges as they build and program robots to complete missions on the official FLL game board. The season kicks off in September and culminates in a competition in mid-December. *TEACHER: EMMA*



Discover Acera’s amazing teachers, trimester schedule, and After School programs at [aceraschool.org](https://aceraschool.org).