

Term 1 Enrichment Classes

Acera School — Class Descriptions by Day

Monday — 10 Classes

FiberDesign Studio

Ages 5–7

Where art meets science! In this creative, hands-on workshop, kids will explore fabric design through techniques like dyeing, cyanotype printing, resist methods, and fabric markers. They'll experiment with color, pattern, and texture while deconstructing and reimagining textiles into custom bags and pillowcases. A perfect blend of artistic expression and thoughtful making for curious young creators.

Marble Maze Runners

Ages 5–8

Kids will put their critical thinking and problem-solving skills to the test as they design and build marble mazes using LEGO, cardboard, and other creative materials. From easy to difficult challenges, students will strategize and experiment to create exciting marble runs. This hands-on experience encourages exploration, creativity, and strategic thinking—all while having tons of fun!

Mini Monster Maker: Build a Monster Terrarium

Ages 8–13

Get ready to bring tiny creatures to life! In this hands-on class, kids will design and pour their very own mini monsters using resin and custom molds — choosing colors and quirky details to make each critter one-of-a-kind. Then, they'll build a miniature terrarium habitat for their new creature to call home. By the end of the term, your child will take home a complete mini monster terrarium to display and adore — a perfect little world they made from scratch!

Experimental Science Workshop

Ages 9–15

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. From designing experiments and collecting data to analyzing results and drawing conclusions, participants will dive deep into the scientific method while tackling engaging investigations and challenges. Projects might include exploring chemical reactions, testing environmental factors like water quality or soil composition, investigating forces and motion, or dissecting the mysteries of ecosystems and energy systems.

User Experience

Ages 10–15

This class offers a unique opportunity for students to develop their computational thinking skills while exploring a range of digital tools. Students will have opportunities to explore the design of interactive digital technology, while collaborating to improve the experience of users in their own community. The course will feature a variety of tools, including for coding and visual arts. While Chromebooks will be provided, students are welcome to bring their own laptops from home.

Tuesday — 12 Classes

Mad Scientists

Ages 5–8

Using the Scientific Method and the Engineering Design Process, kids will ask questions, make predictions, build prototypes, test their ideas, and discover how the world works — YOU are the scientists and engineers! From fizzing chemical reactions to designing wild contraptions, each class mixes science with creativity for learning that's messy, magical, and totally mad!

Build-a-Buddy

Ages 5–7

Blending soft sculpture with elements of engineering and design, students will plan, prototype, and construct everything from imaginative animals to original creations. Along the way, they'll explore texture, structure, and form while developing fine motor skills and creative problem-solving — all in a fun, supportive space. No experience needed — just curiosity and a love of building and creating!

Cooking with Dylan

Ages 8–10

If your child is whipping up culinary creations at home or simply curious about cooking, our cooking classes are perfect for them. Our classes cater to chefs of all levels and will help them gain confidence in basic kitchen skills while learning recipes that they can easily recreate at home. We will select recipes from diverse cuisines and adapt to any student dietary restrictions.

Dungeons and Dragons

Ages 8–9

At the heart of Dungeons & Dragons lies the art of storytelling. With this game, you and your friends can create your own characters and weave a story together. From epic quests for treasure to thrilling battles with dangerous foes, daring rescues, courtly intrigue, and more, the possibilities are endless. Together, we'll venture forth to unravel mysteries, vanquish monstrous beasts, and craft a remarkable tale. Whether you're an experienced or a novice player, each story is fresh, unique, and tailored to fit the characters and their players.

Articulated Latex Figurines

Ages 9–15

Students will mainly focus on creating moveable latex figures. They will start off the class by learning about how to properly create aluminum armatures for puppets, while taking extra precautions to make sure we're handling materials with safety and care. They will then learn to build up the basic shapes of the armatures, and work their way up to adding the skin and final details to the puppets, where they will shoot an animation featuring their finalized puppets at the end of the trimester (time permitting).

Video Game Coding and Design

Ages 9–15

Video games don't just happen — they're designed, built, and iterated on by people who learned how. In this class, students get hands-on with Godot and Ren'Py, two professional-grade tools used by indie developers worldwide, to create action games and narrative adventures of their own design. From gameplay mechanics to art and sound, you'll touch every part of the process and leave with something genuinely playable.

Wednesday — 10 Classes

Science Investigators

Ages 5–7

Kiddos will dive into the wonders of the natural world through exciting experiments, outdoor adventures, and real-world problem-solving. We'll test water samples, study local ecosystems, and learn how human actions impact the environment. From building mini-terrariums to conducting soil investigations, kids will develop critical thinking skills while discovering how they can help protect our planet.

Stop Motion

Ages 5–8

In this creative, hands-on class, students will discover the magic of stop motion animation. Using clay, paper, LEGO, and everyday objects, young animators will plan, design, and film their own short movies — capturing each scene one frame at a time. Along the way, they'll dive into storytelling, set design, and animation techniques, using kid-friendly digital tools to edit footage and add sound effects. No experience necessary — just big ideas and a passion for bringing stories to life!

Intro to Woodworking

Ages 8–11

Are you new to woodworking? Our woodshop at Acera welcomes you to learn the basics of woodworking, such as hammering, sawing, and building with hand tools. You'll have the chance to create a toy airplane, pencil box, tool tote, and other fun projects!

Edible Adventures with Kevin

Ages 8–12

Welcome to baking, where your child can unleash their creativity and culinary skills in the kitchen! This delightful baking class is designed specifically for children aged 8 to 12, offering a hands-on and interactive experience that will leave them with a newfound love for baking.

Dragon Craft Lab: Foam Sculpting and Mixed Medias

Ages 9+

In Dragon Craft Lab, students explore foam and a variety of materials to sculpt and build detailed 3D creatures from scratch that will sit on your shoulder. Working through planning, shaping, and finishing, kids develop spatial thinking, fine motor skills, and creative confidence — and walk away with a sculpture that's entirely their own.

Dungeons and Dragons

Ages 10–15

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Thursday — 11 Classes

Programming, Coding, and Design

Ages 5–8

In this fun and interactive class, students will explore the exciting world of coding and game design through one powerful platform: Scratch. Kids will build games using block-based coding that teaches logic, sequencing, and creative thinking. Perfect for young inventors and curious minds, this class blends creativity, problem-solving, and hands-on tech exploration in an encouraging, beginner-friendly environment.

Forts, Fantasy, and Friends

Ages 5–7

A hands-on, imagination-driven class where kids build, explore, and play through collaborative fort-building, fantasy scenarios, and creative challenges — all in a fun and welcoming space.

Digital Modeling, Simulation & Fabrication

Ages 8–10

In this hands-on class, students will explore digital design and 3D modeling using tools like TinkerCAD and SolidWorks Apps for Kids. They'll create and test designs — ranging from toys to household items — through interactive modeling and physics simulations. Select projects will even be brought to life using 3D printing or laser cutting, giving students a chance to take home their own custom creations.

Guineafowl Hiking

Ages 8–13

In this fun and active afterschool program, students will build confidence and outdoor skills through weekly hiking challenges and nature exploration. With our friendly Guineafowl instructors as trail companions, kids will take on age-appropriate physical and mental tasks — like guided hikes, simple fitness challenges, journaling, and mindfulness activities.

Intermediate & Advanced Woodworking Studio

Ages 10–15

Our Woodworking Studio allows students to advance their woodworking skills on interesting projects, mostly of their choosing. All students will start off with a similar structured project, and then more experienced students can propose their own with a brief written list of steps and design plan. Students with limited experience will choose from a few structured projects and receive training and support as they build them.

Projects are typically desktop scale or smaller. Students will receive training in hand and power tool use appropriate to the woodworking activity.

Study Hall & Screen-Free Hangout

Ages 10+

A quiet, supportive space for students to work on homework, read, or simply unwind — screen-free.

Friday — 9 Classes

Mythical Clay Minis

Ages 5–7

From creating miniature mermaids to dragons or even unicorns, the possibilities are endless with clay. Let your creativity soar as you challenge yourself to try new techniques, experiment with different tools, and bring your ideas to life. Your figurines may become objects of adornment, such as necklace pendants or earrings, or even characters in a book you are writing. Perhaps they'll become a set of new good luck charms!

Build, Break, and Discover

Ages 7–9

Part engineering lab, part creative playground. In Build, Break & Discover, students explore hands-on building through a rotating mix of projects — LEGO challenges, fort construction, structural engineering, and the always-satisfying task of taking something apart to understand how it works. No two sessions are the same, and every kid leaves having built something real.

FLL Challenge Competition Team — First Lego League using SPIKE Prime

Ages 9–14

FIRST LEGO League introduces science, technology, engineering, and math (STEM) through fun, exciting hands-on learning. Participants gain real-world problem-solving experiences through a guided, global robotics program, helping today's students and teachers build a better future together. Friday's First Lego League program will use SPIKE Prime. The FLL season starts in September and ends in mid-December. Students who sign up for Tri 1 should also sign up for Tri 2 in order to compete. Note: Conference registration costs are not included in the class fee.

Tennis Club

Ages All Ages

Grab your racket and head outside. Tennis Club will walk to Leonard's Field each Friday for open practice and skill-building with Mr. Sean. All ages and experience levels welcome — whether you're picking up a racket for the first time or looking to sharpen your game, there's a place for you on the court.
