

2018/2019 INTRAMURALS

3rd Cycle

APRIL 8 – JUNE 7, 2019

The 3rd cycle of Intramurals here at the junior high will run from April 8 – June 7, 2019. A variety of activities for students in grades 5-8 (see schedule for specifics) are being offered throughout the week. We hope your child takes the opportunity to participate in some of these programs. After school Intramurals will run from 2:05 PM to 3:00 PM. At 3:00 PM students must be picked up from school or take the elementary bus which leaves the circle around 2:45. Students do not need to sign-up for Intramurals.

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
<i>Dungeons & Dragons</i> Gr. 5 – 8 Warrior Lab Mr. Hallett	Magic the Gathering Gr. 5 – 8 Warrior Lab Mr. Hallett		Frisbee/Disc Golf/Ping Pong Gr/ 5 – 8 Rm. MPR Mrs. Hussey	Dungeons & Dragons Gr. 5 – 8 Warrior Lab Mr. Hallett
Maker Space Activities Gr. 5 – 8 Library Ms. Mercier	Walking Club Gr. 5 – 8 Rm. 127 Mrs. Rodman		Bridge Club 5 – 8 Gr. Rm. 204 Ms. Gallo	Guided Library Gr. 5 – 8 Library Ms. Mercier
Little House on the Prairie Gr. 5 – 8 Rm. 105 Ms. Dill				Hour of Code Gr. 5 – 8 Rm. 106 Mrs. Goodwin
Mock Trial Club Gr. 7/8 Rm. 209 Mr. Covino				

Brief Description: Bridge Club – learn to play Bridge, a fun and exciting card game with Mr. Howard and Ms. Gallo in room 209 (snacks provided). Dungeons & Dragons, published in 1974 – is a fantasy tabletop role-playing game. Come and learn or challenge your imagination and creativity as you embark on an unforgettable adventure through gorgeous worlds and deadly dragons. Magic the Gathering - first released in 1993, Magic was the first collectible card game created. Battle other wizards in a rich fantasy world. Little House on the Prairie Club – come watch episodes of Little House and have a snack too. Frisbee/Disc Golf/Ping Pong – you will have the opportunity to try disc golf as well as throw/flip a Frisbee and play ping pong. Guided Library – work on school work or use the library to get caught up with school work. The Librarian will be available to help students whenever possible. Maker Space Activities – each week we will try a different activity using supplies provided by the library. Examples could be Legos, designing structures, and creating origami animals. Walking Club - walking is simple and great exercise! Walk to alleviate stress and to relax. Bring good walking shoes and a water. Hour of Code – learn to code or improve your computer coding skills. Mock Trial Club – come and learn and participate in different Mock Trials.