



IAS Clubs Fall 2023

4th - 5th

School Safety Patrol

Purpose: Foster a sense of law and order within an organization and community service. (Social Studies)

Activities: Officers for the school campus; monitor student movement in the hallways.

Responsible for raising and lowering the flag each day

Supplies: None

Grades: 4th & 5th

Sponsors: Ms. Packer, Room 111



Dance/Step Team

Purpose: Dance is the movement of the body rhythmically, to music and within a given space, to express an idea or emotion, release energy, or simply take delight in the movement itself. (SEL)

Activities: Dance and Step

Supplies: None

Grades: 4th & 5th

Sponsor: Ms. Walker, Room 228



Kilometer Kids

Purpose: Designed to teach kids in K-5th grade about goal setting, healthy habits, respect, and community building, all by exposing them to the sport of running.
(P.E./Health)

Activities: Running

Supplies: None

Grades: 4th & 5th

Sponsor: Ms. Bethea, Room 221



Work Hard. Be Kind. Have Fun.

The Morning Fin

Purpose: A weekly broadcast featuring news from around the school.

Activities: recording the news

Supplies: None

Grades: 4th & 5th

Sponsor: Ms. Vincent, International Student Center



Student Council

Purpose: Provides a necessary bridge between students and school leaders—helping to engage and hear what students think, feel, and need.

Activities: Meetings with the leadership team to share concerns, ideas, and needs of the student body.

Supplies: YELL curriculum handbook

Grades: 4th & 5th

Sponsor: Ms. Andrews, Room 223



Board Games Creator

Purpose: The club is curriculum based (ELA/Math) where students will be building board games.

Activities: Creating math and reading board games.

Supplies: None

Grades: 4th & 5th

Sponsors: Ms. Arnold, Ms. Davis, Mr. Phillips, Room 226



Shark Sports

Purpose: The objective of the sport is to build confidence and sportsmanship through teamwork. Scholars will learn how to play various sports such as golf, basketball, flag football and soccer. (P.E.)

Activities: Sports relays, competitive play, learning essential rules to sports and even creating their own sport.

Supplies: None

Grades: 4th & 5th

Sponsor: Ms. Jamison, Multipurpose Room 217



Coding

Purpose: Introducing scholars to coding by understanding and applying computer science concepts, learning how to code and solve problems. (STEAM)

Activities: Connecting computer science to daily living using Code.org website.

Supplies: Chromebook

Grades: 4th & 5th

Sponsor: Ms. Russo, Room 125



Home Economics

Purpose: Home Economics' importance in preparing students for life outside their parents' care. Home Economics class would help prepare scholars for life by building crucial life skills such as cooking, basic finance and sewing. (SEL)

Activities: sewing, cooking, activities surrounding health and hygiene

Supplies: notebook and pencil

Grades: 4th & 5th

Sponsor: Ms. Collins, Room 215



Student Ambassador

Purpose: Is a leadership opportunity for students who are dedicated to serving and representing IAS.

Activities: School Tours, Assisting in school-wide programs

Supplies: School approved uniform

Grades: 2nd – 5th

Sponsor: Mrs. Pena, Room 305

Once a Month



STUDENT
Ambassadors

Jr. Beta Club

Purpose: Promote the ideals of academic achievement, character, service, and leadership among elementary and secondary school students.

Activities: School base Service/ Social projects and community service activities

Supplies: Beta Club handbook

Grades: 4th & 5th

Invitation only

Sponsor: Ms. Colbert, Room 152

