



REGISTRATION FORM LESLIE MIDDLE SCHOOL

Before & After School Activities • Winter Session

24-25 Before & After School ENRICHMENT ACADEMY January 13 - March 7, 2025

Club Descriptions are on the back of form

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Before School 8:00-9:15am <input type="checkbox"/> AM Power Hour Rm 118 <input type="checkbox"/> Code and Create Rm 213 <input type="checkbox"/> Open Gym Gym	Before School 8:00-9:15am <input type="checkbox"/> AM Power Hour Rm 118 <input type="checkbox"/> Open Gym Gym	Before School 9:00-10:15am <input type="checkbox"/> AM Power Hour Rm 118 <input type="checkbox"/> Open Gym Gym	Before School 8:00-9:15am <input type="checkbox"/> AM Power Hour Rm 118 <input type="checkbox"/> Open Gym Gym	Before School 8:00-9:15am <input type="checkbox"/> AM Power Hour Rm 118 <input type="checkbox"/> Open Gym Gym
After School 4:00-5:30pm <input type="checkbox"/> Dungeon Masters Rm 129 <input type="checkbox"/> Leslie Pride Rm 224 <input type="checkbox"/> PM Power Hour Rm 115	After School 4:00-5:30pm <input type="checkbox"/> D&D Rm 129 <input type="checkbox"/> Math Magic Rm 213 <input type="checkbox"/> PM Power Hour Rm 226 <input type="checkbox"/> Minecraft Rm 115	After School 4:00-5:30pm <input type="checkbox"/> Architectural Drawing Rm 201 <input type="checkbox"/> D&D Rm 129 <input type="checkbox"/> Dino Sci. Club Rm 117 <input type="checkbox"/> Fiber Arts Rm 137 <input type="checkbox"/> Snack Attack Rm 202 <input type="checkbox"/> PM Power Hour Rm 226	After School 4:00-5:30pm <input type="checkbox"/> Science Research Rm 117 <input type="checkbox"/> Helping Hands Rm 213 <input type="checkbox"/> PM Power Hour Rm 115	No clubs on Friday Afterschool

STUDENT REGISTRATION FORM

Students: return complete registration form to the office

Student First Name	Student Last Name	Student ID #	Grade	6th period Room #
Home Address	City	State	Zip Code	
Guardian/ Caregiver Name	Home Phone	Cell Phone		
Contact Email Address:				

Does your student have any health or medical conditions? If yes, please describe: _____

TRANSPORTATION: My student will ☐ Ride the Activity Bus ☐ Be picked up ☐ Walk home

The Activity bus leaves at 5:30pm sharp. Students need to be picked up and/or leave campus at 5:30pm.

I authorize the Salem-Keizer School District and its representatives to secure the services of a physician, hospital, or necessary services in the event of accident or illness. I understand I will incur expenses for necessary services and SKSD is not liable for these. Every reasonable effort will be made to reach the guardian/caregiver as soon as possible.

The program is designed for the enjoyment and benefit for ALL students. Should disciplinary problems occur, guardian/caregiver will be contacted to pick up the student. Students may be removed from the club or program for inappropriate behavior. My signature indicates that I have read and understand the instructions and information on this form and that the information above is correct.

Guardian/Caregiver Signature: _____ **Date:** _____

SEE INFO ON REVERSE ➔



LESLIE MIDDLE SCHOOL

Before & After School Activities • Fall Session

CLUB DESCRIPTIONS

- >> **AM POWER HOUR** - Students needing extra support in any subject can receive extra support before school.
- >> **ARCHITECTURAL DRAWING** - Students will learn the basics of architecture and design by drawing floor plans, create 3D sketches, and use simple tools to design buildings or structures.
- >> **CODE & CREATE CLUB** - Students will get to explore their passions in computer coding, scratch programming, Arduino, and electric wearables.
- >> **DUNGEON MASTERS CLUB** - This is a workshop that will allow students to ask questions about what is involved with running a game and train them to be better D&D players
- >> **DUNGEONS & DRAGONS CLUB** - Students engage in collaboration, team-building, and problem-solving and based around exploring and battling in the ultimate fantasy world role-playing club.
- >> **DINO SCIENCE CLUB** - Students explore, create art, enjoy videos and go on field trips to learn more about dinosaurs.
- >> **FIBER ARTS CLUB** - Students learn how to crochet different items made out of yarn.
- >> **HELPING HANDS** - Students will get to volunteer making items like blankets, ornaments or hats for those in need. There will be field trip opportunities to volunteer in the community.
- >> **LESLIE PRIDE CLUB** - A place for LGBTQ+ students, friends, and supporters to meet each week and play games, do art, plan projects for the school, build community, and more!
- >> **MATH MAGIC & MENTORSHIP** - Students will get to step into the excited world of math puzzles, card tricks and teamwork! Solve brain teasers, share your mathematical talents, or get help cracking tricky problems while having fun with math.
- >> **MINECRAFT** - Students get to meet and play this adventurous game with other students.
- >> **OPEN GYM** - Recreational indoor time for activities such as basketball, volleyball, etc.
- >> **PM POWER HOUR** - Students needing extra support in any subject can receive extra support after school.
- >> **SCIENCE RESEARCH CLUB** - Students participate in science experiments and prepare for science fairs.
- >> **SNACK ATTACK CLUB** - Students will get to learn to prepare different types of snacks while learning about health and nutrition. (This club will be limited to 10 students)

Questions? Please contact Daisy Arreola Chavez or Cecilia Perez, Program Coordinators

Phone: (503) 399-3206

Email: Arreolachavez_daisy@salkeiz.k12.or.us ; perez_cecilia@salkeiz.k12.or.us

<https://leslie.salkeiz.k12.or.us/student-life/clubs>

The LMS Main Office does not open until 8:00am and closes at 4:30pm.

The Enrichment Academy provides great opportunities for students to expand learning and creativity in a safe and monitored environment with professional and caring staff.

*AM Clubs check in at the office. Students will then be directed to their designated classroom.
Students are expected to follow all safety guidelines and protocols, which include staying home if they are sick.
Inappropriate behavior will result in dismissal from the program.*

