



Richmond College Prep Schools

ASES CLASS SCHEDULE AND DESCRIPTION 2019 - 2020

Monday	Tuesday	Wednesday	Thursday	Friday
	Kaleidoscope (Sparkle Young)		Kaleidoscope (Sparkle Young)	RCP Aides: Jose Jimenez Ana Navarro Alberto Nicolas Sergio Nicolas
Game Design (Everett Coe)	Game Design (Everett Coe)	Game Design (Everett Coe)	Game Design (Everett Coe)	(As listed above)
Brazilian Jiu-Jitsu (Mindset MMA)	Science (Jose Jimenez)	Brazilian Jiu-Jitsu (Mindset MMA)	Science (Jose Jimenez)	(As listed above)
Music Production (Elwin Williams)	Fashion & Etiquette (Ariana Valencia)	Music Production (Elwin Williams)	Fashion & Etiquette (Ariana Valencia)	(As listed above)
Maker Space (Klea Bajala) (Valerie Iossa)	Creative Artistry (Mike Daddona)	Maker Space (Klea Bajala) (Valerie Iossa)	Creative Artistry (Mike Daddona)	(As listed above)
Organized Sports (Coach Augustus) (Coach Quiano)	Organized Sports (Coach Augustus) (Coach Quiano)	Organized Sports (Coach Augustus) (Coach Quiano)	Organized Sports (Coach Augustus) (Coach Quiano)	(As listed above)

◆ Daily Schedule:

- ◆ 3:00-3:20pm: Snack & Sign-In (w/ IAs)
- ◆ 3:20-4:20pm: Academic Support (w/ IAs)
- ◆ 4:20-4:30pm: Academic Support Dismissal and Enrichment Transition (w/IAs)
- ◆ 4:30-5:50pm: Enrichment
- ◆ 5:50-6:00pm: Program Breakdown

CLASS DESCRIPTIONS

Creative Artistry a.k.a. Anyone Can Do Art

Jade Fair-Ariana uses this time to teach basic Art vocabulary, skill, mediums, and concepts to 3rd through 5th grades. Students have produced sketches, drawings, acrylic paintings on canvas, are beginning to sculpture.

Kaleidoscope

In this class, students are encouraged to think out of the box, explore their interests and ideas, research the business aspects or logistics, and then produce a tangible product with the coaching and motivation of Sparkle Young. Through this platform, 6th through 8th-grade students created their board games. They have used the internet as a tool to analyze game concepts, strategies, marketing costs, and learned graphic design, Gravits Program. The game boards were created by them, printed, and will be on exhibit at the ASAS Showcase.

Fashion & Etiquette

The Fashion & Etiquette class was designed to provide, acquaint, and equip middle-school young ladies with the knowledge of proper attire, hairstyles, and behavioral conduct for various settings, i.e., casual, employment, and formal. To foster confidence for every occasion. Mrs. Ariana Valencia has established a great rapport with 6th through 8th grade. Students are exhibiting grace, confidence, respect for themselves and others, and classroom conduct has improved.

Music Production

Music Production is an introductory/intermediate sound engineer class. Elwin Williams, a professional performer, songwriter, and engineer can easily relate to students grades 3rd through 8th grades. Mr. Williams teaches various levels of the music business from the history to writing songs and performing. As evidenced last year, we will be looking forward to a self-produced album of original works, video and live performance.

Science

Jose Jimenez leads 3rd through 5th on a fun journey of interactive experiences in science. Vocabulary and skill are emphasized with enthusiasm. Students learn of the working of motors, how a battery works, robotic principles, how to construct buildings. Using learned concepts, students are encouraged to design as well as have peer interaction with discussions of how and why their projects work. The students' completed projects are always a favorite at the showcase.

Game Design

This class, headed by Everette Coe, is an introductory/intermediate video game design course. It gives students the opportunity to learn of and experience, through hands-on interaction, the concepts, and the process of professional game design. Mr. Coe leads 6th through 8th grades by instructing camera movement, keyboard use, and learning tools to create art design for video games. Students are introduced to and gain comprehension of coding/scripting and level design. They create a 3d model (vertex, edge, face) from concept art to implementation. Students utilize various 2d editing programs such as Photoshop, The Gimp, Sprite, as well as 3d tools, i.e., Lightwave and Blender. This class promotes problem solving, networking, imagination, and closes the digital divide. Students complete this class with the creation of original games they designed.

Jui-Jitsu

Sensei Christian facilitates the Brazilian Jui-Jitsu (Mindset MMA) classes. He teaches the art of self-defense techniques with the emphasis on safety, discipline, and skill development. Students practice in separate leveled classes, Tuesday and Thursdays 3rd through 5th grades and Monday and Wednesdays 6th through 8th grades. Students participate in MMA age appropriate matches against other organizations.

Makerspace

Makerspace introduces elements of design and fabrication. Instructors Klea Bajala and Valerie Iosso teach visual communication through drawing from varying perspectives, sketch modeling, and material studies. Safety practices are emphasized as students are taught to use manual and power tools. Graphic design, Gravits, is taught so that students may communicate with a laser cutter to produce their designs. Teams are formed to design and complete projects. The students are taught pricing, marketing, package design, photograph work, and photo editing. The class culminates with the showcase exhibition.

Sports

Headed by Eddie Augustus and Chris Quijano, students are afforded a great platform of physical skill development, discipline, teamwork along with competition. This class is designed for age-appropriate organized sports which services grades 3 through 8. Some of the team sports offered are Tug of War, Kick Ball, Softball, Basketball (organized girl and boy teams/games against other schools), Soccer (organized girl and boy teams/games against other schools), LaCrosse, Archery, Golf, and Tennis.