

The Newest Wave of Education

ENRICHMENT PROGRAMS

2021 - 2022
COURSE CATALOG



HOMESCHOOLING | ENRICHMENT PROGRAMS | PRIVATE TUTORING

#MAKINGSM ARTSTYLISH AGAIN

2020 - 2021

NOVEL EDUCATION GROUP
OFFICIAL AGENCY PUBLICATION

VOL. 1



Our enrichment programs, everything from fine art to personally designed internships, help students further explore extracurricular activities while continuing to stay academically stimulated. Each skill or subject specific program is fully customizable and follows a detailed curriculum with clear benchmarks and assignments. The last week of the program allows for students to deliver or present a final culminating project highlighting their broad range of knowledge learnt. Our programs are all-inclusive, meaning we provide not only the curriculum, but also all materials and a handpicked academic coach to work exclusively with your student.

All accredited courses are made possible through Laurel Springs. Our partnership with them allows us to create an effective and flexible learning environment so we can fit your student's personal goals whether that be mastering a subject covered in class, or exploring their own personal passions outside of school. Whatever you are looking for, we can help curate it.

WITHIN THESE
PAGES:

02 *KINDERGARTEN
- 2ND GRADE*

05 *3RD GRADE
- 5TH GRADE*

06 *MIDDLE
SCHOOL*

08 *HIGH SCHOOL*

11 *BOOK CLUBS*

INDEX

KINDERGARTEN - 2ND GRADE

Reading and Illustration	02
Phonics	02
Restaurant for Dinosaurs	03
My City	03
My Castle	03
My Country	04
Olympics.....	04

3RD - 5TH GRADE

Board Game	05
Mystery Science	05

MIDDLE SCHOOL

Illustration	06
Film Superhero	06
Film Marketing	07
Interior Design	07
Math Soccer	07
Reading WWII	07

HIGH SCHOOL

Entrepreneurship	08
Debate	08
Economics	09
Photo Film	09
Becoming a Physician	09
Psychology	10

READING PROGRAMS

AGES 7-11	11
AGES 11-14	12
AGES 14-16	13



KINDERGARTEN - 2ND GRADE

*Available as 4, 6, or 8 week programs
12 and 18 weeks available upon request*

READING AND ILLUSTRATION

In this program, students learn how to engage in every facet of the reading process and apply that literacy power to instructional contexts. The student will be able to identify the author, illustrator, different characters, and plot of the story. These stories will have different types of illustrations in which the student will mock the style of illustration from each book. They will try different mediums, and identify what books are their favorites based off the plot and illustration. At the end of the program, the student will write and illustrate their own book using skills they have learned throughout the program.

PHONICS

The student will work on the alphabet, letter identification, and letter sounds. Activities include tracing and writing out each word of the alphabet and creating uppercase and lowercase index cards. They will practice blending sounds together by reciting words of the alphabet, sounding out letters of their name, and making printable flashcards. The student will be introduced to sight words as well as vowels and learn how they can have long and short sounds. The student will end the course by reading the book, "Pete the Cat: Pete at the Beach (My First I Can Read)" by James Dean, then draw and write about their favorite scene.

RESTAURANT FOR DINOSAURS

In this program, students will receive an introduction to business and gain an entrepreneurial mindset by learning and identifying what makes up a restaurant, what is needed to run a restaurant, and how to run a restaurant to best accommodate dinosaur customers. They will put together a restaurant menu while learning about money and its value, then cook a featured item from their menu by safely using the kitchen with their teacher. Students will name, build a blueprint and 3D model, then create advertisements for their restaurant. They will learn about what goes into running a restaurant then begin preparing for opening day. Students will then complete their restaurant using skills they have learned throughout the unit and will present to the teacher and family members.

MY CITY

This program helps young students learn about different communities and become more globally aware through the place-based study of their own location. They will identify aspects of their community including their home, school building, fire station, library, stadium, etc., and use their knowledge to make a blueprint of a city. The student will study 2D versus 3D then experiment with 3D modeling by constructing their own buildings with recycled materials. Activities include creating models out of marshmallows and toothpicks, and researching then gathering their own recycled materials. As a final project, the student will build their city using recycled materials and identify important facts such as the city name, location, population, etc. They will learn what makes a good presentation, then present their city to their siblings and/or parents.

MY CASTLE

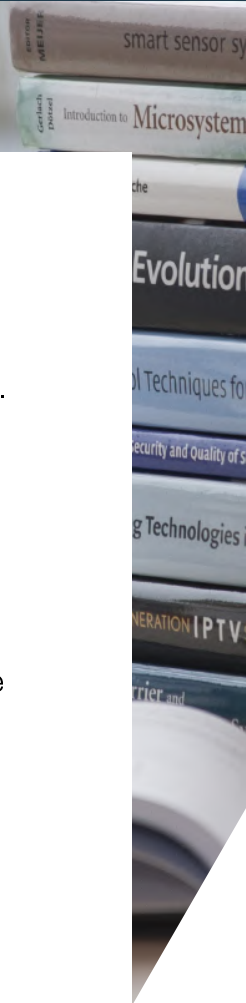
In this program, the student will learn about castles and become more globally aware by studying the location of their favorite prince, princess, king, or queen. They will read and discuss “Me On the Map” by Joan Sweeny and create a geography flip book identifying the city, state, country, etc. of their favorite royal’s castle. The student will become familiar with all aspects of what makes up a castle including towers, bridges, and moats. As a final project, the student will create their own castle blueprint, learn about recycling, and then construct their own castle out of recycled materials.

MY COUNTRY

In this program, students will learn about Africa and its history, culture, ecosystems, wildlife and more! Students will start off this course by learning about different types of communities, specifically what is a city and what makes up a city. They will learn where they are located globally and identify aspects of what makes up their community. The student will pick a country in Africa to study and continue to learn about Africa through activities such as creating a Banda Mask and Djembe Drum, learning and playing popular African games such as Wari and Ampe, and creating a pourquoi story based on an animal in Africa. The student will become the city planner and identify important buildings that make up their community and create their own blueprints. They will experiment with 3D modeling using recycled materials and then build their own city using skills they have learned throughout the unit. Students will complete their city and present it to their teacher, sibling, and parents.

OLYMPICS

The student will learn about the Olympics, what makes up the Olympics and more about the Olympics as an organization. The student will learn through different subjects such as history, math, writing, and science, and they will use a variety of hands-on activities. Activities include using math and measuring skills to determine winners in mock Olympic events, constructing a DIY soccer/football table where they will conduct different trials and record results. The student will get familiar with the Winter Olympics and the history of the Winter Olympics, and they will use math and science to construct a DIY ice hockey table and bobsled track. As a final project, they will apply knowledge from the Summer and Winter Olympics to create a final Olympic project which will include making a presentation via PowerPoint or a booklet.





3RD - 5TH GRADE

*Available as 4, 6, or 8 week programs
12 and 18 weeks available upon request*

BOARD GAME

In this program, the student will learn how board games can be beneficial to learning. Students will first identify why they like games, then they will learn about the history and science behind board games. The student will choose specific board games to research and record what they like and dislike about each game. Then, the student will think of how board games can be used for learning subjects such as math, ELA, science, history and social skills. As a final project, the student will plan, design, and create a board game on a topic of their choosing. Then, they will teach the game to and play the game with friends and family members.

MYSTERY SCIENCE

In this program, the student will become familiar with the scientific process and how to properly conduct an experiment and present data in their detective notebook. Using the scientific process, the student will conduct different experiments and make a hypothesis, take notes, and form a conclusion. First, they will use multiple invisible ink recipes to create secret messages and make a hypothesis, then they will test each recipe, take notes, and form a conclusion based on their experiments. The student will then conduct multiple experiments on fingerprints. They will collect multiple fingerprints, identify what makes fingerprints unique, and identify situations in which fingerprints would be needed. As a final project, the student will learn about the properties of liquids and solids by reading "Bartholomew and the Oobleck" by Dr. Seuss and creating their own oobleck.

MIDDLE SCHOOL

Available as 4, 6 ,or 8 week programs
12 and 18 weeks available upon request

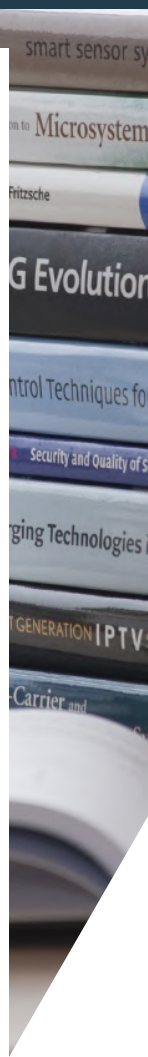
ILLUSTRATION

This is a graphic design, illustration, and animation program using procreate. The student will become familiar with different elements and principles of art and will demonstrate their understanding of these different elements and principles of art. They will become familiar with how elements, such as color, impact and shape art. The student will define their style as an artist and take their style to the next level through animated illustrations in the form of gifs and video clips and by curating a portfolio on Instagram.

FILM | SUPERHERO

In this program, the student will be introduced to film editing software and editing skills on Movie Maker, iMovie, or Premiere. They will understand why video editing is needed, and learn about how shots are cut, how editing can affect footage, and whether all shots need to be edited. The student will be able to identify different directing styles and pick out a directing style that they think suits them best. After they find inspiration, the student will try shots in similar styles to their favorite directors and discover their own directing style in the process. Then, the student will create, plan, and film their own superhero film. The student will use their captured footage, import it into their editing software, edit their film, and then premiere their film. Following the premiere, the student will host a director's Q & A where the audience can ask them, the director, questions about the film.





FILM | MARKETING

The student will look into “What is marketing?” and why marketing is essential to companies and selling products. The student will research different types of ads and ad campaigns, and compile a list of their favorite ads and explain why they are their favorite. The student will create an ad of their choice by using the correct structure of an ad, by creating a storyboard, and by identifying what would make the ad campaign successful. At the end of the program, the student will present their final ad, which will include the title of their product as well as a call to action and persuading words encouraging the audience to buy/click/listen/etc.

INTERIOR DESIGN

The student will discover the world of interior design and learn about design elements and fundamentals, as well as careers relating to interior design and what those careers entail. Throughout the program, students will create and update a design portfolio where they will keep a record of their findings, designs, opinions, and inspiration. The student will be able to identify what makes a space a home, how to properly use space for living, and the different types and styles of homes. This program will cover the principle elements of design and aspects of design such as rhythm and balance, and how these impact design. It will also cover how lighting, furniture, fabrics, and texture add character and elevate a space both aesthetically and functionally. At the end of the program, the student will apply their knowledge from the entire program to design their own dream house.

MATH | SOCCER

This program will teach the student how math is involved in soccer and how math is important for careers in soccer (accountant, ticketing, marketing, uniforms, architect, referee, etc). The student will study geometry, pre-algebra and statistics while learning about the soccer ball, field, ticket sales and stadium capacity. They will be able to identify different soccer plays, and understand how math is involved in those plays. The student will also measure the soccer field then convert the measurements to construct a to-scale DIY model. There are many other aspects such as researching a soccer team's season, recording data, and writing word problems that will be covered throughout the program.

READING | WWII

The student will understand: "What is war?" "What are some of the biggest wars and why did they happen?" "What is the goal of a war?" "Do wars still exist today?" The student will use close reading skills to read and comprehend passages on WWII. The student will complete a writing assignment on WWII based on how they would feel if they had to go to war. They will write in a dairy showing their point of view from what it would be like living through and fighting in the war.



HIGH SCHOOL

*Available as 4, 6, or 8 week programs
12 and 18 weeks available upon request*

ENTREPRENEURSHIP

This program will allow the student to focus on what their passions are and how they can turn their passion into a successful business. The student will study “What is an entrepreneur?” and write down and discuss what they think it takes to become an entrepreneur. The student will learn how passions and ideas have started some of their favorite and most renowned brands. They will identify what they plan to provide with their own business, what their goals are for this business, and who their competitors are. They will then discover what it takes to become an entrepreneur and how to market and differentiate their business/product to reach success.

DEBATE

Throughout this program the student will learn what a debate is, why debates are useful in life, and how to prepare for their own debate. The student will watch examples of debates, take notes on what they think are important factors, and look up vocabulary words in context of debates. The student will identify parts of a debate and be able to explain what makes a debate strong. The student will then research and prepare a debate for two sides of a topic: wearing a mask, and whether schools should open back up for in-person instruction. The student will provide a written argument in a paragraph (including an claim, opening sentence, reasons/evidence, and a closing statement) and will be given rehearsal time before presenting it. The student will give their debate on each side - one side per week, and claim who they think won and why. After each week, the student will pick which side they agree with then write a short essay on why they agree with that side. The student will discuss what was hard about debating the side they didn't agree with.

ECONOMICS

In this program, the student will be able to answer “What is economics?” “What is the fundamental economic problem?” and “Where do economists read and share research?” The student will learn about the four kinds of economic models and be able to identify which model a given system would be classified as. The student will be able to explain scarcity, list the three causes of it, and discuss its place in the different types of economic systems. They will be able to define monopoly and monopsony and explain which type of scarcity each causes. Then they will learn how retail businesses produce goods and interact with the rest of the economy, as well as how Game Theory is used to understand how competing members of an industry might respond in a competitive environment. The student will use news sources, academic papers, and other reputable data and metrics to interpret how they think COVID has impacted retail and the different sectors of the retail industry. They will use data and information they have gathered to make conclusions and predictions about the retail industry, specific sectors within it, and potential technological advancements. At the end of the program, they will find an equilibrium to supporting a healthy economy while also supporting a healthy population.

PHOTO | FILM

This program is designed for students to become skilled at using their iPhone camera for both photography and film. In this program, the student will become familiar with the iPhone camera features as well as the basics of editing photos by understanding current trends and apps. Using the skills from photography, they will apply what they have learned into practicing their videography skills. The student will capture and edit different types of videos ranging from documentaries to music videos. Throughout the program, the student will upload photos and videos to showcase their work and progress on their newly created Instagram account.

BECOME A PHYSICIAN

Throughout this program, the student will gain a comprehensive understanding of what it means to be a physician. They will learn the process for becoming a physician as well as the differences between primary care providers(PCP) vs specialists and medical vs surgical specialties. The student will study the cardiovascular system as well as the respiratory system and complete a reading assignment, create a customized road map, create flashcards on the human physiology, and become certified in Basic Life Support(BLS) and Cardiopulmonary Resuscitation(CPR). The student will identify potential colleges and programs that they are interested in and will become familiar with what should be done to prepare for college applications. They will look for opportunities where they can learn, build their resume, and be proactive through local volunteer activities and by reaching out to different organizations.

PSYCHOLOGY

Throughout this program, the student will be able to answer “What is psychology?” and identify famous psychologists and their renowned experiments. They will also be able to answer questions about themselves and discover how they see the world. Using books, worksheets and other credible resources, the student will research cognition and perception and be able to explain how the senses affect psychology. They will answer questions such as “What is perception?” “Does everyone see the same things as you?” “Can things be seen different ways?” and “Can perception be affected by surroundings?” This program will help the student become familiar with personality and how that impacts a person, and how different types of intelligence impact personality. The student will apply personality and needs to social psychology, conduct experiments on their friends and family, and record their findings. They student will also learn about common psychological disorders and what impacts mental health. They will identify how people cope with stress and anxieties and learn healthy coping skills on how to deal with these issues. At the end of the program, the student will create a book with a report about teenagers and mental health and how to better mental health.



BOOK CLUBS

AGES 7-18



*“A CHILD WHO
READS WILL BE
AN ADULT WHO
THINKS.”*

- Sasha Salmina



Our Book Clubs are designed to bring groups of students together in a structured, engaging and collaborative format. Each Book Club is fun, interactive, and imaginative, with an educational twist. Students can spend time with friends while simultaneously work on becoming independent readers who can deeply think about *what* they are reading, and how to use a variety of strategies to gain and maintain meaning before, during, and after reading.

Each Book Club program includes:

- Detailed curriculum with clear benchmarks and assignments
- Books and all necessary materials
- A professional teacher to guide weekly lessons and facilitate learning
- Weekly assessments of your student's progress and skills for improving

CUSTOM BOOK CLUBS AVAILABLE FOR ANY AGE

BOOK CLUBS INCLUDED:

AGES 7-11 *HARRY POTTER*
MATILDA
CHARLIE & THE CHOCOLATE FACTORY
CHARLOTTE'S WEB

AGES 11-14 *THE LIGHTNING THIEF*
HOLES
THE HUNGER GAMES
LITTLE WOMEN
THE SISTERHOOD OF THE TRAVELING PANTS
TRISTEN STRONG

AGES 14-18 *THE HOBBIT*
THE GREAT GATSBY
DIVERGENT
MAZE RUNNER
TREVOR NOAH: BORN A CRIME
CLAP WHEN YOU LAND
ONE OF US IS LYING!



AGES 7-11 YEARS OLD

HARRY POTTER SERIES*:

Venture deep into the world of witchcraft and wizardry with Harry and his friends Hermione and Ron as they preform magic and take on new adventures in J.K. Rowling's best selling 7-part series, *Harry Potter*.

MATILDA:

Join an exceptionally gifted girl as she applies her untapped powers to rid the school of the mean Headmistress in *Matilda* by Roald Dahl.

CHARLIE AND THE CHOCOLATE FACTORY:

Follow young Charlie Bucket and his Grandpa Joe as they join a small group of contest winners to tour the magical and mysterious chocolate factory owned by the eccentric Mr. Willy Wonka.

CHARLOTTE'S WEB:

Become inspired from the beloved story of friendship between a farmyard pig named Wilber and a devoted spider named Charlotte, who writes messages praising Wilbur in her web in order to persuade the farmer to let him live.

*BOOKS 5-7 SUJECT FOR STUDENTS AGES 12+

AGES 11-14 YEARS OLD

THE LIGHTNING THIEF: PERCY JACKSON AND THE OLYMPIANS:

12 year-old Percy Jackson is on the most dangerous quest of his life. With the help of a satyr and a daughter of Athena, Percy must journey across the United States to catch a thief who has stolen the original weapon of mass destruction — Zeus' master bolt.

HOLES:

After being falsely accused of theft, a teenage boy named Stanley Yelnats is sent to Camp Green Lake, a juvenile detention center in a desert in Texas, where he is forced to spend all day, every day digging holes.

THE HUNGER GAMES:

In a post apocalyptic world, this novel follows the adventures of 16 year-old Katniss Everdeen, who is forced to engage in a fight-to-the-death tournament against other children.

LITTLE WOMEN:

In this coming of age story, readers follow the lives of the four March sisters- Meg, Jo, Beth, and Amy- as they grow up facing challenges of poverty in New England during the Civil War.

THE SISTERHOOD OF THE TRAVELING PANTS :

In order to stay connected during summer, four friends—Lena, Tibby, Bridget, and Carmen share a pair of jeans that magically look wonderful on all of them despite their different sizes,

TRISTAN STRONG PUNCHES A HOLE IN THE SKY:

This new epic fantasy by Kwame Mbalia, follows the journey of Tristan Strong getting home after accidentally creating a hole into the Midpass, a world where ancient African gods clash with gods of African-American legend.

AGES 14-18 YEARS OLD

THE HOBBIT:

In this *Lord of The Rings* prequel, Bilbo Baggins lives a simple life with his fellow hobbits in the shire, until the wizard Gandalf arrives and convinces him to join a group of dwarves on a quest across treacherous lands swarming with orcs, goblins and other dangers, to reclaim the kingdom of Erebor.

THE GREAT GATSBY:

Set in the Jazz Age on Long Island, the novel depicts narrator Nick Carraway's interactions with the mysterious millionaire Jay Gatsby, and Gatsby's obsession to reunite with his former lover, Daisy Buchanan in this 1925 novel by F. Scott Fitzgerald.

MAZE RUNNER:

A teen wakes up in a clearing within the center of a gigantic maze having no memory of his past, finding himself a resident in a community of boys who have built a village in the glade and send two of their strongest and fittest runners into the maze every morning to find a way out.

TREVOR NOAH: BORN A CRIME:

This autobiographical comedy book written by South African comedian Trevor Noah details his life story as a mischievous young boy who grows into a restless young man as he struggles to find himself in a world where he was never supposed to exist.

CLAP WHEN YOU LAND:

An incredible novel-in-verse about two girls- Yahaira, a New York teenager and chess prodigy, and Camino, an aspiring doctor living in the Dominican Republic- who discover they are sisters after losing their father in a plane crash.

ONE OF US IS LYING!:

What happens when five strangers walk into detention and only four walk out alive? A mystery and suspense novel where everyone is a suspect, and everyone has something to hide.

READY TO START AN ENRICHMENT
PROGRAM?

CONTACT US!

P.O. Box 5598
Sherman Oaks, CA 91413



www.noveleducationgroup.com
info@noveleducationgroup.com

Tiffany Sorya
Director, CEO

