

Extra Curricular Electives Program 2025

We are pleased to offer a diverse Extra Curricular Electives Program designed to provide students with breadth, balance, and depth in their learning experiences beyond the regular curriculum. These programs give students the opportunity to explore a variety of activities suited to their individual interests and needs.

To ensure a balanced approach, we recommend that students enrol in no more than four extra curricular activities. Electives are offered on a termly basis unless otherwise specified.



Fees

Activity	Per term	Once Off
Clubs: Art, Chess, Hindi	\$180	-
French	-	\$150
Competitive Chess Team (Practice commences Week 6 of Term 1, with matches in Terms 2 and 3)	-	\$130
Coding Club Run by Code Camp, this 8-week program introduces students to coding concepts like algorithms, game logic, user experience and maths. Each student receives a Code Camp World account to continue exploring at home.	\$260	-
Gymnastics / Parkour / Ninja Offered by 22Too, this program builds coordination and gross motor skills through obstacle courses involving running, jumping and climbing. Each week features new challenges to engage both body and mind.	\$235	-
Mechatronics STEM Club This program explores the integration of mechanical and electrical engineering, providing hands-on opportunities for students to expand their skills in robotics and engineering.	\$180	-
Mind Lab (Term 1 only) A game-based program that develops thinking, social, and metacognitive skills through strategic board games, encouraging students to apply these strategies to broader learning and life contexts.	\$180	-
Multisports Run by 22Too in 2025, this program teaches techniques and skills across athletics, kicking games, invasion games, and court sports, building confidence and knowledge in competitive sports.	\$235	-
Small Group Classical Dance (Ballet)	\$310	-
Small Group Contemporary Dance	\$310	-
Tennis Lessons (runs for a full year)	\$210	-
Vex Robotics (runs for a full year)	\$260	-

Terms and Conditions: Please note that extra curricular fees are calculated with consideration that students may not attend all sessions. Refunds will not be provided for change of mind, missed lessons due to illness, late enrolment, school events (e.g., school camps), public holidays or staff development days. Fees are charged for the full term regardless of the number of sessions attended. Fees for extra curricular electives are billed per term and will be added to your School fees in Week 5. If you wish to withdraw from full-year activities, please notify Annalie Morgan in writing by Week 8 of the term prior at amorgan@standrews.sa.edu.au.

Afternoon Activities

All afternoon activities run from 3:45pm to 4:45pm, except for French Club and Coding Club, which finish at 5:00pm.

	Monday	Tuesday	Wednesday	Thursday	Friday
Art Club	R-2		R-2		
Visual Arts Club (Term 3 and 4)	3-6				
Hindi Club			1-6		
French Club		R-6			
Chess Club			R-2		R-2
Competitive Chess, Years 3–6*				C Grade	A/B Grade
Coding Club		2-6			
Gymnastics / Parkour / Ninja				R-1	1-2
Mechatronics STEM Club	3-6				
Mind Lab (Term 1 only)	3-6				
Multisports		R-2			
Vex Robotics			5-6		

Morning / Lunchtime Activities

	Monday	Tuesday	Wednesday	Thursday	Friday
Tennis 8.00am*	R-6	R-6	R-6	R-6	R-6
Tennis Lunchtime*	2-6	2-6	2-6	2-6	2-6

Small Group Dance (lessons held during the school day)

	Monday	Tuesday	Wednesday	Thursday	Friday
Small Group Classical Dance (Ballet)			R-6 (Day TBC)		
Small Group Contemporary Dance			2-6 (Day TBC)		

*Expressions of interest. See next page for more information.

Expressions of Interest

The following electives are offered as an expression of interest. Selection will be based on specific criteria for each elective activity. This process is designed to gauge interest, and further information will be shared once electives are confirmed.

Debating (Terms 2 and 3)

Open to Year 5 and 6 students, debating helps develop skills in constructing and presenting arguments, fostering analytical thinking and confidence. Students explore issues from diverse perspectives - philosophical, political, moral, and cultural, while building teamwork and leadership abilities.

Tournament of Minds

Available to Year 5 and 6 students, this program challenges teams to solve open-ended problems in categories such as Maths/ Engineering, Language/Literature, Applied Technology, or Social Sciences. Participants develop teamwork, creativity, and critical thinking while embracing a spirit of inquiry and excellence.

Competitive Chess (Term 2 and 3)

Open to students in Years 3 to 6, the Competitive Chess program helps develop critical thinking and concentration. Players will attend weekly coaching sessions led by a professional chess coach, focusing on improving skills, strategies and knowledge. Invitations to join the Chess Team will be based on coaching attendance, skill level and attitude.

Vex Robotics (NEW)

This program for Year 5 and 6 students is capped at nine participants, offering a unique opportunity to explore engineering and coding through hands-on robotics challenges. Taking place on Wednesdays, Vex Robotics combines creativity, teamwork, and problem-solving, fostering a love for STEM and innovation in a fun, collaborative environment. Please note, a minimum of six participants is required for the activity to proceed.

French Club – Term 2 onwards (NEW)

This program invites students to explore the French language in a fun and engaging way. Led by qualified language teachers from the School of Languages, the club aims to inspire a love of languages and broaden students' cultural understanding. A minimum of 12 participants is required for the class to proceed.

Tennis Lessons

The Tennis program aims to develop students' tennis techniques, skills and knowledge. Sessions include a mix of technique development, rules, game strategies and match play. Ideal for students preparing to join tennis teams from Year 3 or those older students wishing to supplement their team practice. Lessons take place on the school courts and are scheduled based on age, ability and student availability.

