

Dear Parents and Carers,

## After School Clubs – Autumn 2

I am delighted to share with you our After School Club offer for the second half of the autumn term.

As has been the case in recent terms, bookings will take place via the School Gateway app. We will be opening up the booking system two weeks before the start of the club.

For clubs due to start on 4<sup>th</sup> November 24, the payment/booking system will open on Saturday 19<sup>th</sup> October. The clubs for the half term are as follows:

After School		
Day	KS1	KS2
<b>Monday</b>	Stories and Craft Club <b>Basketball</b>	Chess Club <b>Guitar Club</b>
<b>Tuesday</b>		Bullet Journaling <b>Basketball</b>
<b>Wednesday</b>		Forest Schools <b>String Ensemble Club</b> <b>Football (Y3/4)</b>
<b>Thursday</b>	Pantomime Club (Y2) Arts and Craft Club	Pantomime Club <b>Football (Y5/6)</b>

**All After School Clubs that are displayed in black can be booked on Gateway.** All other Clubs can be booked directly with the outside company:

Kids Evolve	Guitar	Music Clubs
Mr Wharrier	John Peacock	Mrs Norris
<a href="mailto:Kidsevolvecoaching@outlook.com">Kidsevolvecoaching@outlook.com</a>	<a href="mailto:johnpeacock22@gmail.com">johnpeacock22@gmail.com</a>	<a href="mailto:musicmakesmeltd@gmail.com">musicmakesmeltd@gmail.com</a>

The clubs will run for six weeks from Monday 4<sup>th</sup> November to Thursday 12<sup>th</sup> December 2024.

Bookings cannot be made once the clubs have started. Once a club is full, the option to pay for a specific club will disappear from the School Gateway App.

The after school clubs will all run from 3.15 until 4.15pm. ALL children need to be collected at 4.15pm, if children are going to Parkway after a club, school must be notified. For children who are repeatedly collected late we will charge an additional session fee of £4.00.

Information about the range of clubs on offer is available on the website - <https://www.theavenueprimaryschool.co.uk/school-clubs/>

Thank you for your continued support with these clubs.



Mr Hunter