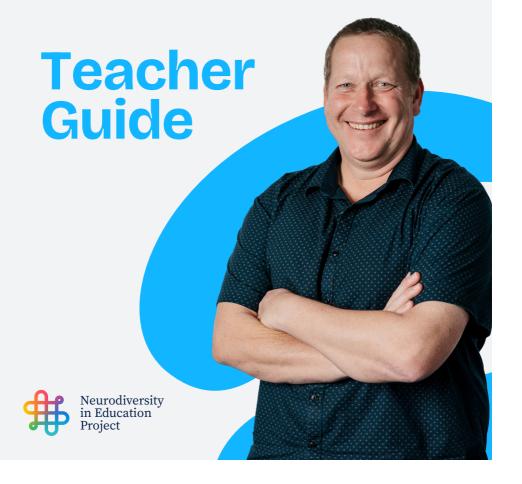


Where passionate kids connect with like minds





# **Teacher Guide**

Welcome to Clubs, our exciting online environment where curious Y2-10 students can dive into fun learning opportunities and connect with new friends across Aotearoa.

This guide will help you understand:

- 1. Who Clubs is for
- 2. How Clubs works
- 3. What clubs are available
- 4. How teachers can use Clubs
- 5. How to get started.





# 1. Who is Clubs for?

Clubs is for sparky students in Years 2-10 who are passionate about a specific interest and want to explore it with like-minded peers.

Think of Clubs as a fun, flexible tool to challenge and engage your super-curious learners. Over time, you'll likely see these students more excited about learning and school; building new skills - including analytic and creative thinking skills, research skills, communication skills and executive functioning skills; thinking about careers; and growing their social connections.

Clubs is not meant as a curriculum-focused tool to accelerate achievement or provide extra support. Rather, it supports the bigger picture around a child's learning.

Clubs is especially great for **neurodivergent learners**, giving them a chance to dive into their passions and connect with peers across NZ, helping to boost engagement and build social and emotional skills.

# 2. How does Clubs work?

### What does Clubs involve?

Clubs is a **FREE** online learning platform hosted on Google Classroom. Each club within the platform has two main components:

- **Stream:** A place for students to chat, share work, and exchange ideas with peers and the Club Moderator.
- Classwork: An area where students choose from a variety of activities:
  - Introduce Yourself: The first and only compulsory activity to help students introduce themselves to the group.
  - Tasters: Short, fun activities to get students excited about their club.
  - Tutorials: Guided activities to build skills or knowledge in the club's focus area.
  - Badges: A sequence of activities that students can complete to earn a Badge. The Badge Checklist helps track progress.
  - Projects: Independent learning opportunities for students ready to go deeper, whether as a talent or service project.

### How much time does Clubs take?

It's flexible! We recommend students spend at least 30 minutes to an hour each week on Clubs activities to get the most out of the experience. Clubs can be used during class time, lunch, or as homework or holiday extension activities.

#### What do students need?

All your students need is:

- An internet-enabled device (headphones can be useful for videos).
- A dedicated scrapbook where they can jot down login details, make notes, or create sketches.

Activities can be done online or offline, depending on preferences and resources.

## What tech skills are needed?

If you and your students can navigate Google Classroom, you're good to go! Key skills include:

- · Logging in to Google
- Navigating Google Classroom
- · Reading and responding to comments
- · Completing activities and following instructions



# 3. What clubs are available?

Clubs are split into Tamariki (for Y2-6) and Rangatahi (for Y7-10). There are no strict rules, so students can join the group they feel most comfortable with.

# Tamariki (Y2-6)



### **Artists & Artisans**

For painters, sculptors, photographers, potters, crafters, and others



### **Creative Writers**

For budding writers with stories to tell in any genre.



#### Readers

For book-lovers who enjoy discussing their reads.



## Designers

For aspiring architects, fashion designers, and creators.



#### **Dreamers**

For world-builders, filmmakers, and creative thinkers.



#### Changemakers

For those passionate about making a difference in the world.



#### **Scientists**

For science lovers exploring any branch of science.



#### Mathematicians

For keen numbercrunchers who see the beauty in maths.



#### Coders

For tech enthusiasts who love coding, game development, or animation.



#### **Historians**

For students fascinated by history and its impact on the present.

Students can join more than one club. Just indicate this during sign-up, or add another club later (instructions in the **Getting Started Guide** (see p9)). We recommend starting with one club to keep things manageable.

# Rangatahi (Y7-10)

#### **Artists**



For students focused on artistic exploration.

#### Changemakers



For those committed to making a realworld impact.

#### **Dreamers**



For deep philosophical and creative thinkers.

#### **Historians**



For students who love exploring historical big ideas.

## Literarians



For readers and writers diving deep into literature.

## **Scientists**



For those keen on scientific investigation and exploration.

#### Mathematicians



For students passionate about the depth of mathematical concepts.

# 4. How can teachers use Clubs?

## Ways to use Clubs

Clubs is super-versatile, allowing teachers and schools to use it in various ways. Here are some ideas:

- In-class extension: For students who finish their curriculum work early.
- Homework/holiday extension: Encourage students to explore Clubs at home.
- Lunchtime clubs: Gather a group of Clubs students once a week at lunchtime. They don't have to be in the same club but can enjoy sharing what they are each working on.
- Extension programmes: Support talent work in your school's extension programme, like MindPlus.
- Passion Projects/Genius Hour: Use Clubs resources to support these in-school programmes.

## **How to support students**

Your role is to help students get started, structure their Clubs time, and keep them engaged. You can track their progress with:

- Weekly check-ins: Discuss progress with students in group or one-on-one settings.
- Clubs Plan: Guide their work using the Clubs Plan in Classwork and track completed activities.
- Clubs Badges: Use the Badge Checklist to track activities, and students can submit it when all tasks are done.
- Send home our Parent Guide (see p9 for link) to engage parents and build stronger home-school connections



# Check out our Three Fun Tips for Parents & Teachers Guide to help super-charge your student's Clubs experience!



# **Three Fun Tips** for Parents & Teachers

# 1. Kick Things Off Right

- Log in together: Grab our Getting Started Guide and help your child get comfy
- Chat about online safety: Talk about being smart online. Go over the Clubs Code of Conduct together. What are some of the issues they see might arise?
- Say hello: Help your child introduce themselves to the club members in the Stream - they're a friendly bunch, and your child will be excited to meet them!

# 2. Keep the Fun Going

- Make a Club Plan: Use the Club Plan to make a plan for work over the next month or term, set cool mini-goals and pick fun activities, badges, or projects Check in each week: Chat about what your child loved, any tricky bits, and plan
- what's next for the coming week.
- Mix it up: If writing isn't their thing, no problem! Try drawing, dancing, building, or even singing to share ideas.
- Fuel their excitement: Explore what they love even more! Watch a related movie, dive into online research, or find an expert to chat with.

# 3. You Get Out What You Put In!

- Build connections: Show your child the magic of connecting with others! Jump into the Stream, ask questions, and collaborate on projects.
- Share the fun: Encourage the m to share their ideas, get feedback, and be part
- Join live events: Don't miss out on real-time fun like Talent Activation sessions! They're a great way to connect with new friends and get inspired.



# Keeping students safe online

We take online safety seriously. Here's how we ensure a safe learning environment:

- Code of Conduct: All students agree to this before participating. Talk this through with your student, including any issues they or you think could come up.
- Moderated Stream: The Clubs Moderator checks in regularly to monitor discussions.
- **Teacher supervision:** Your active monitoring ensures students stay positive and engaged.

## **Understanding impact**

We've designed Clubs to positively impact students in terms of:

- Engagement Students enjoy exploring their passions, leading to greater engagement in learning and, where school is engaged, to greater school enjoyment, better attendance, and improved behaviour.
- Achievement Students enhance skills including analytic and creative thinking skills, research skills, communication skills and executive functioning skills, translating over time into stronger curriculum performance.
- Social & emotional skills Students connect with like minds and build a sense of community which positively impacts wellbeing and helps them to learn and practice social skills

We evaluate the programme through student and teacher surveys at the start and end of each school year, plus termly participation confirmations.



# 5. How to get started

## Sign-up process

Sign-up is quick and easy! Just fill out our online form with details about your students and school. We collect confidential information about students' engagement, achievement, and social skills to track the programme's impact.



You can access the form using this QR code.

# **Logging in**

We'll send the log-in details for each student within a few days. Make sure to record these for easy reference.





# **Accessing Clubs**

Once you have the login details, check out our **Getting Started Guide** for step-by-step set-up instructions with pictures.

## **Share the Parent Guide**

Let parents know that their child is starting Clubs and encourage them to get involved! You can share the **Parent Guide** here, and/ or send them the link to the Clubs for Parents webpage at www.neurodiversity.org. nz/clubs-for-parents

# Need help?

If you have any questions or need support, email us at **clubs@neurodiversity.org.nz**. We're happy to help!

# Our commitment to you

We're committed to providing your students with a high-quality, neuroinclusive learning experience. We encourage you to get involved and support your students as they explore, connect, and thrive in Clubs!

