

Whittier College Academic Modules 20-21	
Fall Module 1	September 14th - October 22nd
Fall Module 2	October 26th - November 24th
Spring Module 1	January 6th - February 19th
Spring Module 2	February 22nd - April 2nd
Spring Module 3	April 7th - May 13th

PROGRAM PHASES

Phase 1	September 14th - October 22nd
Phase 2	October 26th - November 24th
Phase 3	January 6th - February 19th
Phase 4	February 22nd - May 13th

Phase 1

September 14th - October 22nd

Goal: Develop a community with the children attending our programs. Establish community norms, agreements, and routines. Assess ability and readiness to move to Phase 2.

- Ice-Breakers & Community Building Activities
- Community Agreements (define participation together)
- Develop Routine
- Expectations
- Assess Needs for Kits (Material and Tech Based)

Phase 2

October 26th - November 24th

Goal: Engage children in Fifth Dimension choice-based activities that promote situated learning in culturally relevant contexts and themes. Fifth Dimension children and Wizards Assistants engage in activities (break out rooms) that follow the essence and goals of the 5th D as seen through in-person programs.

- Fifth D Material Kits
- Break Out Room Choices
 - Chill Vibe Room
 - Spill the Tea Room
 - Interactive Room
 - Assess if possible to facilitate virtual Reading Activities or new Hang Out Options

Phase 3

January 6th - April 2nd

Goal: Assess effectiveness of Virtual Fifth Dimension in Fall Semester; both with the team and alongside the children/community. Make any necessary adjustments and add any additional programming (i.e. activities) if needed.

- Talk with children about how they like 5th D online
- Team Meeting(s) to talk about 5th D online
- Adding the Writing to the Wiz in Chill Room

Phase 4

April 7th - May 13th

Goal: Maintain Virtual Fifth Dimension and begin preparations to close out the school year.

- End of Year Activities
- Inventory
- End of Year Assessment/Things Learned

MAZE PROGRAM & STRUCTURE (PHASES 2-4)



Themes

- Change weekly and determine the subject/topic of the Activities to get credit for the Options (Games) in the Maze
- Themes will be decided by the children and WAs.

Options in Each Rooms

- Take the place of games in the Maze
- Do not change throughout the year
- The goals completed for each option determine the Level of credit achieved (Beginner, Good, Expert)

Activities

- These activities will be what gains the child credit towards completing the option(s) in the Maze (*defined below). Three kinds of activity categories:
 - **Synchronous [Zoom Break-Out Room Activities]:** activities that are done and engaged in by the kids *in* and *during* a live zoom session (whether independently or with other kids/WAs). They include activities that count towards completing an “option” in their journey. ONE activity per room per session. Changes daily/weekly depending on WA running it/children’s interests.
 - **Asynchronous [“Offline Activities”]:** activities then can be done and engaged in by the kids *outside* of zoom sessions (whether independently or with their family/guardians). They’ll count the same as a BreakOut Room Activity does with an “option” that can be done in a live session towards their journey.

Doesn't have to be technology based. Pre-recorded videos can be an option/extra tool.

- **Special Activities:** activities that may be a one-time event, correspond to special days or celebrations, or activities that do not count towards a child's Journey through the Maze Options.