



## **RED TIME**

### **Time and Learning**

Students simply cannot become more proficient in any given area without committing a certain amount of time to grasping new content, practicing and honing skills, and then applying this newly acquired knowledge and skills to realizing specific aims. If schools are expected to hold all students to the same high standards, then we must recognize that because students possess varied abilities, strengths and weakness, *some students require more time than others to master the same content.*

There is a substantial amount of research describing the pivotal role of time in the learning process. Time, however, is one of the limited resources available to schools. The purpose of RED TIME at CGMS is to provide more time for core academic learning as well as opportunities to participate in enrichment activities that enhance student success.

### **It's about Mastery**

Mastery learning is not a new concept; it was introduced into American education over 40 years ago. It is based on the concept that all students can learn when provided with conditions appropriate to their situation. In a mastery learning setting, students are given specific feedback about their learning progress at regular intervals throughout the instructional period. This feedback helps students identify what they have learned well and what they have not learned well. With RED TIME, students are allotted more time to achieve mastery of the areas that were not learned well. The goal of mastery learning is success for the student.

### **Benefits**

Besides the individual academic growth students participating in the remediation component of this program will achieve, the enrichment activities will encourage students to develop 21<sup>st</sup> century skills including teamwork, problem-solving, public speaking, and the ability to communicate ideas clearly. In addition to developing skills and interests, students will become more deeply engaged in school and learning.

Enrichment Name	Enrichment Description
Art Club	Designed for students who are not necessarily enrolled in art class, but would like the opportunity to create art projects for exhibit and competition throughout the community. No eating paste allowed.
Basketball	Facilitated by China Grove's very own retired NBA all-star, this club will focus on the art and mechanics of shooting a basketball.
Brain Games	Do you have a brain? Do you like games? In this club, students will exercise logic and problem solving as they compete for the title of Most Smartest.
Chess Club	Learn chess from the CGMS grand master and compete against your peers. In chess club, it's on like Donkey Kong, except for there are no giant monkeys throwing barrels at you.
Cursive and Creative Writing	Back in "the day," kids went to school to learn cursive writing. This was a practical skill, and it kept them busy when not being chased by dinosaurs. This club is for students who are interested in learning how to write in cursive and then applying these new skills while developing short, creative writings.
Engineering Club	Engineering club is for those who want to build and create various objects to test their creativity and problem solving skills. Projects will include making rockets, bridges and the coolest thing ever: a hovercraft.
Ultimate Frisbee	This isn't just great frisbee, it's ultimate frisbee.
Games Galore!	Alliteration is the repetition of the same letter at the beginning of words close connected to each other. Games Galore is an example of alliteration. I
Honors Band	This ensemble requires an audition. Any student can sign up for it, but only the few, the proud will be accepted.
Honors Chorus	Same as honors band, but no clarinets (which is a good thing).
Hunting Club	Come share your passion for hunting, fishing, and the great outdoors!
Keeping it Reel	This film appreciation club will watch and evaluate a number of movies across a variety of genres. Sorry, popcorn will not be served
Outdoor Sports	We will start with human foosball and then things are going to get really crazy.
Paleontology	Learn about fossils, rocks, and dinosaurs. Explore how Earth might have been during the years when the mighty lizards roamed the planet.
Photography Club	Ever since buying a digital camera, I can only think of positive points. There aren't any negatives.
Pinterest Club	In this club, students will create popular crafts, artwork, and DIY projects from Pinterest. Epic failure is encouraged.
Rubic's Cube Club	The 80's called and said that the Rubic's cube will teach you logic, spatial reasoning, and problem solving.
Step To It!	This is fancy name for the walking club. We thought a clever name and an exclamation point would make walking sound a lot more exciting.
Strategic Card Games	You've got to know when to hold them. Know when to fold them. Know when to walk away. Know when to run.
Weather Forecasting	What is a meterologists favorite reptile? A blizzard.
Weight Training	We lift things up and put them down.
YCI	YCI is the Youth Challenge Initiative. It is pretty exciting.
Yoga	Yoda was the most wise and powerful Jedi. This club has nothing to do with him.