

MARU-A-PULA ENRICHMENT ACTIVITIES (TERM 3 2019)

CREATIVE WRITING is a club designed to help improve students' writing skills through the continuous writing and editing of articles, stories and poems. The final product is a magazine showcasing some of the literary talent in the school.

CHRISTIAN CLUB is an open discussion group where students are encouraged to study the scriptures and find out how Christian values such as love, peace and respect could help shape their lives. It is hoped that this club will encourage students to apply these values in their day to day lives through their words, actions and character, and build on their faith.

BRIDGE is a thinking person's card game enjoyed by numerous people of all ages. If you are an effective communicator, skilled at working out probabilities and have good powers of recall, then this is the club for you.

CHESS allows students to pit their wits against one another by playing this immemorial board game. It is open to both beginners and advanced players.

DEBATING is where students convene to discuss a wide range of topics. In addition to increasing their awareness of contemporary issues, students also sharpen their critical faculties and have a great deal of fun in the process!

DECOUPAGE builds students' creativity by motivating them to make new useful products from old glass bottles, wood and other household items.

STEM CLUB aims to help students to use the Science, Mathematics, Engineering and Technology skills they acquire in the classroom to solve real life problems. They are given opportunities to be innovative and have fascinating experiences related to STEM.

STITCH is for those interested in crafts, fashion or anything DIY. You will learn how to sew and after each session leave with an item of clothing or an accessory.

MaP-TV is a recorded show which focuses on:

- Reporting on all school events.
- Documentary film making that focuses on human interest stories, local and international events, topical issues.
- Creating short films, reality-based shows, music videos, prank shows, skit shows and adverts/promos.

Members of MaP-TV will learn film techniques, television reporting, editing and good storytelling. The best of this content will be showcased at an assembly near the end of term, which will be shown in a News show format.

JUNIOR READING CLUB is an activity for Form 1s and 2s that aims to foster an appetite for reading with understanding.

MAGIC THE GATHERING is a trading card game, representing a battle between wizards. Players can cast spells, use artifacts, and summon creatures as depicted on individual

cards in order to defeat their opponents, typically, but not always, by draining them of their 20 starting *life points*.

BOARD GAMES give students the opportunity to take a break, relieve stress and relax. There is a practical skill-linked element too, as board games can help set young people up with valuable life skills, including learning to lose and win, improving memory and strategic thinking, and boosting social skills.

MaP MUN (Maru-a-Pula Model United Nations) is a brilliant enrichment activity which is on offer every Thursday, from 1:45-2:45 pm! It sharpens your thinking, organisational and oratorical skills! We are planning to host our own conference next year as well attend workshops in South Africa. Membership is open to all forms! So.....come along and join us!

Any written queries can be forwarded to Mr Matshiya, Director of SPE, at spe@maruapula.org. Alternatively, contact him on 3912953, ext. 201.