

ACTIVITY: Cycle II, 2009-2010	FEE	DAY OFFERED	INSTRUCTOR
Arts: Extra-Curricular	n/a	Monday	Department
Athletics: Extra-Curricular	n/a	Monday	Department
Clubs: Interest Generated	n/a	Monday	TBA
Extra-Help: Academics	n/a	Monday	TBA
Extended Care Supervised Study	hourly	Monday	Malan/Roberts
Sports: Supervised Basketball - Football	hourly	Monday	Malan/Roberts
Arts: Extra-Curricular	n/a	Tuesday	Department
Athletics: Extra-Curricular	n/a	Tuesday	Department
Clubs: Interest Generated	n/a	Tuesday	Faculty
Extra-Help: Academics	n/a	Tuesday	Faculty
Video Game Design	\$175	TBA	Craw
Extended Care Supervised Study	hourly	Tuesday	Malan/Roberts
Sports: Supervised Basketball - Football	hourly	Tuesday	Malan/Roberts
Arts: Extra-Curricular	n/a	Wednesday	Department
Athletics: Extra-Curricular	n/a	Wednesday	Department
Clubs: Interest Generated	n/a	Wednesday	Faculty
Extra-Help: Academics	n/a	Wednesday	Faculty
Art: Varied Content - Beginner to Advanced	\$150*	Wednesday	Lambert
Yoga: for Middle School Students	\$150	Wednesday	Swerdlow
Extended Care Supervised Study	hourly	Wednesday	Malan/Roberts
Sports: Supervised Basketball - Football	hourly	Wednesday	Malan/Roberts
Arts: Extra-Curricular	n/a	Thursday	Department
Athletics: Extra-Curricular	n/a	Thursday	Department
Clubs: Interest Generated	n/a	Thursday	Faculty
Extra-Help: Academics	n/a	Thursday	Faculty
Robotics	\$195	Thursday	Craw
Skills: Middle School Performance	\$150	Thursday	Koelner
Extended Care Supervised Study	hourly	Thursday	Malan/Roberts
Sports: Supervised Basketball - Football	hourly	Thursday	Malan/Roberts
Arts: Extra-Curricular	n/a	Friday	Department
Athletics: Extra-Curricular	n/a	Friday	Department
Clubs: Interest Generated	n/a	Friday	Faculty
Extra-Help: Academics	n/a	Friday	Faculty
Extended Care Supervised Study	hourly	Friday	Malan/Roberts
Sports: Supervised Basketball - Football	hourly	Friday	Malan/Roberts
Robotics: check payable to Steven Craw			
Game Design: check payable to Steven Craw			
Remaining Classes: check payable to University School			
* additional supply fee may apply			