Co-Curricular
Academic Enrichment Programs

The co-curricular academic enrichment clubs and special interest groups focus on progressing the skills and dispositions of 21st Century Learning. They provide opportunities for innovation and entrepreneurialism, as well as promoting globally responsible lifelong learners. Coupled with this are the skills which underpin all Queensland Senior Syllabuses: critical thinking, creative thinking, communication, collaboration and teamwork, personal and social skills and ICT skills. These programs are free of charge. Programs on offer may change on a term by term basis.

BY INVITATION

Sheldon Titans (Gifted and Talented Program), By Invitation Only
The "Titans Project" seeks to assist identified students to tap into their full potential and explore the limits of their unique cognitive, creative and academic skills. Students work with mentors selected from high performing senior students and academic staff. They have the opportunity to engage in a selective acceleration program that allows them to visit senior subjects in their interest areas and attend external events such as the Tournament of Minds.

Maths X, Years 7-9 By Invitation Only
Maths X is a Maths extension program designed to explore Mathematics with a select group of students, thereby challenging and stretching their self-efficacy. This program prepares students for possible entry into external competitions at a local, national and international level.

BY SELECTION

Debating, Selected Years 5-12
Debating is a regulated discussion of a proposition between two matched sides and is ideal for students wishing to develop the skill of persuasion and improve their public speaking ability. Students work in teams to research and prepare arguments, then rehearse them in readiness for debates in the Queensland Debating Union Competition. Training occurs at times mutually agreeable to team members and coach.

OPTIONAL

Space Settlement Design Academy, Years 8-12
The Academy encompasses the Australian Space Design Competition and the Junior Space Design Competition. These industry simulation experiences allow students to develop skills in the areas of research, design, writing and communication within a scientific context.

Advanced Robotics, Years 7-12
Students learn a variety of mechatronic engineering skills including programming, Computer Aided Design and Computer Aided Manufacturing. In the FIRST Technology Challenge, teams design and build a robot using a kit of parts and play a sophisticated field game according to a common set of rules. The robot game changes every season culminating in the Regional, State and International competitions.

UAV Challenge, Years 7-12
Students are required to design and manufacture a remote-controlled aircraft. They develop an understanding of flight and gain the skills and knowledge to confidently take a drone into the air. Teams are invited to compete in the unmanned aircraft competition.

Science Academy, Years 7-11
This is an extension Science program for teams of students from Years 7 to 11. The Year 7 team participate in various out of school science competitions. The Years 8 to 11 teams participate in the CREST Awards program which sees students running extended, long term investigations that expand their scientific knowledge and skills beyond curriculum requirements.

OPTIONAL
(continued)

CURRICULUM

Conrad Challenge, Years 5-12
Students explore and develop skills for the creation of hands-on prototypes utilising the design thinking framework to solve real-world challenges. Solutions will incorporate electronics, drones, 3D printing, laser cutting and programming.

Virtual Reality Development, Years 5-10
In this program, students experiment with 3D modelling software to develop an understanding of virtual and mixed reality environments. Students are taught how to create their own virtual world and are then given the opportunity to experience it using the College's Virtual Reality and Augmented Reality equipment.

Chess Club, Years 4-12
Students receive a short lesson on how to play chess, followed by games played within ability levels, where possible. All ability levels are welcome to attend.

Competition Robotics, Years 4-9
Students participate in several annual robotics competitions with the opportunity to compete regionally, Nationally and Internationally. Sheldon College participates in both RoboCup and the FIRST LEGO League.

Chinese Cultural Club (Absolute Beginners), Years 1-4
This program is open to students in Years 1-4 and covers basic Mandarin, incorporating greetings, numbers and a range of age-appropriate cultural activities celebrated by children.

Junior Robotics, Years 1-3
The Junior Robotics program focusses on building a foundation skill set and preparing the younger students for future competitions and robotic opportunities at the College, including FIRST LEGO League Jr.

Academic Enrichment Programs Timetable

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
BEFORE COLLEGE					
LUNCH					
PERIOD 4 & 5					
AFTER COLLEGE	Chinese Cultural Club Years 1-4 3.40-4.40pm			Community Service Club Years 7-12 3.45-5pm	Chess Club Years 4-12 3.45-5pm
	Space Settlement Design Years 8-12 3.45-5pm			Science Academy Years 7-11 3.45-5pm	
	Junior Robotics Years 1-3 3.30-4.30pm			Conrad Challenge Years 5-8 3.30-4.30pm	
	Competition Robotics Years 4-9 3.30-4.30pm			Conrad Challenge Years 9-12 3.30-4.30pm	
	Virtual Reality Development Years 5-10 3.30-4.30pm			UAV Challenge Years 7-12 3.30-4.30pm	
	Maths X Years 7-9 3.45-5pm			Advanced Robotics Years 7-12 3.30-5pm	
	Titans Years 7-10 3.45-5pm				

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