

AFTER-SCHOOL ACTIVITIES TO PROMOTE SOCIAL-EMOTIONAL DEVELOPMENT

Find out the interests of your students and incorporate them into after-school activities and clubs to promote social-emotional development. Here are a few examples along with technology tools you can leverage to enhance the experience for students. Click the logos below to check out each tool.

CLUB ANIME



Use [Pixton Comics](#) to create anime characters to download and use in other apps. (freemium)



Google Drawings is a great canvas for creating original anime.

GAMERS LEAGUE



Start an open forum to discuss all types of games and strategies. For a fun game feel include interactive quiz apps, like [Gimkit](#), [Quizizz](#), and [Kahoot](#). (freemium)



Get students working collaboratively to solve puzzles using [BreakoutEDU](#). An engaging way to incorporate the 4Cs and SEL. (freemium)

CODING AND ROBOTICS



[Code.org](#) provides coding curriculum and activities for students. (free)



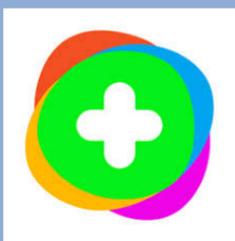
Get started with [Vexcode VR](#) where students can code a robot virtually. (free)

STEAM TEAM



Utilize your access to the Discovery Education platform to find engaging STEAM activities. Check out the new "[Keeping you Connected to Curiosity](#)" curricular resources to promote wonder and inquiry.

PODCASTERS



Use the microphone-only mode in [Flipgrid](#) to have students record their own podcasts. (free)



Use [Wakelet](#) to curate exemplars of podcasts to share with students or have students collaborate to curate resources for their own podcasts. (free)

GRAPHIC NOVELISTS



Explore and discuss graphic novels with [Epic Books](#). (free)



Get students creating their own graphic novels with [Pixton Comics](#). (freemium)

Use after school activities to create a space for students to collaborate and feel a sense of belonging as they pursue common interests.