



FALL 2020

ONLINE GROUPS

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Fall 2020 Online Group Visual Schedule

SCHEDULE IS SUBJECT TO CHANGE. PLEASE SEE OUR WEBSITE FOR THE MOST UP-TO-DATE OFFERINGS.

DAY	GROUP NAME	FACILITATOR	TIME	DATES			NOTES
Monday	Study Skills (1 of 2)	Talia	10:30a-11:10a	Oct-5	Dec-14	Nov-23	<i>all genders 10-14</i>
	Roblox Party	Jessy/Talia	5p-6:15p	Oct-5	Dec-14	Nov-23	<i>all genders 10-18</i>
	Getting Dramatic; Theater	Madeline and Jill	4:30-5:45p	Oct-5	Dec-14	Nov-23	<i>all genders 8-18</i>
	Casual Magic: The Gathering	Emily	5p-6:15p	Oct-5	Dec-14	Nov-23	<i>all genders 13-18</i>
Tuesday	Morning Movement (1 of 2)	Talia	10:30a-11:10a	Oct-6	Dec-15	Nov-24	<i>all genders 8-18</i>
	Girls Group	Jessy	4:30-5:45p	Oct-6	Dec-15	Nov-24	<i>girls 8-12</i>
	Express Yourself! Kids	Lauren	4:30-5:45p	Oct-6	Dec-15	Nov-24	<i>all genders 7-9</i>
	Muggles and Magic	Talia and Gabi	5p-6:15p	Oct-6	Dec-15	Nov-24	<i>all genders 8-18</i>
	Teen Crew Girls	Stephanie and Nicole	5:30p-7p	Oct-6	Dec-15	Nov-24	<i>girls 13-18</i>
Dungeons & Dragons (10-12)	Josh A.	6:45-8:15p	Oct-6	Dec-15	Nov-24	<i>all genders 10-13</i>	
Wednesday	Study Skills (2 of 2)	Talia	10:30a-11:10a	Sep-30	Dec-16	Nov-11,25	<i>all genders 10-14</i>
	Girls Rule: Adventure Island	Hadley	4:45p-6p	Sep-30	Dec-16	Nov-11,25	<i>girls 8-12</i>
	Science!	Heather	TBD	Sep-30	Dec-16	Nov-11,25	<i>all genders 8-12</i>
	Dungeons & Dragons (13-18)	Josh A.	5:30-7p	Sep-30	Dec-16	Nov-11,25	<i>all genders 13-18</i>
Thursday	Morning Movement (2 of 2)	Talia	10:30a-11:10a	Oct-1	Dec-10	Nov-26	<i>all genders 8-18</i>
	Express Yourself! Teens	Lauren	4:30p-5:45p	Oct-1	Dec-10	Nov-26	<i>all genders 12-18</i>
	Tabletop Games	Jessy	4:30p-5:45p	Oct-1	Dec-10	Nov-26	<i>all genders 8-12</i>
	Dungeons and Dragons (8-9)	Casey	5p-6:15p	Oct-1	Dec-10	Nov-26	<i>all genders 8-9</i>
	Intro to Roleplaying	Stephanie and Nicole	5p-6:30p	Oct-1	Dec-10	Nov-26	<i>girls 13-18</i>
Friday	Muggles and Magic	Madeline and Jill	4:30p-6p	Oct-2	Dec-11	Nov-27	<i>all genders 13-18</i>
	Dungeons & Dragons (13-18)	Peter and Celia	6p-8p	Oct-2	Dec-11	Nov-27	<i>all genders 13-18</i>
Saturday	Dungeons & Dragons (13-18)	Josh A.	6-7:30pm	Oct-3	Dec-12	Nov-28	<i>all genders 13-18</i>
Sunday	Pokemon Club	Josh H.	11-12:30pm	Oct-4	Dec-13	Nov-29	<i>all genders 10-16</i>

Important Online Group Info

- All New Families will need to schedule a **free Enrollment Meeting** prior to registering for an online group.
- Please help prepare your child for success by checking out the **technology requirements** for each group, creating all needed accounts, downloading all needed browsers and platforms, and test-running your connection prior to the first group meeting. Our facilitators are happy to help problem-solve, and we will have an additional staff on standby to help get you connected.
- **Safety Considerations for Online Groups**
 - With online groups, our facilitators are limited in their tools for behavioral support. We can use breakout rooms, monitor video and mics, have side-chats in the private chat, and schedule pre-group check-ins to help to support our group members. However, we are reliant on caregivers at home to provide safety supervision and emotion regulation support if needed.
 - Please provide your child's facilitator with the best phone number to contact you, should your child need support that we cannot provide remotely during the group.
 - All Zoom groups are password and waiting room protected to maintain a safe and private space.

Age-Based Groups

Note: Based on our learning experiences facilitating online groups this Spring and Summer, we will not be offering online versions of most of our in-person Age-Based Groups (Explorers, Navigators, and Teen Crew).

Girls Group with Jessy		
Participants: Girls ages 8-12	When: Tuesdays 4:30-5:45pm	Cap: 6 participants
<p>Platform: mostly Zoom, occasional gaming platforms</p> <p>Technology requirements: Ability to run Zoom with a webcam</p> <p>Group Description: Girl's Group is a safe space for girls to learn how to make connections and friendships with others through chats, arts and craft projects, games, and other activities. The facilitator will set a theme for each session (ex: emotions, friendship qualities) and create activities and discussion that are fun while also nurturing skills. Each session will begin with an emotions check-in followed by a question related to the topic of the week, transitioning into the activity of the day. Past activities have included celebrating what is unique about each person by creating a My Little Pony character and attending conversations while creating a microwave cake.</p>		

Teen Crew Girls with Stephanie and Nicole		
Participants: Girls ages 13-18	When: Tuesdays 5:30pm-7pm	Cap: 10 participants
<p>Platform: mostly Zoom, occasional gaming platforms</p> <p>Technology requirements: Ability to run Zoom with a webcam</p> <p>Group Description: The Teen Crew Girls online group mirrors the in-person group we've been running for years. Participants meet on the first week to brainstorm topics that they'd like to see covered that cycle. Past subjects have included: handling stress, navigating social situations, and balancing responsibilities and independence. Each week, group members will check in, engage in a discussion-based activity around the topic of the week, then transition to hangout time. Our group has gotten creative with how we socialize online! From talent shows to cosplay designs to group baking days to music/movies/dance, we will find a unique way to connect.</p>		

Morning Groups

These groups are designed to integrate into the distance learning model and **meet twice a week for 40 minutes.**

Study Skills with Talia		
Participants: All genders 10-14	When: Mon and Wed 10:30am-11:10am	Cap: 6 participants
<p>Platform: Zoom</p> <p>Technology requirements: Ability to run Zoom with a webcam</p> <p>Group Description: Need help getting organized and staying motivated while attending online school? This group will offer a supportive place to talk through the challenges of distance learning and practice the skills we need to stay on track. We will tailor content to the needs of the group, including topics like creating planners and daily schedules, study tips, self-advocacy, and project problem-solving.</p>		

Morning Movement with Talia		
Participants: All genders 8-18	When: Tues and Thurs 10:30am-11:10am	Cap: 6 participants
<p>Platform: Zoom</p> <p>Technology requirements: Ability to run Zoom with a webcam</p> <p>Group Description: Need a stretch break? In this group, we'll start out with a social check-in and then progress to moving our bodies. Tailored to the group's interests, we'll explore yoga, mindfulness, dance, play, and even workout challenges! This is a great place to check in with our bodies and our friends.</p>		

Hands-On and Movement-Based Groups

These engaging groups invite kids to get up out of their chairs and interact with their environments!

Express Yourself! Kids Creative Arts Club with Lauren		
Participants: All genders, 7-9	When: Tuesdays 4:30-5:45pm	Cap: 6 participants
Platform: Zoom Technology requirements: Ability to run Zoom with a webcam Group Description: Let's express ourselves! Strengths-based and grounded in the mind-body connection, this group uses the creative process to support kids in expressing themselves from the inside out. Participants will be invited to use their imagination to connect with one another. Lauren will provide movement, art-making, and story-telling prompts aimed at fostering social connection, self-understanding, regulation and resilience. We will work to co-create games and rituals that support the unique needs of the group. Each week, we'll start with a group check-in then play interactive body-based games, such as night at the museum, freeze dance or the imaginary ball toss. We'll close each session with group story-telling, an art-activity, and/or a verbal check-out.		

Getting Dramatic: A Theater Workshop with Madeline and Jill		
Participants: All genders 8-18	When: Mondays 4:30-5:45:pm	Cap: 6 participants
Platform: Zoom Technology requirements: Ability to run Zoom with a webcam Group Description: This group aims to get creative juices flowing for our fellow performers! This program specializes in improving social, communication, and emotional skills through the use of imaginative creative arts, improvisation, storytelling, movement, puppetry, and role play games. Performers can gain confidence, perspective taking skills, find new ways to express themselves, and work more effectively with others.		

SCIENCE! with TBD		
Participants: All genders 8-12	When: TBD	Cap: 4 participants
Platform: Zoom Technology requirements: Ability to run Zoom with a webcam Group Description: Aimed at our Explorer/Navigator age group, we will facilitate social learning through interactive group check-ins and fun, hands-on science experiments! Each experiment will use common household items and will demonstrate a broader scientific concept. Past experiments have included: making our own ice cream, safe chemical reactions, and surface tension magic tricks. We recommend that parents have kids perform the experiment in a place they don't mind putting a towel down (just in case) and stay near to assist.		

Express Yourself! Teen Creative Arts Club with Lauren		
Participants: All genders 12-18	When: Thursdays 4:30-5:45pm	Cap: 8 participants
Platform: Zoom Technology requirements: Ability to run Zoom with a webcam Group Description: Let's get creative! Strengths-based and grounded in the mind-body connection, this group is for tweens and teens to creatively connect with each other. We'll engage in movement, drawing, writing, music, dancing, art-making and/or storytelling. Together, we'll develop rituals that foster connection and meet the unique needs of the group. We'll start with a creative group check-in. Next we will transition into movement activities, theatre improv games and/or a structured art-making experience. We'll close each session by verbally processing that day's group. Goals include: increasing body awareness and self-understanding, improving regulation, enhancing social connection, fostering self-esteem and building resilience.		

Game-Based Groups

Card and Online Gaming Groups

These groups use gaming platforms to create social connections and foster healthy communication skills online.

Roblox Party with Jessy		
Participants: All genders 10-18	When: Mondays 5:00-6:15:pm	Cap: 4 participants
<p>Platform: Zoom and Roblox</p> <p>Technology requirements: Ability to run Zoom with a webcam while logged into Roblox (computer or tablet version). Participants will receive instructions on creating a Roblox account with safety controls.</p> <p>Group Description: Roblox is an online social gaming platform that promotes interactions in an open world gaming format. The site is filled with different games that kids can play with others based on their interests. Many of our participants have had experience with Roblox but need guidance to navigate the complex social interactions that can happen online. This group aims to harness this popular platform to help participants work on communication, group decision-making, and good sportsmanship, all while forming meaningful connections.</p>		

Roblox Party with Talia		
Participants: All genders 10-18	When: Mondays 5:00-6:15pm	Cap: 4 participants
<p>Platform: Zoom and Roblox</p> <p>Technology requirements: Ability to run Zoom with a webcam while logged into Roblox (computer or tablet version). Participants will receive instructions on creating a Roblox account with safety controls.</p> <p>Group Description: Roblox is an online social gaming platform that promotes interactions in an open world gaming format. The site is filled with different games that kids can play with others based on their interests. Many of our participants have had experience with Roblox but need guidance to navigate the complex social interactions that can happen online. This group aims to harness this popular platform to help participants work on communication, group decision-making, and good sportsmanship, all while forming meaningful connections.</p>		

Monday Casual Magic: The Gathering with Emily and Connor		
Participants: All genders 13-18	When: Mondays 5:00pm-6:15pm	Cap: 8 participants
<p>Platform: Zoom and Magic: The Gathering Arena</p> <p>Technology requirements: Ability to run Zoom with a webcam and an online downloaded game simultaneously</p> <p>Group Description: Has your child shown an interest in high fantasy-themed games, movies, or TV shows? Has your child been wanting to learn Magic: The Gathering or is still learning the ropes of the game? Are they already seasoned Magic: The Gathering players? This online group will utilize Magic: The Gathering Arena, an online platform for playing Magic: The Gathering to learn and/or practice friendly and casual play in a virtual social setting. Emily and Connor will guide their apprentices through online social learning while facilitating friendly player vs. player Magic: The Gathering combat. Group starts and ends with a non-Magic related check-in and out, with most of the time taken up by deck-building, play with other group members, and lots and lots of Magic: The Gathering bonding!</p>		

Tabletop Thursdays with Jessy

Participants: All genders 8-12

When: Thursdays 4:30-5:45pm

Cap: 4 participants

Platform: Zoom and boardgamearena.com as our main tabletop gaming platform

Technology requirements: Please make sure that your child's computer and internet can run Zoom. A webcam is helpful for social connection, but not essential to participation in the group. Your child will need to have a free account on boardgamearena.com in order to participate. The facilitator will be in charge of setting up the games, so they will need your child's account username prior to session.

Group Description: Online Tabletop Games is a group filled with fun and friendly competition! Tabletop gaming is a great way to foster such social skills such as good sportsmanship, conversations, and friendship building blocks. We will be using boardgamearena.com as our main platform for tabletop gaming. We will start off with learning basic games such as Solo, Sushi Go, and Yahtzee and then work our way up to more strategy-building games like 7 Wonders, Carcassonne, and Kingdomino. The kids will be encouraged to share their tips and strategies to help all participant become better gamers and more importantly to build friendships.

Pokémon Club with Josh H.

Participants: All genders 10-16

When: Sundays 11:00pm-12:30pm

Cap: 8 participants

Platform: Group starts on Zoom. Players will use Pokémon Trading Card Game Online (PTCGO). We will send players into Zoom break-out rooms for matches. Players will also be able to interact throughout the week on a closed Discord server with adult monitoring.

Technology requirements: Participants will need to have Zoom and the PTCGO app installed and be able to accept and receive friend requests from other players. Trainers will need a device powerful enough (or multiple devices) to run the PTCGO app and Zoom at the same time.

Group Description: We will be running this group like a weekly Pokémon League at your local tabletop store. Session starts with a discussion about social and competitive behavior goals. We then discuss strategies, tactics, and developments in the broader PTCG including the rules of the game, deck-building, and strategies to help all trainers grow to be the best they can be. There will even be special appearances from world-class competitive players! Participants will have the opportunity to test their skills in competitive matches that provide conflict, emotion, and drama, giving young people an authentic social experience in a low-risk environment but with real stakes on the line. Trainers will have the opportunity to trade cards, but no trades will be allowed without adult approval. Lastly, we will reflect on our social goals and conclude with shout-outs. Trainers may receive rewards just like a Pokémon League through participation prizes like cards and online packs.

Roleplaying Groups

Our RPG facilitators are skilled at developing gameplay that targets social goals and adventure simultaneously!

Tuesday Muggles and Magic with Talia and Gabi

Participants: All genders 8-18

When: Tuesdays 5:00pm-6:15pm

Cap: 8 participants

Platform: Zoom

Technology requirements: Ability to run Zoom with a webcam.

Group Description: Join us for an adventure into the world inspired by Hogwarts, Diagon Alley, Hogsmeade, magical creatures, and magic! In a role playing game similar in style to Dungeons and Dragons, we will work together to create our own characters and embark on a quest through our virtual magical world. This collaborative journey supports a wide range of social skill goals with in-game challenges designed to address the individual goals in our group. Practice flexibility, listening skills, teamwork, problem solving, perspective taking, communication, and more!

Tuesday Dungeons and Dragons (ages 10-13) with Josh A.		
Participants: All genders 10-13	When: Tuesdays 6:45pm-8:15pm	Cap: 8 participants
Platform: Roll20 Technology requirements: Instructions for setting up a Roll20 account will be sent prior to the start of group. Please make sure that your child's computer and internet can Roll20 simultaneously without too much lag. Google Chrome is the best browser for this. A webcam is helpful for social connection, but not required. Group Description: D&D begins with a group check-in before participants engage in Dungeons and Dragons – the antidote to video games. The game teaches patience, listening skills, teamwork, and communication as player work through in-game challenges designed to address their goals. The Tuesday night group is a good fit for younger players looking to learn the game and engage with a developmentally appropriate adventure.		

Girls Rule: Adventure Island with Hadley		
Participants: Girls ages 8-12	When: Wednesdays 4:45pm-6:00pm	Cap: 6 participants
Platform: Zoom Technology requirements: Ability to run Zoom with a webcam Group Description: This gender specific group centers on playing a fun, unfolding game (which also includes art & creativity). It is designed to be an exciting adventure that girls will be wrapped up in together from week to week. They won't even realize that they are learning & practicing social skills, but they will feel more socially confident. Skills often used while playing involve initiating conversations, problem solving, verbalizing frustration, practicing patience, using a perspective-taking approach, compromise & being aware of tone of voice & body language.		

Wednesday Dungeons and Dragons (ages 13-18) with Josh A.		
Participants: All genders 13-18	When: Wednesdays 5:30 pm-7:00pm	Cap: 8 participants
Platform: Roll20 Technology requirements: Instructions for setting up a Roll20 account will be sent prior to the start of group. Please make sure that your child's computer and internet can Roll20 simultaneously without too much lag. Google Chrome is the best browser for this. A webcam is helpful for social connection, but not required. Group Description: D&D begins with a group check-in before participants engage in Dungeons and Dragons – the antidote to videogames. The game teaches patience, listening skills, teamwork, and communication as player work through in-game challenges designed to address their goals. The Wednesday night group is a great option for teens that are looking to practice skills through creative gameplay. Some participants will be returning to continue an ongoing campaign, and some will be joining the party for the first time!		

Thursday Dungeons and Dragons (ages 8-9) with Casey		
Participants: All genders 8-9	When: Wednesdays 5:00pm-6:15pm	Cap: 4 participants
Platform: Zoom, potentially Roll20 Technology requirements: Ability to run Zoom. A webcam is helpful for social connection, but not required. Group Description: This is a great introduction to roleplaying for younger players who have been wanting to give it a try! We teach the basics of D&D while creating a dynamic, age-appropriate adventure. This is place for creativity to shine, and skill-building is rewarded with incentives in the game itself. We tailor the game to address the social goals of each child and help to foster connections that can extend outside of the group.		

Thursday Intro to Roleplaying with Stephanie and Nicole

Participants: Girls ages 13-18

When: Thursdays 5:00pm-6:30pm

Cap: 8 participants

Platform: Group starts on Zoom for check-in and transitions to Roll20 for game play

Technology requirements: Instructions for setting up a Roll20 account will be sent prior to the start of group. Please make sure that your child's computer and internet can Roll20 simultaneously without too much lag. Google Chrome is the best browser for this. A webcam is helpful for social connection, but not required.

Group Description: Intro to Roleplaying is a space for teen girls to adventure together as characters of their own creation. We loosely use Dungeons and Dragons 5th Edition to inspire our characters and gameplay, but there is a lot of room for creativity to come up with your own spells, weapons, backstory, and traits. Roleplaying allows participants to practice essential social skills in a supportive environment but with real impact on the story and each other. We may not be able to meet in person, but our characters can!

Friday Muggles and Magic with Madeline and Jill

Participants: All genders 8-18

When: Fridays 4:30p-6p

Cap: 8 participants

Platform: Zoom

Technology requirements: Ability to run Zoom with a webcam.

Group Description: Join us for an adventure into the world inspired by Hogwarts, Diagon Alley, Hogsmeade, magical creatures, and magic! In a role playing game similar in style to Dungeons and Dragons, we will work together to create our own characters and embark on a quest through our virtual magical world. This collaborative journey supports a wide range of social skill goals with in-game challenges designed to address the individual goals in our group. Practice flexibility, listening skills, teamwork, problem solving, perspective taking, communication, and more! Disclaimer: This section of Muggles and Magic may contain spoilers through Book 3!

Friday Dungeons and Dragons (ages 13-18) with Peter and Celia

Participants: All genders 13-18

When: Fridays 6pm-8pm

Cap: 8 participants

Platform: Discord

Technology requirements: Functioning Mic and Discord installation

Group Description: The Friday Night Aspiring Youth Dungeons and Dragons group is continuing its campaign! Your teen will join a Dungeons and Dragons campaign where the focus is on building teamwork, communication skills, and group problem-solving in a well-established, anachronistic high magic setting. We use 5th edition as a base setting, but many sessions may not involve dice rolling as there is extensive role-playing, and creative interpretation of spells is definitely encouraged. Find your party on Friday nights with Aspiring Youth!

Saturday Dungeons and Dragons (ages 13-18) with Josh A.

Participants: All genders 13-18

When: Saturdays 6:00pm-7:30pm

Cap: 8 participants

Platform: Roll20

Technology requirements: Instructions for setting up a Roll20 account will be sent prior to the start of group. Please make sure that your child's computer and internet can Roll20 simultaneously without too much lag. Google Chrome is the best browser for this. A webcam is helpful for social connection, but not required.

Group Description: D&D teaches patience, listening skills, teamwork, and communication as player work through in-game challenges designed to address their goals. The Saturday night group is a great option for teens that are looking to practice skills through creative gameplay. Some participants will be returning to continue an ongoing campaign, and some will be joining the party for the first time!