

## High-Impact Programming for Your District

Work ED is dedicated to advancing equity by providing access to high-impact, transformative learning opportunities for all children and families.

Our programs inspire curiosity, build confidence, and create pathways for generational growth and long-term community sustainability.

#### Districts that trust Work

















### Highlights

Our programs include so much more than hands-on, engaging pathways

- Literacy Embedded
- Standards Aligned
- ADA Recoverable
- Career Connected



**Get Started** 

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### At-A-Glance

### **Imagination Station**



Imaginative role-play turns learning into an interactive experience, helping children build practical skills and problem-solving.

TK-2 Page 4

### **Career Discovery\***

\*Embedded Literacy and Family Club Night options available



Spark curiosity with Career Discovery, where students explore future paths through hands-on, real-world experiences.

TK-12

Page 5-7

#### **Esports**



Our esports program isn't just about gaming—it's about equipping students with essential life skills and fostering teamwork.

3-12 Page 8

#### **Performing Arts**



Build confidence, connection, and life skills while using movement therapy to support physical health and emotional wellness.

TK-12

Page 9



## **Overview**

We design and deliver hands-on programs for TK-12 students to boost engagement, attendance, and long-term success.

Programs	Pathways	Grades	Standards	ADA
Imagination Station	<ul> <li>Critter Care</li> <li>STEAM Squad</li> <li>Community Heroes</li> <li>Building Buddies</li> <li>Start Up Stars</li> </ul>	TK-2	• CCSS • NGSS • ISTE • SEL	✓
Career Discovery	<ul> <li>AI</li> <li>Animal Studies</li> <li>Anime</li> <li>Be the Boss</li> <li>Cinematography</li> <li>Coding Champs</li> </ul>	TK-8	• CTE* • CCSS • NGSS • ISTE • SEL	✓
Career Discovery with Embedded Literacy	Coding Champs Coding Mice Cybersecurity Dino Discovery Drones Electrical Engineering Game Design Graphic Design Music Production Physical Engineering Robotics Space Expedition Storytelling	3-6	• CCSS • NGSS • ISTE • SEL	<b>√</b>
Career Discovery with Family Club Night		ТК-8	• CTE* • CCSS • NGSS • ISTE • SEL	✓
Performing Arts	<ul><li>Cheerleading</li><li>Color Guard</li><li>Dance</li><li>Musical Theater</li></ul>	TK-12	• ISTE • SEL • VAPA	<b>√</b>
Esports	<ul> <li>Mario Kart 8</li> <li>Minecraft</li> <li>Rocket League</li> <li>Sim Racing</li> <li>Super Smash Bros. Ultimate</li> </ul>	3-12	• CCSS • NGSS • ISTE • SEL	✓



# **Imagination Station**

Immersive role-play turns learning into an interactive experience, helping children build practical skills and creative problem-solving.

Pathways	Description	TK-2	3-5	6-8	9-12
Critter Care	Learners become vets and wildlife experts as they care for stuffed animals using real tools—building empathy, observation skills, and STEM understanding through play.	<b>√</b>			
STEAM Squad	Young scientists blast off into hands-on adventures in robotics, space, and geology—developing critical thinking and STEM skills through imaginative exploration.	<b>√</b>			
Community Heroes	Children role-play as firefighters, EMTs, and helpers—gaining empathy, teamwork, and problem-solving skills while learning how communities work.	<b>√</b>			
Building Buddies	Students design and build imaginative structures as mini architects and engineers —boosting STEM, literacy, and creative thinking through hands-on construction play.	<b>√</b>			
Start Up Stars	Future entrepreneurs create shops, food trucks, and products—developing math, design, and business skills through playful, real-world ventures.	<b>√</b>			
Aligned Standards		ADA Rec	coverable		
<ul> <li>Common Core State Standards (CCSS)</li> <li>Next Generation Science Standards (NGSS)</li> <li>International Society for Technology in Education (ISTE)</li> <li>Social and Emotional Learning (SEL)</li> </ul>		Fund recovery with real learning gains:  • Every 4 hours is 1 day recovered  • Up to \$760 per student recovered  • SB-153 compliant  • Minimal district workload			



## **Career Discovery**

Part 1 of 3

		Embedded Literacy**			
Pathways*	Description	TK-2	3-5	6-8	9-12
Animal Studies	Students explore habitats, design species, and combine art, science, and presentation skills in a hands-on study of wildlife.	<b>√</b>			
Anime	Students bring original anime stories to life by designing characters, creating digital manga, and learning animation basics from sketch to screen.		<b>√</b>	✓	
Artificial Intelligence	Students explore how AI works and can be used for good through games, challenges, and projects that build skills in training machines, spotting fails, crafting prompts, and solving real-world problems.		<b>√</b>	✓	<b>√</b>
Be the Boss	Students invent products, design brands, and pitch business ideas while learning marketing, money management, and entrepreneurial skills.	<b>√</b>	<b>√</b>	<b>√</b>	
Cinematography	Students produce, film, and edit original short films while exploring directing, sound design, camera work, and visual effects.	<b>√</b>	<b>√</b>	<b>√</b>	
Coding Champs	Students use a robot simulator to tackle creative programming challenges, build skills in loops, functions, and debugging, and showcase their work in a personalized Passion Project.		<b>√</b>		
Aligned Standards		ADA Recoverable			
<ul> <li>Career and Technical Education (CTE) (Grades 7-12 only)</li> <li>Common Core State Standards (CCSS)</li> <li>Next Generation Science Standards (NGSS)</li> <li>International Society for Technology in Education (ISTE)</li> <li>Social and Emotional Learning (SEL)</li> </ul>		Fund recovery with real learning gains:  Every 4 hours is 1 day recovered  Up to \$760 per student recovered  SB-153 compliant  Minimal district workload			

<sup>\*</sup>Each pathway has 10 Activity Plans, up to 15 hours of programming, and is also available as a Family Club Night upon request
\*\*Career Discovery pathways for grades 3-5 are available with Embedded Literacy upon request



## **Career Discovery**

Part 2 of 3

			Embedded Literacy**		
Pathways*	Description	TK-2	3-5	6-8	9-12
Coding Mice	Students learn coding basics through games, mazes, and storytelling with Colby the Coding Mouse, building problem-solving and collaboration skills.	<b>√</b>			
Cybersecurity	Students become digital defenders by learning to protect themselves online through hands-on activities in password creation, phishing detection, and cyber game design.		<b>√</b>	<b>√</b>	<b>✓</b>
Dino Discovery	Students explore dinosaur science through creative activities and end with a classroom museum showcasing their original prehistoric creatures.	<b>√</b>			
Drones	Students master drone safety, flight, and problem-solving by navigating obstacle courses, tackling real-world challenges, and creating drone-powered solutions.		<b>√</b>	<b>√</b>	<b>✓</b>
Electrical Engineering	Students experiment with circuits and conductive materials to invent interactive devices, games, and art projects using tools like Makey Makey.			<b>√</b>	
Game Design	Students design and prototype original games by building characters, mechanics, and worlds from concept to pitch.	<b>√</b>	<b>√</b>	<b>√</b>	
Aligned Standards		ADA Recoverable			
<ul> <li>Career and Technical Education (CTE) (Grades 7-12 only)</li> <li>Common Core State Standards (CCSS)</li> <li>Next Generation Science Standards (NGSS)</li> <li>International Society for Technology in Education (ISTE)</li> <li>Social and Emotional Learning (SEL)</li> </ul>		Fund recovery with real learning gains:  Every 4 hours is 1 day recovered  Up to \$760 per student recovered  SB-153 compliant  Minimal district workload			

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## **Career Discovery**

Part 3 of 3

			Embedded Literacy**		
Pathways*	Description	TK-2	3-5	6-8	9-12
Graphic Design	Students create unique visual projects using typography, color theory, branding, and digital illustration to tell stories through design.	<b>√</b>	<b>√</b>	✓	
Music Production	Students compose original songs, explore instruments, and design album covers while learning the basics of rhythm, melody, and sound design.	<b>√</b>	<b>√</b>	<b>√</b>	
Physical Engineering	Students build towers, bridges, and vehicles in hands-on challenges that teach engineering concepts and problem-solving skills.	<b>√</b>	<b>√</b>		
Robotics	Students build and program robots, explore mechanical principles, and present creative robotic designs in a final showcase.	<b>√</b>	<b>√</b>		
Space Expedition	Students become astronauts-in-training through rocket building, space science, and creative projects ending in a space gallery walk.	<b>√</b>			
Storytelling	Students craft and present original stories through books, puppet shows, and podcasts while developing narrative and presentation skills.	<b>√</b>			
Aligned Standards		ADA Recoverable			
<ul> <li>Career and Technical Education (CTE) (Grades 7-12 only)</li> <li>Common Core State Standards (CCSS)</li> <li>Next Generation Science Standards (NGSS)</li> <li>International Society for Technology in Education (ISTE)</li> <li>Social and Emotional Learning (SEL)</li> </ul>		Fund recovery with real learning gains:  Every 4 hours is 1 day recovered  Up to \$760 per student recovered  SB-153 compliant  Minimal district workload			

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#### **Programs**



## **Esports**

Students create their own teams and engage in challenges designed to strengthen communication, strategy, and adaptability before diving into structured gameplay that transforms casual experience into competitive growth.

Pathways*	Description	TK-2	3-5	6-8	9-12
Mario Kart 8	Students refine their racing skills by mastering drifting, boost boost management, and strategic decisionmaking to keep them in the lead.		✓	<b>√</b>	<b>√</b>
Minecraft	Students collaborate on competitive design challenges that test creativity, teamwork, and quick movements.		<b>√</b>	<b>√</b>	<b>√</b>
Rocket League	Students build precision by learning to control the game's physics system and applying advanced positioning in fast-paced matches.		<b>√</b>	<b>√</b>	<b>√</b>
Sim Racing	Students will compete in high-speed virtual races, honing their driving skills, strategy, and precision in realistic racing simulations.			<b>√</b>	<b>√</b>
Smash Bros Ultimate	Students develop competitive skills by selecting a main character, honing their abilities, and practicing adaptive strategy to overpower their opponent.		<b>√</b>	<b>√</b>	<b>✓</b>
Aligned Standards		ADA Recoverable			
<ul> <li>Career and Technical Education (CTE) (Grades 7-12 only)</li> <li>Common Core State Standards (CCSS)</li> <li>Next Generation Science Standards (NGSS)</li> <li>International Society for Technology in Education (ISTE)</li> <li>Social and Emotional Learning (SEL)</li> </ul>		<ul><li>Every 4</li><li>Up to \$</li><li>SB-153</li></ul>	very with real 4 hours is 1 do 5760 per stud compliant al district wor	ay recovered ent recovered	

<sup>\*</sup>Each game comes with a dedicated curriculum that guides players from beginner basics to advanced strategies, helping them understand what it takes to practice, improve, and compete like a pro.



# **Performing Arts**

Our performance pathways aren't just about teaching steps—it's about giving students the tools to express themselves confidently, connect with others, and thrive in every aspect of their lives.

Pathways*	Description	TK-2	3-5	6-8	9-12
Enrichment Dance and Musical Theater	Led by expert dance coaches skilled in various genres, our tailored lesson plans focus on dance literacy, techniques, and terminology.  Disciplines include:   Ballet  Hip-Hop  Cheer  Jazz  Commercial Acting  Musical Theater  Contemporary and Modern	<b>√</b>	✓	<b>√</b>	✓
Specialty Cheerleading	This program bridges physical fitness with soft skills development, offering students a unique platform to build confidence, communication, and teamwork—all while igniting school spirit and community pride. Program includes:  • 3-Day Cheer Clinic & Tryouts • 4- to 5-Day Intensive Training • Year Round Team Training • CIF Competition Training	<b>√</b>	<b>√</b>	<b>√</b>	<b>√</b>
Specialty Color Guard	We introduce students to equipment handling, winterguard, parade routines, and field shows—building fitness, teamwork, and school spirit through expert-led, safety-focused lessons that enhance your visual and performing arts offerings.  • Culminating Event Preparation • Sports Event Preparation • Parade Preparation	<b>√</b>	✓	<b>√</b>	✓
Aligned Standard	s	ADA Re	ecoverab	le	
<ul> <li>International Society for Technology in Education (ISTE)</li> <li>Social and Emotional Learning (SEL)</li> <li>Visual and Performing Arts (VAPA)</li> </ul>		<ul><li>Every</li><li>Up to</li><li>SB-15</li></ul>	4 hours is 1		ered



## **Contact**



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