

	Name	Sponsor	Rm	Description
1	AI	G. Wong	2F2	Understand the world of AI
2	Arts Club	B. Mc Cartin	1A2	Create and showcase portfolios in writing, art and music
3	Badminton	J. Wilkie	Gym	Practice and develop badminton skills – no competitions with other school teams
4	Baking Club	F. Tassioulas	2F5	Share recipies, learn about the baking process
5	Business	J. Sodhi	1B4	Develop entrepreneurial and leadership skills by participating in business competitions
6	Card Strategy	G. Beaton	2E4	Discuss strategies and play a variety of card games
7	Cat Club for RAPS	H. Alves	2E5	Fundraise and promote initiatives for the RAPS cat shelter
8	Chess	W. Hodgson	2D4	Learn and play chess
9	Chinese Painting	G. New	2D3	Create traditional Chinese paintings
10	Creative Community Outreach	R. Delville-Pratt	1F3	Explore and create designs for a variety of objects for the school/community
11	Dance	S. Tsai	Dance Studio	Create choreography and practice dance routines
12	Debate	J. Yetman	2D5	Develop critical thinking and communication skills through debate
13	Design	S. To	1F2	Learn about designing different objects and items
14	Ecological Research	N. Moes	1E5	Raise Awareness about climate change
15	Electronic Engineering	G. New	1K0	Discuss and learn about the field of Electronic Engineering
16	Enviro Action	C. Dewreede	Music Room	Promote sustainability
17	Film Fridays	M. Edmondson	1A3	Watch and discuss films
18	First Responders	N. Moes	1E Pod	Learn about First Aid
19	Fitness and Conditioning	H. Alves	Weight Room	Learn about and participate in activies to promote good health
20	Flag Footbal	M. Nyhus	Field	Play flag footbal for fun
21	Forest Health	R. Bordon	2A4	Learn about forests and the environment
22	Game Haven	T. Silvers	2F6	Play a variety of card and board games
23	Geoguesser	N. Moes	1E5	Explore the field of Geography
24	Granny Club	T. Silvers	2F6	A welcoming environment to knit and crochet
25	Helping Hearts	L. Au	1F3	Discuss Current Events
26	History	R. Bordon	2A4	Learn about history and compete in competitions
27	Interact	M. Edmondson	1A3	Fundraising to support communities in need
28	International Student Help	Y. Wang	1F5	Social connections and support for International Students
29	Karaoke	K. Penney	1H0	Social connections through karaoke
30	Lead Impact	Dewreede	Music Room	Develop leadership skills
31	Linguistics	S. Cutting	2F6	Interactice activities to learn languages
32	Literature	S. Cutting	2F6	Explore the field of Literature
33	Marketing	L. Au	1F3	Analyze current marketing trends
34	Math Challengers	G. Beaton	2E4	Learn about math beyond the classroom and participate in contests

35	Math Tutoring	S. To	1F2	Students provide math tutoring/support to other students
36	Medical	A. Kuiper	2D3	Discuss topics related to medicine
37	Mock Trial	J. Yetman	2D5	Learn about law through participation in mock trials
38	Model Kit	M. Edmondson	1A3	Build and paint model kits
39	Model United Nations	R. Delville-Pratt	1F6	Create awareness around international issues and politics
40	Offline Club	K. Love/WJ Hodgson	ULC	Fun activities that don't involve digital devices
41	Physics and Engineering	V. Tang	2F3	Compete in physics and engineering competitions
42	Pressed-On Nails	M. Zaman	1A5	Design and create nail art
43	Psychology	S. Tyang	2D4	Explore the field of Psychology
44	Refila	G. New	1K0	Recycling plastic waste into 3D printed items
45	Robotics	P. Zaremba	1B2	Learn about engineering through building robots
46	Safe Space Association	S. Hornby	2F4	Promote a safe, inclusive and respectful school environment
47	Soccer	J. Hodgson	Field	Participate in fun games, drills and activities
48	SOGI	Braun	2D4	Provide safe environment for queer and marginalized groups
49	Super Smash Bros.	n. Moes	1E5	Discuss strategies and play the game
50	Sustainable Everyday	M. Edmondson	1A3	Organize events to inform about sustainability
51	Sustainable Fashion	L. Murphy	1F4	Promote sustainable fashion
52	Table Tennis	J. Yetman/H. Walker	Caf	Play table tennis for fun
53	Tennis	J. Hodgson	Dance Studio	Learn and practice basic tennis skills
54	The Lovelace Foundation	N. Perks	1A3	A space for self-identifying girls to learn about STEM
55	U Code	P. Zaremba	1B2	Learn about coding and compete in competitions
56	UHill Newscast	L. Au	1F5	Increase access to school information
57	Ultimate Frisbee	K. Chu	School Field	Practice and develop ultimate skills – no competitions with other school teams
58	UNICEF	N. Perks	1A3	Fundraise for UNICEF
60	USRO	Walker	1E0	Fundraising for people in need