

	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	Baking Club	F. Tassioulas	2F5	Share recipies, learn about the baking process
4	Badminton	J. Wilkie	Gym	Practice and develop badminton skills – no competitions with other school teams
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	Choreography	C. Dewreede	Dance Studio	Learn about the different forms of choreography in Dance
11	Creative Community Outreach	R. Delville-Pratt	1F3	Explore and create designs for a variety of objects for the school/community
12	Dance	S. Tsai	Dance Studio	Create choreography and practice dance routines
13	Debate	J. Yetman	2D5	Develop critical thinking and communication skills through debate
14	Design	S. To	1F2	Learn about designing different objects and items
15	Ecological Research	N. Moes	1E5	Raise Awareness about climate change
16	Electronic Engineering	G. New	1K0	Discuss and learn about the field of Electronic Engineering
17	Enviro Action	C. Dewreede	Music Room	Promote sustainability
18	Film Fridays	M. Edmondson	1A3	Watch and discuss films
19	First Responders	N. Moes	1E Pod	Learn about First Aid
20	Fitness and Conditioning	H. Alves	Weight Room	Learn about and participate in activies to promote good health
21	Forest Health	R. Bordon	2A4	Learn about forests and the environment
22	Flag Footbal	M. Nyhus	Field	Play flag footbal for fun
23	Game Haven	T. Silvers	2F6	Play a variety of card and board games
24	Geoguesser	N. Moes	1E5	Explore the field of Geography
25	Granny Club	T. Silvers	2F6	A welcoming environment to knit and crochet
26	Helping Hearts	L. Au	1F3	Discuss Current Events
27	History	R. Bordon	2A4	Learn about history and compete in competitions
28	Interact	M. Edmondson	1A3	Fundraising to support communities in need
29	International Student Help	Y. Wang	1F5	Social connections and support for International Students
30	Karaoke	K. Penney	1H0	Social connections through karaoke
31	Lead Impact	Dewreede	Music Room	Develop leadership skills
32	Linguistics	S. Cutting	2F6	Interactice activities to learn languages
33	Literature	S. Cutting	2F6	Explore the field of Literature
34	Marketing	L. Au	1F3	Analyze current marketing trends

35	Math Challengers	G. Beaton	2E4	Learn about math beyond the classroom and participate in contests
36	Math Tutoring	S. To	1F2	Students provide math tutoring/support to other students
37	Medical	A. Kuiper	2D3	Discuss topics related to medicine
38	Mock Trial	J. Yetman	2D5	Learn about law through participation in mock trials
39	Model Kit	M. Edmondson	1A3	Build and paint model kits
40	Model United Nations	R. Delville-Pratt	1F6	Create awareness around international issues and politics
41	Offline Club	K. Love/WJ Hodgson	ULC	Fun activities that don't involve digital devices
42	Physics and Engineering	V. Tang	2F3	Compete in physics and engineering competitions
43	Pressed-On Nails	M. Zaman	1A5	Design and create nail art
44	Psychology	S. Tyang	2D4	Explore the field of Psychology
45	Refila	G. New	1K0	Recycling plastic waste into 3D printed items
46	Robotics	P. Zaremba	1B2	Learn about engineering through building robots
47	Safe Space Association	S. Hornby	2F4	Promote a safe, inclusive and respectful school environment
48	Soccer	J. Hodgson	Field	Participate in fun games, drills and activities
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
59	USRO	Walker	1E0	Fundraising for people in need