

# EXTRA-CURRICULAR ACTIVITIES



**Westlink**  
INTERNATIONAL SCHOOL HANOI

**iSP**

International  
Schools  
Partnership



EXTRA-CURRICULAR  
**ACTIVITIES**



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# INTRODUCTION

Welcome to Westlink International School's vibrant and dynamic Extra-Curricular Activities (ECAs) program!

We are thrilled to present our comprehensive ECAs brochure, which outlines the diverse range of activities and clubs available to our students. Our mission is to provide opportunities that extend learning beyond the classroom, fostering holistic development, creativity, and a love for lifelong learning.

At Westlink, we believe that ECAs play a crucial role in nurturing talent inside each student. Our program offers nearly 50 after-class activities and clubs, covering a wide array of interests including sports, music, arts and drama, academics, and STEAM. Whether your child is passionate about athletics, eager to explore the arts, or keen to engage in intellectual pursuits like the Model United Nations (MUN), there is something for everyone.

We offer three types of ECAs to cater to our students' diverse interests and schedules:

- **Teacher-led ECAs**
- **Extra ECAs**
- **ILOS (International Learning Opportunities for Students) from ISP.**

We encourage parents to explore the exciting opportunities detailed in this brochure and support your child in their decision-making process when they are considering which opportunities they might want to engage with. Your interest and encouragement is the number one factor in helping your child explore their interests, build confidence in their choices and potentially step outside of their comfort zone.

Thank you for your continued support and involvement in our school community. We look forward to seeing your child thrive in our ECAs program.

Warm regards,

**ECAs Team**  
**Westlink International School**







**ILOS**

International Learning  
Opportunities for Students  
from International School Partnership  
(ISP)





## What is International Learning Opportunities for Students (ILOS) ?

International Learning Opportunities for Students. (ILOS) are **impactful learning programs** that **connect ISP students** through **unique beyond the classroom experiences**.

We exist to give every ISP school the opportunity to offer their students a portfolio of international learning experiences that build **lifelong competencies** through a range of scalable and sustainable programmes.

Our mission is to provide amazing learning experiences that help our students develop life competencies such as language and communication skills, intercultural understanding and leadership, among others, helping them become **responsible global citizens**.

## STEAM

- 
ISP  
Scientists
- 
ISP  
Chess  
Masters
- 
ISP  
Filmmakers
- 
ISP  
Artists
- 
ISP  
Changemakers

## GLOBAL CITIZENSHIP

- 
ISP  
Cultural  
Exchange
- 
ISP  
Virtual  
Exchange
- 
ISP  
MUN

**iSP** International Schools Partnership







## PARENTS & ILOS: HOW CAN YOU SUPPORT?



**Reinforce** your student positively for pursuing their passions and exploring their interests. Taking risks is not always easy. An encouraging word from a caring adult can inspire your student to keep stepping outside of their **comfort zone** with joy and confidence.



**Ask** your child about their learning process and what they are finding most enjoyable. Receiving questions from a parent that show an authentic interest can allow students to connect with feelings of **joy for learning** and motivation.



**Be curious** about what exciting challenges they are facing and how they are overcoming them. This is the perfect opportunity to help them learn how to take agency over their own learning process, as they explore their potential and develop their skills.



**Support** your student when they are feeling overwhelmed. Growth sometimes can be uncomfortable. Empathy and active listening can provide the reassurance that will allow students to **persevere** in difficult times.



# Teacher-led ECAs







# ART VOICE COURAGE & IMAGINATION

Intro - Grade 1

Ready to make a difference? Join \*Art Voice Courage and Imagination\*—the IB PYP extracurricular program that empowers young artists to be change-makers in their community! Explore how art can be a powerful tool for addressing social issues and inspiring positive action. Through creative projects and collaboration, you'll use your artistic talents to voice your ideas and advocate for justice. This is your opportunity to lead, connect with other young innovators, and transform your imagination into meaningful action. Be a part of this exciting journey, and let your art contribute to a better world. Enroll now and turn your creativity into a force for good!

## Highlights of the Program



Use art as a catalyst for meaningful social impact

Term 4

### Reflection on Impact

Evaluate the influence of their artistic work on the community & personal growth.

Term 3

### Collaborative Problem-Solving

Engage in teamwork to create meaningful art projects that address community needs.

Term 2

### Investigating Global Issues

Gain awareness of global challenges & learn to articulate & address these issues through creative means.

Term 1

### Exploring Identity & Belonging

Develop an understanding of self & others, fostering a sense of identity & community.

## Learning Outcomes



# FOOD DECORATION

## Intro - Grade 1

Would you like to create food art using fruits, vegetables, and bread? This is a fantastic opportunity to unleash your creativity while tasting and exploring new flavors and textures. Join us and discover the amazing things you can create!

Price for Term 1: 480.000VND/ 8 periods

## Highlights of the Program



Exploring & Creating



### Term 1

Develop fine motor skills with simple food handling & decoration. Explore shapes, colors & textures of various foods.

### Term 2

Combine & shape food items to create fun designs. Use basic tools to enhance food art.

### Term 3

Create food art based on specific themes. Collaborate on group projects & practice descriptive skills.

### Term 4

Refine food art skills & prepare creations for display. Share & celebrate art with peers & family.

## Learning Outcomes



# FLORAL ARRANGEMENT

Intro - Grade 1

Flower arrangement shows the connection between people and nature, and shows human creativity and sophistication in creating beautiful and meaningful bouquets.

Term 4

Practice arranging difficult flowers & learn many difficult ways to arrange them. Practice placing vases & bouquets of flowers for grandmothers, mothers, & teachers.

Term 3

Get acquainted with & recognize flowers that are close to life, learn & practice planting some simple patterns.

Term 2

Practice making decorative dazzles & practicing flower arrangements & bouquets.

Term 1

Getting Acquainted With Paper & Some Popular Flowers. Practice making popular flowers.

## Highlights of the Program



Practice concentration & perseverance

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Practice artistry, color scheme & ingenuity



Bonding love with nature, reducing stress & make the mood cheerful

## Learning Outcomes

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# BOARD GAME DRAUGHTS

## Intro - Grade 1

Hello, Superstars! Are you ready for a fantastic adventure? Today, we're going to dive into a world of colorful boards, exciting dice, and magical game pieces! In our board games class, we'll learn how to take turns, follow simple rules, and most importantly, have loads of fun with our friends. Each game is a new adventure waiting for us, so let's get ready to roll, laugh, and play our way to a day full of smiles! Are you excited? Let's get started!"

## Highlights of the Program



Fun-Filled Learning



Creative Play



Social Skills Development

### Term 4

To inspire creativity & self-expression through themed & imaginative board games.

### Term 3

To support the development of cognitive skills like memory, counting & strategy through more complex games.

### Term 2

To enhance social interaction skills & teamwork through group board games.

### Term 1

To introduce children to the basics of board games, including simple rules, turn-taking & game pieces.

## Learning Outcomes





# STORY TELLING

Intro - Grade 1

Come and explore the wonderful world of story books and story telling. Listen to stories from wonderful authors and learn to become a story teller yourself!

Term 4

Using story books & traditional tales write & act our own stories

Term 3

Listen to & act out traditional stories & Fairy Tales

Term 2

Listen to & act out simple story books

Term 1

Listen to & join in with simple story books

## Highlights of the Program



Improve vocabulary



Develop good listening



Practice presentation skill

## Learning Outcomes



# IMAGINATIVE PLAY

Intro - Grade 1

Imaginative play is a chance for students to stretch their creativity. They will have time to play freely with dress up clothes and puppets. They will build communication skills, social skills, and their imagination as they play.

Term 4

Explore, play & develop their imaginations.

Term 3

Explore, play & develop their imaginations.

Term 2

Explore, play & develop their imaginations.

Term 1

Explore, play & develop their imaginations.

## Highlights of the Program



Creativity building



Imagination building



Develop social skills

## Learning Outcomes





# VIETNAMESE DANCE

Intro - Grade 1

Vietnam has 54 ethnic groups. Each ethnic group has its own folk dances. Vietnamese peoples have left to the next generation a treasure of precious dance art. From the perspective of dance art, it can be said that folk dance heritage is a typical basis for determining the dance identity of each ethnic group.

Term 4

Learn dances with Vietnamese ethnic musical instruments

Term 3

Learn dances with Vietnamese ethnic musical instruments

Term 2

Learn dances with the theme of Vietnam's homeland

Term 1

Learn dances with the theme of Vietnam's homeland

## Highlights of the Program



Forge teamwork



Train the body to be healthy & flexible



Train your ability to perceive music according to dance

## Learning Outcomes





# LEGO

## Intro - Grade 2

LEGO Club, where your imagination is the only limit! LEGO Club is the perfect place to explore your creativity, make new friends, and have lots of fun.

### Term 4

Reflect & improve building skills. Free building.

### Term 3

Build your own crazy inventions. Build & present.

### Term 2

Creating a Wonderland from your imagination. Lego Challenge: Build a bridge/design a unique vehicle. Team projects.

### Term 1

Basic building. Simple structures. Storytelling: Building settings & characters.

## Highlights of the Program



Motor Skills



Communications



Thinking Skills

# Learning Outcomes





# NATIONAL GEOGRAPHIC

Intro - Grade 1 & Grade 2 - Grade 5

Students learn about the countries and precious animals of the world. The students will explore the interesting things of each country: people, cuisine, culture, places; Learn about precious animals: where they live, external characteristics, features of life and how to protect them.

Term 4

Discover the characteristics of North American countries & their precious animals.

Term 3

Discover the characteristics of South American countries & their precious animals.

Term 2

Discover the characteristics of European countries & its precious animals.

Term 1

Discover the characteristics of Asian countries & its precious animals.

## Highlights of the Program



Countries: people, cuisine, culture, places



Precious animals: live, external characteristics, features of life

## Learning Outcomes





# POOL FUN

**Intro - Grade 1**

If you love swimming and water activities, this is for you! This is an exciting opportunity for students who are confident in the pool, want to improve their swimming skills, and want to have fun. This ECA focusses on water safety, physical fitness, and a love for games in a safe and engaging environment.

## Highlights of the Program



Fun Water Activities



Physical Fitness



Water Safety

### Term 4

During Stage 4, swimmers will further develop their skills in treading water (synchronized swimming), correct their arm pulls for their strokes & learn how to do handstands. We will celebrate our achievements with a friendly swimming competition.

### Term 3

Stage 3 will focus on floating, backstroke & breaststroke & improving all our skills with a pool obstacle course.

### Term 2

Stage 2 sees swimmers streamlining their strokes & using the correct leg kick. Swimmers will develop safe entries into the water by improving their diving & breathing technique through swimming pool games.

### Term 1

Stage 1 helps to build water confidence, while introducing water safety skills & the basic skills needed to build swimming ability. We will also learn how to play water polo.

## Learning Outcomes





# DANCE TEAM

Intro - Grade 1 & Grade 6 - Grade 8

Dance fit class is a fun, high energy activity where children can learn basic dance music while getting a great workout. The class combines upbeat music with simple moves to keep the children engaged and active. It's designed to improve co ordination, balance and overall fitness.

## Highlights of the Program



New Choreography



Enjoy Fun Music



Keep Super Fit

Term 4

Work towards a goal of creating a dance team with different types of choreography, be familiar with routines including timing, counts & formations.

Term 3

Tracking progress of the students encouraging consistency & regular practice, celebrate achievements.

Term 2

Social connection & group work with their friends in the class, group choreography work.

Term 1

Students will focus on 3 dances, perfecting the moves & focusing on timing, movement as well as rhythmic interpretation of the theme.

## Learning Outcomes





# TEAM GAMES

Intro - Grade 2

Children will develop fundamental skills, learn teamwork and game concepts, engage in structured play, and participate in friendly competitions.

Term 4

Younger children refine basics, while older ones master advanced skills & precision.

Term 3

Apply skills in team activities. Younger children practice complex skills. Older ones work on sequences.

Term 2

Emphasize skill development & cooperative play. Younger children improve balance & basic ball skills. Older ones learn complex movements.

Term 1

Focus on basic skills & playful learning. Younger children practice running, jumping & catching, while older ones enhance coordination.

## Highlights of the Program



Playful learning



Teamwork & Collaboration



Friendly Competitions

## Learning Outcomes





# YOUNG LIBRARIANS

Intro - Grade 1

The "Young Librarian" Club is a fun, weekly program for Intro and First-Grade students to discover the joy of reading and learn basic library skills. Through interactive storytelling, crafts, and book-themed activities, children will develop a love for books and build early literacy confidence.

**Term 4**

Create a picture book using art & craft techniques, such as drawing illustrations, designing covers

**Term 3**

Cultivate a love for books & encourage frequent reading through engaging activities & role play based on the stories.

**Term 2**

Foster interest in books through interactive reading sessions, vocabulary-building activities & creative art & craft projects related to the stories.

**Term 1**

Explore the library to learn how to find books based on reading level & interest. Listen to the teacher read aloud & discover new vocabulary from the book.

## Highlights of the Program



Develop vocabulary through stories



Build interest in books



Discover a variety of reading activities

## Learning Outcomes



# EAL LANGUAGE GAMES (BEGINNERS-INTERMEDIATE)

Grade 1 - Grade 2 & Grade 3 - Grade 5

EAL Language Games is perfect for primary students who are new to learning English! Through a variety of interactive games, both in the classroom and outdoors, students will build their language skills whilst having fun. Activities range from dice and board games that focus on vocabulary and sentence building to more physical challenges like scavenger hunts and ball games that encourage communication and teamwork. Each session is designed to make learning English enjoyable and accessible, helping students gain confidence in their language abilities in a playful, supportive environment.

## Highlights of the Program



Build confidence



Interactive learning



### Term 1

#### Foundations of Fun

Students will be introduced to basic language concepts through simple, engaging games.

### Term 2

#### Expanding Vocabulary & Skills

Students will expand their vocabulary & begin to use more complex sentence structures. They will participate in interactive classroom games & physical activities.

### Term 3

#### Creative Communication

Students will apply their language knowledge in more creative & collaborative ways like scavenger hunts & collaborative storytelling.

### Term 4

#### Mastery & Celebration

Students will strengthen English through challenging games, debated & a final showcase of their learning.

## Learning Outcomes



# KOREAN BOOK CLUB

Grade 1 - Grade 4

The Korean Book Club is a group of Korean students who are reading the same book and who meet together to discuss what they've read. This book club helps students become stronger readers in Korean by combining collaborative learning with student centered inquiry. This club helps foster critical thinking and deeper meanings and understandings about a book in Korean.

Term 4

Students will enhance Korean communication skills through active listening & clear expression, fostered by meaningful conversations.

Term 3

Through the analysis of characters, plot devices & narrative structures, students will get a more profound understanding of the intricacies involved in storytelling & the self-assurance to interact critically with others in Korean

Term 2

Students will explore diverse viewpoints through lively discussions, fostering intellectual growth.

Term 1

Students will read more slowly to focus on the meaning of the context & understand the story.

## Highlights of the Program



Korean language skills



Fun reading



Communication manners

## Learning Outcomes





# YOUNG LIBRARIANS

Grade 2 - Grade 5

The Young Librarian Club (G2-5) introduces students to essential self-research skills, guiding them in selecting books that match their interests and needs. They will learn about the anatomy of a book, categorize literature, practice choosing books by evaluating introductions and summaries, and participate in book-sharing activities.

## Highlights of the Program



Practical Book Selection Skills



Enhance Comprehension Abilities



Creative Book Sharing

### Term 1

Students learn about the parts of a book & how to categorize literature by distinguishing between fiction & nonfiction for library organization.

### Term 2

Students will learn the 5-finger rule, how to summarize & interpret book cover illustrations to choose & engage with books that interest them.

### Term 3

Students will apply skills like the 5-finger rule & cover interpretation to choose appropriate books & develop comprehension by identifying main ideas & details in small paragraphs

### Term 4

Choose a book to share about, design a new cover, write ending, new character

## Learning Outcomes





# POOL FUN

Grade 2 - Grade 5

Pool Fun offers students an exciting opportunity for students who are already comfortable in the water to improve their confidence while enjoying fun, water-based games and activities. This club focuses on promoting physical fitness, water safety, and a love for swimming in a supportive and engaging environment.

*(Please note: this club is NOT for beginning level swimmers, students must already be comfortable and confident swimmers).*

Term 4

Students will design their own pool games, considering the group's skill level & the structure of the class.

Term 3

Students will explore various water-based activities & challenges.

Term 2

Students will refine their swimming & water safety skills & improve their overall endurance & confidence in the water.

Term 1

Students will work on basic water safety skills & learn some introductory games & activities that build on previous swimming skills.

## Highlights of the Program



Fun water activities



Physical Fitness



Water Safety

## Learning Outcomes





# RUGBY

Grade 2 - Grade 5

In rugby, we will focus on having fun while learning the fundamentals of tag rugby. An emphasis will be placed on mastering the basic skills, such as hand-eye coordination, running, passing, agility, and evading defenders. Not only will you learn the game, but also have fun and make new friends at the same time. See you there!

**Term 1**

Basic rules of the game, Skills acquisition.

**Term 2**

Teamwork, Skills, Applying skills in match situations.

**Term 3**

Teamwork, Skills, Skills in match situations, Match Strategies.

**Term 4**

Mastery, Applying skills in matches, Further skills development & refinement, Friendly competitions.

## Highlights of the Program



Basic Rugby Skills



Fun Games



Physical Fitness

## Learning Outcomes





# BASKETBALL FUN

Grade 2 - Grade 5 & Grade 6 - Grade 8

In Basketball Fun we will introduce the basics of basketball in a supportive and engaging environment. The club focuses on developing fundamental skills, promoting teamwork, and ensuring that all participants have fun while learning. Sessions are held weekly and include a mix of skills practice, games, and team-building activities.

**Term 4**

Players will integrate their skills into more game situations. Enhanced understanding of game play, including strategy & teamwork. Players will experience the joy of competition & celebrate their progress.

**Term 3**

Improve understanding of team dynamics & game flow. Develop better teamwork & communication on the court. Apply skills in game scenarios to enhance playmaking & defense.

**Term 2**

Enhance ball-handling skills & shooting accuracy. Introduce basic defensive concepts & improve court awareness. Incorporate skills in game-like scenarios.

**Term 1**

Players will learn the fundamental rules & objectives of basketball. develop basic dribbling, passing & shooting skills. Through engaging games & drills, players will become more comfortable handling the basketball.

## Highlights of the Program



Teamwork



Learn basic skills



Learn the rules & have fun

## Learning Outcomes



# STOPMOTION

Grade 2 - Grade 5

Stop motion is an animation technique that involves capturing individual photos of objects, which are then played in sequence to create the illusion of movement. In this ECA, students will learn the fundamentals of stop-motion animation, including character design, set building, and frame-by-frame filming. This ECA is perfect for students in Grades 2-5 who want to explore their imagination and learn new story telling skills. Students must supply their own device.

## Highlights of the Program



Creativity & collaboration using technology

### Term 4

Students will consolidate their learning by revisiting & refining their previous projects, focusing on improving the quality of their animations. They will also reflect on their progress & the challenges they faced.

### Term 3

Students will apply their skills to create more elaborate stop motion projects, exploring different themes & genres.

### Term 2

Students will refine their stop motion techniques by experimenting with more complex movements & character actions. They will also learn how to use different materials & mediums.

### Term 1

Students will learn the basic principles of stop motion, including how to plan & create simple animations. They will explore different techniques for capturing images & develop an understanding of the importance of timing & sequencing in animation.

## Learning Outcomes



# VIETNAMESE COOKING

Grade 2 - Grade 5 & Grade 6 - Grade 8

Vietnamese cuisine has its own cultural features associated with the three regions of the North, Central and South. Each region has local dishes and is especially influenced by the customs of the population as well as the rich natural conditions. Thereby creating diversity for Vietnamese cuisine. It is also because of that rich diversity that Vietnamese cuisine carries the typical meanings of a long-standing culture

Price for Term 1: 480.000VND/ 8 periods

Term 4

Participate in friendly competitions.

Term 3

students will apply their skills to create more elaborate stop motion projects, exploring different themes & genres.

Term 2

Cook Central dishes & traditional dishes on the Lunar New Year.

Term 1

Cook Northern dishes.

## Highlights of the Program



Knife-using skills



Seasoning the food



Patience, carefulness, dexterity

## Learning Outcomes



# ORIGAMI

Grade 2 - Grade 4

Origami, also known as paper folding, is the art of creating two-dimensional and three-dimensional objects by folding paper. Originally, origami was used for decorative and artistic purposes. Additionally, it served as a tool for teaching the basic principles of math and geometry.

## Highlights of the Program



Fun & Imaginative



Step-by-Step Learning



Boosts Focus & Patience

### Term 1

#### Basic Origami Techniques

Learn the fundamentals of paper folding to understand the history & cultural significance of origami.

### Term 2

#### Intermediate Origami Skills

Master more complex folds & bases, create themed origami sets & enhance creativity & artistic expression.

### Term 3

#### Creative & Collaborative Origami

Encourage students to design their own origami models. Develop teamwork & communication skills through collaborative projects.

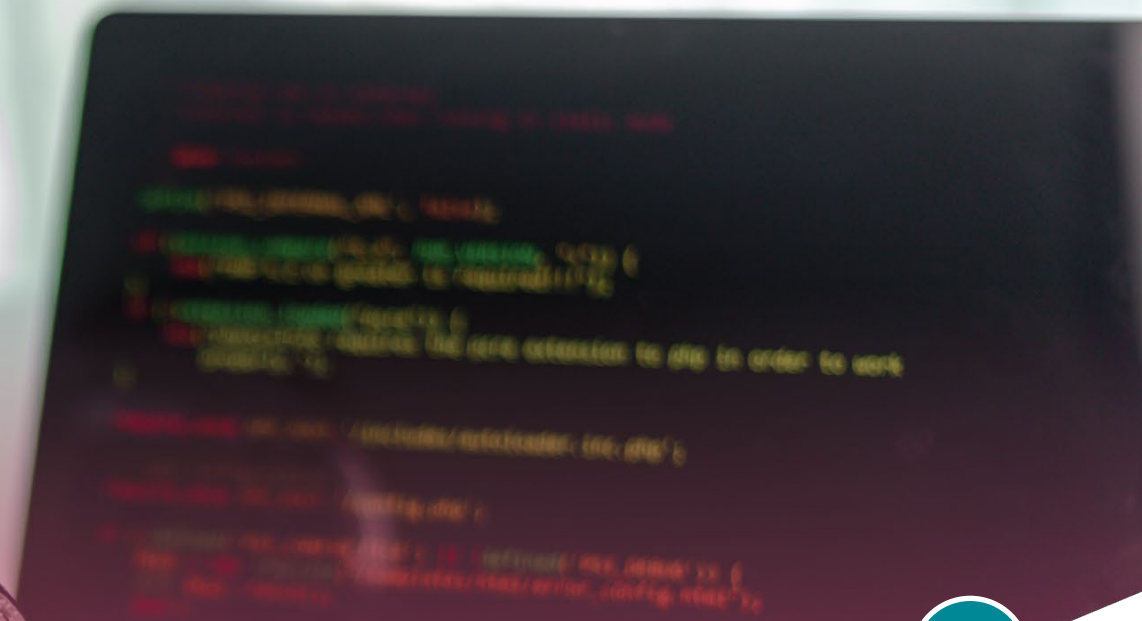
### Term 4

#### Advanced Techniques & Exhibition

Develop problem solving skills through challenging designs, encourage students to work on individual projects. Prepare for a year-end exhibition to showcase students' work.

## Learning Outcomes





# CODING

Grade 2 - Grade 5

Coding Club offers an exciting opportunity for students to dive into the world of programming using Scratch and Code.org. Through fun, interactive sessions, students will learn the fundamentals of coding by creating games, animations, and solving puzzles. This club is perfect for beginners and those with some experience, providing a supportive environment to explore, create, and innovate.

Term 4

Working on complex projects combining Scratch & Code.org skills. Emphasis on collaboration & teamwork in coding. Presenting & sharing projects with peers & parents.

Term 3

Transitioning to Code.org to broaden coding skills. Engaging with block-based & introductory text-based coding. Solving puzzles & challenges to reinforce concepts.

Term 2

Expanding knowledge with more advanced Scratch projects. Introduction to variables & conditional statements. Designing & developing simple games.

Term 1

Introduction to basic coding concepts using Scratch. Understanding sequences, loops & events. Creating simple projects like interactive stories & animations.

## Highlights of the Program



Interactive Learning



Skill Development



Problem-solving Skills

## Learning Outcomes





# PAPER CRAFTS

Grade 2 - Grade 5

Students will use paper materials or recycled paper items such as toilet paper cores, construction paper, colored paper, and used paper to make useful objects (pen boxes, decorations, pens, cards), flowers, paper fans,....)

**Term 4**

Students make paper toys such as pinwheels, paper fans, cars,...

**Term 3**

Students make pictures from paper.

**Term 2**

Students fold paper to make some flowers & items are more complicated & a flower vase to hold the flowers they have made, some decorative items such as lanterns,...

**Term 1**

Instructions on how to use objects such as scissors & glue to ensure safety. Students will make simple objects such as pen & pen holder made of toilet paper core, some simple flowers.

## Highlights of the Program



Practice patience



Taking advantage of paper to make useful items



Be proactively creative



Adroit & carefulness

# Learning Outcomes





# INTERNATIONAL COOKING

Grade 2 - Grade 5

Students will learn and explore dishes from many countries around the world, thereby gaining an understanding of the culinary culture of each country. Besides, students can cook unique dishes from different countries.

Price for Term 1: 480.000VND/ 8 periods

## Highlights of the Program



Explore & learn



Adroit, care, & safety in the kitchen



Kitchen skills

Term 4

Students learn & learn how to cook dishes from some African & Oceanian countries.

Term 3

Students learn & learn how to cook dishes from some American countries.

Term 2

Students learn & learn how to cook dishes from some European countries.

Term 1

Students learn & learn how to cook dishes from some Asian countries.

## Learning Outcomes



# SPANISH

Grade 2 - Grade 8

This is the first time Westlink International School offers a Spanish course. It will be a fun and easy approach to one of the most talked languages around the world, ¡aprendamos un poco de español!

Term 4

Verbs & conjugations, opinions, debate

Term 3

Location, hobbies, habits, verbs in present

Term 2

Family, numbers, vocabulary, verb TO HAVE

Term 1

Greetings, alphabet, basic questions in Spanish, personal information, verb TO BE

## Highlights of the Program



Basics of Spanish  
(listening, speaking, reading, writing)

## Learning Outcomes





# ORCHESTRA

Grade 2 - Grade 8

In our school orchestra, primary students will develop their musical talents by playing ukuleles and other string instruments. We welcome players of various instruments to join, creating a rich, diverse musical experience. Open to grades 2 through 8, the orchestra fosters an inclusive environment where students can learn from one another and enhance their skills through regular practice and performances.

Term 4

TBD

Term 3

TBD

Term 2

Term 1

Students will learn the basics of playing their chosen instruments, including proper technique & basic music theory, while participating in simple performances.

Students will refine their playing techniques, develop ensemble skills, & improve their ability to read music, with on going performances to demonstrate their progress."

## Highlights of the Program



Musical Proficiency



Teamwork



Performance Experience

## Learning Outcomes



# PERFORMING ARTS: DRAMA & DANCE

Grade 2 - Grade 8

Performing Arts: Drama & Dance is for students who have a passion for acting, dance, and the performing arts! During the first two terms, we will explore various aspects of theater, including improvisation, choreography, and stage presence. This club is the perfect opportunity for aspiring performers to hone their skills and build confidence. Students who want to be part of our school musical in terms 3 and 4 are encouraged to join.

Term 4

TBD

Term 3

TBD

Term 2

Term 1

Students will develop basic acting & dance techniques through improvisation, role-playing activities & movement practice.

Students will refine their skills with focused scene work & dance routines, preparing for auditions & performances.

## Highlights of the Program



Improvisation &  
Character Development



Dance routines



Confidence &  
Public Speaking

## Learning Outcomes





# FIRST AIDS

Grade 2 - Grade 5 & Grade 6 - Grade 8

The First Aid Club for Kids is an engaging extracurricular activity designed to teach students essential first aid skills in a fun and interactive way. Through hands-on practice and age-appropriate activities, students will learn how to respond to common injuries and emergencies. This club aims to equip children with the knowledge and confidence to handle basic first aid situations safely and effectively.

**Term 4**

Students will understand complex first-aid skill, protect themselves, calmly assess & how to handle emergency situations according to DRSABC.

**Term 3**

Students will understand how to handle more complex first-aid situations requires a more advanced level of training & understanding

**Term 2**

Students will learn basic first-aid skills, more confident & calmly when handle some emergencies situation.

**Term 1**

Students understand the importance & purpose of first aid, learn & become more confident in handling minor emergencies.

## Highlights of the Program



Handling minor emergencies



Learn & practice essential first aid skills



More safe & confident

## Learning Outcomes



# YOGA & MEDITATION

Grade 2 - Grade 5

Students will undertake gentle stretching movements and holding poses, that strengthen the body and help calm the mind. The second half of each session will include a meditation/mindfulness session, where we can learn and practice various ways to focus and relax our minds. Students are encouraged to bring a small blanket.

## Highlights of the Program



Learn how to care for your mind & body

Term 4

Communication & Open-Mindedness - Students will lead group activities & demonstrate open-mindedness.

Term 3

Through undertaking a yoga & meditation class students learn & demonstrate the following IB Learner.

Term 2

Through mindfulness & breath control in yoga & meditation, students learn to recognize & manage their emotions, enhancing their resilience & emotional stability.

Term 1

Yoga & meditation teach students how to manage stress, set personal goals & create a balanced routine.

## Learning Outcomes



# RECORDER

Grade 2 - Grade 5

In our recorder instrumental club, students in grades 2 through 5 will develop their musical talents using the Recorder Karate method and playing other fun songs together. They will start by learning basic techniques and music notation, progressing to more advanced pieces throughout the year. Regular practice and performances will help students enhance their musical skills, teamwork, and appreciation for the arts in an inclusive environment.

## Highlights of the Program



Musical proficiency



Teamwork



Performance experience

Term 4

TBD

Term 3

TBD

Term 2

Term 1

Students will learn the basics of playing the recorder, including proper technique & basic music notation, while participating in simple performances.

Students will refine their playing techniques, develop ensemble skills & improve their ability to read music, with ongoing performances to demonstrate their progress.

## Learning Outcomes



# ISP CHANGEMAKERS (ILOS)

Grade 2 - Grade 5

Changemakers empowers students to voice their concerns and drive social and environmental change. We focus on practical steps we can take within our school to improve environmental care. Students will also have the opportunity to write a proposal for a project that will aim to create an impactful intervention in our school community.



Term 4

Evaluate the impact of the projects, reflect on the process & outcomes, celebrate achievements & share successes with the school community.

Term 3

Plan & start implementing projects, monitor progress & make adjustments as needed.

Term 2

Learn how to write a project proposal, develop ideas for environmental projects, draft proposals for practical interventions.

Term 1

Introduction to environmental issues, explore the school's current environmental practices, identify areas for improvement.

## Highlights of the Program



Hand-on learning



Student empowerment



Community impact

# Learning Outcomes



# CHOIR

Grade 4 - Grade 8

The primary school choir is a vibrant extracurricular activity where students come together to explore the joy of singing. Through engaging practices and performances, students develop their musical skills, teamwork, and confidence. It's a wonderful opportunity for children to express themselves creatively in a supportive environment.

## Highlights of the Program



Musical Education



Performance



Team Building

Term 4

TBD

Term 3

TBD

Term 2

Students will work on developing 2 & 3 part harmonies; Rehearsals for upcoming performances, including stage presence & choreography.

Term 1

Focus on basic vocal techniques & vocal range development. Introduction to the first set of songs, with an emphasis on learning lyrics, melodies & harmonies.

## Learning Outcomes





# JAZZ BAND

Grade 5 - Grade 8

The Jazz band aims to introduce students to the concept of Jazz music and improvisation. We will play instrumental jazz classics and learn how to solo and arrange together.

Term 4

TBD

Term 3

TBD

Term 2

Students will learn more intricate jazz chords & extensions. They will also discover modal & blues improvisation

Term 1

Students must be able to play an instrument to a intermediate to high level & have a sufficient understanding of theory. Students will learn how to play standard jazz chords & be introduced to improvisation.

## Highlights of the Program



Explore improvisation



Learn Jazz & teamwork



Musical Performance

## Learning Outcomes



# EMBROIDERY

Grade 5 - Grade 8

Embroidery is a captivating and versatile art form that involves decorating fabric with needle and thread. The art of embroidery can range from simple, hand-stitched designs to elaborate, intricate patterns that showcase skilled techniques and artistic vision. Students can practice their dexterity and apply embroidery in decorating clothing, gift and some items.

## Highlights of the Program



Embroidery

### Term 1

Explore historical origin of embroidery, basic material. Then students will practice basic embroidery stitches. Students will do small project: monogrammed, flowers,...

### Term 2

Student will apply what they have learnt in last to design & make their small projects: handkerchief, small bag,...

### Term 3

Students will collaborate to teams & explore one of famous embroidery technique of one country in the world to present it. Then they will train other students to practice it.

### Term 4

Students will design & make their own project, apply their practicing in some products. In end of year, students will sell them to donate money to charity.

## Learning Outcomes





# BADMINTON FUN

Grade 6 - Grade 8

In Badminton fun, we will introduce the basics of badminton. We focus on promoting teamwork, and having fun every session.

## Highlights of the Program



Fun games

### Term 1

Foundation building, learn the basic rules of the game. Learn the basic skills.

### Term 2

Teamwork, develop skills, improve coordination & agility.

### Term 3

Improve teamwork & communication on the game. Strategic play.

### Term 4

Mastery & Competition Participate in friendly competitions. Develop.

## Learning Outcomes



# CROCHET

Grade 6 - Grade 8

Dive into the art of crochet with this comprehensive introductory course designed for both beginners and those looking to refresh their skills. In this course, you'll learn the fundamentals of crochet, including basic stitches, techniques, and project creation.

## Highlights of the Program



Hands-on practice with personalized feedback

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Step-by-step tutorials & video demonstrations



Interactive Q&A sessions to address specific challenges



Access to a supportive online community of fellow crocheters

### Term 1

#### Crochet Basics

Understand yarn types, crochet hooks & essential tools.

#### Basic Stitches

Master foundational stitches such as chain stitch, single crochet, double crochet & slip stitch.

### Term 2

#### Patterns & Techniques

Explore how to read crochet patterns, follow charts & understand crochet terminology.

### Term 3

#### Project Creation

Complete several projects, including a dishcloth, a scarf & a simple amigurumi (crocheted toy), to apply your skills.

### Term 4

#### Troubleshooting

Learn common mistakes & how to fix them to keep your projects on track.

## Learning Outcomes

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# MEDIA COMMUNICATION

Grade 6 - Grade 8

The Media Communication Newsletter Club for grades 6-8 provides students with a dynamic platform to explore journalism and media skills. Through crafting engaging newsletters, members learn to write compelling stories, design eye-catching layouts, and collaborate effectively, all while staying informed about school events and topics that interest them.

## Highlights of the Program



Writing, Editing, Digital Design & Layout, Teamwork, Project Management

### Term 4

In the final term, students will apply their accumulated skills to produce a polished, professional-quality newsletter. At the end of the term, they will publish their final newsletter.

### Term 3

Students will enhance their collaborative skills by working on team-based projects, managing deadlines & developing effective communication strategies within the club.

### Term 2

Students will advance their skills in digital design & multimedia, culminating in the publication of their first newsletter.

### Term 1

Students will develop essential journalism skills, from writing & editing to interviewing & researching topics relevant to our school community.

## Learning Outcomes





# ROCK/POP BAND

Grade 6 - Grade 8

The Rock/Pop Band will be a fun club to learn and play together. All instruments and singers are welcome to come and cover some rock and pop classics aswell and explore their own interests and original ideas.

Term 4

TBD

Term 3

TBD

Term 2

Students will learn more complicated chord progressions & reherase simple songs.

Term 1

Students should have basic understanding of music theory & have an idea of what instrument they would like to play, learn basic chord progressions & reherase simple songs.

## Highlights of the Program



Playing in a team



Playing new instruments or sing in new styles



Musical Performance

## Learning Outcomes



# WHAT'S MY ZINE? PIRATE PUBLISHING

Grade 6 - Grade 8

Ahoy, middle schoolers! Dive into the thrilling world of "What's My Zine"-the ultimate pirate publishing adventure! Zines are DIY magazines that let YOU be the creator, designing everything from art to stories. This is your chance to unleash your imagination and collaborate with friends to craft unique zines. Get ready for epic games, awesome prizes, and the chance to publish a special group compendium that showcases everyone's talents. Don't miss out on this exciting opportunity for creative expression and fun. Set sail with "What's My Zine" and make your mark in the world of zine-making!

Term 4

Apply innovative thinking to real-world projects.

Term 3

Strengthen teamwork & community involvement.

Term 2

Enhance communication skills & reflect on the creative process.

Term 1

Develop individual & collective creativity.

## Highlights of the Program



Creative expression



Key skills



Concepts aligned

# Learning Outcomes



# ILOS ARTS YOUTH DESIGN WORKS

Grade 6 - Grade 8

Hey future designers! Dive into 'ILOS Arts - Youth Design Works', where your creativity takes center stage! Join a global community of young artists exploring 2D and 3D design using both analog and digital techniques. Whether you're sketching, sculpting, or coding, you'll delve into diverse design approaches through the exciting world of visual culture. Imagine collaborating with peers from around the globe, sharing your unique visions, and pushing the boundaries of your art. This is your chance to grow as a designer, connect with like-minded creatives, and make your mark on the world. Enroll now and start designing your future!

## Term 1

### Exploration & Innovation

Explore various design approaches & techniques.

## Term 2

### Communication & Collaboration

Share creative visions & collaborate with peers globally.

## Term 3

### Application & Design Thinking

Apply design thinking to create & refine art projects.

## Term 4

### Reflection & Personal Growth

Reflect on personal development & the impact of design work.

## Highlights of the Program



MYP Concepts



Application & Reflection



Artistic Experience

## Learning Outcomes





# BOOK CLUB

Grade 6 - Grade 8

A Secondary School Book Club is a space where students gather to explore and discuss literature. The club meets regularly to dive into various genres, from classics to contemporary works, fostering a love for reading and critical thinking. Open to all, it encourages diverse perspectives and a deeper appreciation for books.

Term 4

**Innovation & Application**  
Apply innovative thinking to real-world projects.

Term 3

**Collaboration & Community**  
Strengthen teamwork & community involvement.

Term 2

**Communication & Reflection**  
Enhance communication skills & reflect on the creative process.

Term 1

**Identity & Creativity**  
Develop individual & collective creativity.

## Highlights of the Program



Literary Exploration



Love for Reading



Diverse perspectives

## Learning Outcomes





# MUN (ILOS)

Grade 6 - Grade 8

Students will gain confidence in their Public Speaking and Debating skills through studying great speakers and practising speaking and various debating styles. Students will have the option to later train for the Mock United Nations competition. All levels welcome.

**Term 4**

Students will prepare for and compete in national or international debates, assume leadership roles & critically analyze their performances.

**Term 3**

Students will refine their debating skills with advanced cross-examination, rebuttals & public debates on complex issues.

**Term 2**

Students will advance their debating skills by developing complex arguments, learning debate strategies & collaborating in team debates."

**Term 1**

Students will build foundational skills in public speaking, debating & Mock United Nations (MUN). By the end of Term 1, they will deliver prepared speeches, participate in debates & present a position paper in a mock MUN setting.

## Highlights of the Program



Become a confident speaker, win arguments with awesome evidence & meet people from other schools & around the world.

## Learning Outcomes



# ISP FILMMAKERS (ILOS)

Grade 6 - Grade 8

ISP Filmmakers is a multi-disciplinary project in which students learn the importance of collaboration in achieving the common goal of producing a film, its trailer and poster. It provides insights into career pathways in film and media.

## Highlights of the Program



Movie making experience



Digital editing tools



Film Festival Award Ceremony

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### Term 1

#### Knowledge

Know about a range of different technical aspects required to plan & execute media projects.

### Term 2

#### Skill

Be able to collaborate effectively in creative teams with diverse roles & talents."

### Term 3

#### Understanding

Develop my understanding of the different steps of collaborative creative projects.

### Term 4

#### Confidence

Grow my confidence in my creative abilities & appropriately share my know-how with my team.

## Learning Outcomes

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# SCIENCE (ILOS)

Grade 6 - Grade 8

Our International Learning Opportunities for Students (ILOS) connect ISP students around the world through beyond-the classroom experiences. Science ILOS provides students with a platform to pursue their interest in the field and practise their global competencies. Activities may include collaborative science projects with other ISP schools.

Term 1

Students will conduct research & surveys on real-world problems.

Term 2

Students will network with other ISP school students to collaborate.

Term 3

Students will connect with some field experts.

Term 4

Students will conduct hands-on environmental impact projects.

## Highlights of the Program



Real-world problem solving



Partnership with experts



Hands-on environmental impact projects

## Learning Outcomes





For the academic year 2024-2025, sports program will focus on building competitive teams (Wolverines) with selected students in Football, Swimming, Badminton, Basketball, Volleyball and Table Tennis. The program will also aim to expand more opportunities for sports competitions (Intra-school & Inter-school Competitions).

**NOTE: Players in Wolverines Teams are selected by PE department. Registration is not available for these ECAs.**



### Football Mixed

Lower Primary (Grade 2-3) Upper Primary (Grade 4-5) Secondary (Grade 6-8)



### Swimming & Water Polo

Grade 2-8



### Badminton

Grade 5-8



### Basketball

Grade 6-8



### Volleyball (Mixed)

Grade 6-8



### Table Tennis

Grade 6-8

## Highlights of the Program



Comprehensive Skill Development



Competitive Opportunities



Enhanced Team Dynamics

## Learning Outcomes

**Term 1**

**Foundation Phase**  
Build a strong athletic foundation, focusing on general fitness, basic skills & injury prevention.

**Term 2**

**Development Phase**  
Enhance sport-specific skills, increase intensity, & introduce tactical elements.

**Term 3**

**Competition Phase**  
Peak physical condition, refine skills & practice competitive scenarios.

**Term 4**

**Competition Phase**  
Maintain peak performance, focus on competition & optimize recovery.



# Professional-led ECAs





# VIETNAMESE ART CLUB

Intro - Grade 1, Grade 2 - Grade 5 & Grade 6 - Grade 8

A great club for kids wishing to pursue Vietnamese visual art and who really want to learn much more about art-making, art history, refine and extend their skills in painting and drawing. Students will be encouraged to develop creative thinking and their own visual style.

Price for Term 1: 1.600.000VND/ 8 periods

## Highlights of the Program



Acquiring art techniques



Expanding knowledge about Vietnamese culture



Fostering students' artistic talent

### Theme 3

#### Vietnamese Applied Arts

Learning techniques of shaping & decorating by hand (without brushes), drawing in layers of materials to create the Vietnamese traditional products such as Nón lá, Hội an Lantern, Tờ he...

### Theme 2

#### Vietnamese Landscapes

Learn how to draw a landscape painting including: Sketching, drawing from top to bottom, from far to close, drawing the foreground, drawing the back. Create art products about Village & Vietnamese Cultural Traditions.

### Theme 1

#### Vietnamese Folk Painting

Create paintings from the traditional materials such as Giay Do or Rice (Gạo) & learn techniques of sharpening, framing. Understand how to mix & match basic colors, contrasting colors & hues.

## Learning Outcomes





# FIRST LEGO LEAGUE ROBOTICS COMPETITION (FLL)

Grade 2 - Grade 5

Explore is FIRST LEGO League's entry-level program for elementary school-aged children (ages 6-10). Each year, students have fun exploring a new science and technology topic in teams as well as in class. They learn programming with a robotics set in a playful way and create a motorized LEGO model.

The educational experience focuses on FIRST's core values of respectful interaction, shared experience, and critical thinking. At the end of each season, participating teams as well as classes gather for a regional/local exhibition to present their results, share ideas, and have a great time together!

Price for Term 1: 1.600.000VND/ 8 periods

## Highlights of the Course



Discovery



Innovation



Impact



Inclusion



Teamwork



Fun

At the end of the exam preparation course, competing teams will:

Complete a project poster according to the theme of FLL 2025 competition "SUBMERGED".

Have the project model which is assembled from LEGO pieces as well as LEGO Education tool sets.

Finish the robot model & programming lesson to perform tasks on the FLL Explore 2025 map.

Participate in the FLL 2025 Explore tournament with 2 competitions: Project Presentation & Robot Game

## Learning Outcomes





**HSRL**

# ROBOTICS FUN

**Grade 2 - Grade 5 & Grade 6- Grade 8**

Robotics Fun provides students with basic and fundamental knowledge through robot models with many different, diverse and attractive topics, creating a foundation for learning advanced classes later. The course will also inspire students to explore and have rich experiences in the Robotics world.

**Price for Term 1: 1.600.000VND/ 8 periods**

## Highlights of the Course



**Build & program  
LEGO robots**



**Basic programming  
skills**

After the course, the students will develop their understanding and skills related to:

Assemble & program robot models from simple to complex.

Types of hardware & components of the LEGO Education toolkit, as well as how to use them.

Diversify ideas by assembling & completing models on many different topics: animals, vehicles, houses... from a single LEGO Education tool set.

The simplest, most basic programming knowledge with a friendly interface.

# Learning Outcomes

*\*HSRL is a leading educational innovation lab in Vietnam, officially partnered with LEGO Education. HSRL specializes in researching, developing, and creating cutting-edge STEM Robotics curriculum.*





# CHESS CLUB

Grade 2 - 8 | Beginner & Intermediate

The Chess Club offers two levels: Beginner and Intermediate. The Beginner course focuses on fundamental skills like visualization and tactics, preparing students to play full games and compete. The Intermediate course enhances tactical and strategic abilities, with practice on common motifs and game analysis. Both levels aim to boost thinking and problem-solving skills.

Price for Term 1: 1.600.000VND/ 8 periods

## Highlights of the Program



Trainings with experts



Chess champions



Strategy & Problem-solving

### Beginners

Develop thinking & problem solving skills. Master the fundamentals of chess-openings, middlegame & endgame tactics to be able to play a full game of chess. Participate & compete in chess competitions with students at similar levels.

### Intermediate

Developing thinking & problem solving skills. Gaining a good understanding of the rules & strategies of chess & working to improve their overall game. Developing the ability to analyse their own games. Participating in the chess competition with students at similar level.

## Learning Outcomes

*\*As an official member of the Vietnam Chess Federation, our partner - The Future Master Chess is led by International Grandmaster and Coach Bùi Vinh, a two-time national champion (2004, 2009). Alongside a team of experienced, internationally-ranked coaches, the club provides comprehensive chess training for students of all levels.*





*Dream  
Strive  
Succeed*