STEM
After School

Laurus International
School of Science

Creating future innovators
who change the world for the better.

Message

Welcome to Laurus!

The world is changing rapidly, and we are experiencing what many have called the fourth industrial revolution. This revolution is being led by innovations such as artificial intelligence, the internet of things and big data. These innovations are consuming the world. Rapid globalization has also created more and more complicated international problems. In a further 20 years, the world will be beyond our imagination, and our children will need the abilities and skills to solve problems without clear answers.

Although our world is rapidly changing, education at Japanese schools has changed very little in 50 years. That is one of the reasons we decided to open an international science school in 2010 and the Laurus International School of Science Primary School in 2016 and Secondary School in 2022.

As the first and only international school of science in Japan, we promise to devote ourselves to equipping your children with the tools and knowledge they will need to create their own future. Not only will we guide and encourage them to become innovators and leaders, we will help them become responsible, contributing members of society during an era of uncertainty.

The chairman: Kiyomi Hioki
The principal: Mami Hioki

Mission Statement

Creating future innovators

to change the world for the better.

Laurus is the only International School of Science in Japan.

ESL/Science

**Would you like to learn English under the guidance of native English speakers?
We can help your child develop not only English skills, but also
communication skills, problem solving skills, and test taking skills.**

● **ESL/Science classes**

We are a STEM school that combines English and science. We not only "learn" English, but also "apply" it in the classroom to develop your child's English skills.

● **The need to continue learning English**

According to the Ebbinghaus forgetting curve, if you never review a lesson, you will forget 56% of it in an hour, 72% in a day, and about 80% in a month. As a result, continuous learning is required for learning English.

ESL/Science After School

ESL/Science for Kindergarten ⇒ P6

● **Kinder Beginner**

This class is designed for children who are learning English for the first time or are learning the basics of English and need more support in the classroom.

● **Kinder Advance**

This class is a little more challenging and is designed for students who want to learn more quickly and build on the content of the Beginner class in order to move on to the Elementary class.

ESL for Elementary ⇒ P8

● **Elementary levels**

The Elementary class is designed for elementary school students who need to go beyond what they have learned in the Kinder class.

ESL/Science for Kinder

For Kindergarteners

Our after school curriculum focuses on language acquisition, science and EIKEN preparation.

Including an award-winning program for improving students' reading and writing. Your child is sure to enjoy the science experiments, which have been popular for many years.

They will improve their literacy skills through a levelled reading program and have the opportunity to take the JAPEC test at school every year, giving parents a clear indication of their child's improvement.

About		ESL / Science programme for Kindergarten aged students
Number of Students		Maximum: 10 students *Minimum: 3 students 14:30 - 17:00 / 15:00 - 17:30 / 15:30 - 18:00
Lesson hours		150 min
Language		English
Materials		Digital Learning on school devices, worksheets and science experiments - materials provided!
Things to bring		Stationary, indoor shoes and water bottle
Lesson contents		eLearning Programme / ESL / Exam Preparation / Science lessons with hands-on experiments
Fee	Entrance Fee	20,000 yen
	Annual Fee	18,000 yen / year
	Material Fee	Please contact each school directly
	Other Material Fee	3,500 yen / month (Includes science and craft supplies, terminal usage fees, and various copying fees)
	Tuition	Please contact each school directly
Location		Aoyama, Takanawa, Shirokanedai, Jiyugaoka, Tsukishima, Musashi-Shinjo, Musashi-Kosugi

* Please contact each school directly for information on course status.

Timetable

*The schedule is subject to variation depending on the topic of the class.

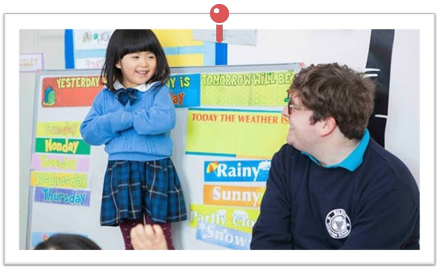
Time	Activities	Details
15:00 - 15:30 (30 min)	Homework check and Learning centers	Homework is checked upon arrival. Following this students can enjoy our stimulating learning centers in preparation for the lesson ahead.
15:30 - 16:20 (50 min)	Circle Time and ESL / JAPEC Preparation	The class opens positively - songs, communicative games and activities. Monthly vocabulary and target phrases are introduced and practised, along with target language to aid students' JAPEC test preparation.
16:20 - 16:30 (10 min)	Snack Time	Break Time
16:30-16:50 (20 min)	Reading and Writing	Students develop reading and writing skills using the eLearning platform of levelled readers which comes complete with comprehension checks and expansion activities. Digital learning is undertaken on our school iPads.
16:50-17:25 (35 min)	Science or Craft	Students will have at least 2 science experiments a month and at least 1 craft a month. Themed science worksheets are provided for homework.
17:25-17:30 (5 min)	Rewards and dismissal	Teachers greet the parents and keep them updated on the progress their child is making.

Lesson Scene

ESL / English



Reading / Writing




Science / Craft



ESL/Science for Elementary

For elementary school students

Our after school curriculum focuses on language acquisition, science and EIKEN preparation.

Including an award-winning program for improving students' reading and writing. Your child is sure to enjoy the science experiments, which have been popular for many years.

They will improve their literacy skills through a levelled reading program and have the opportunity to take the JAPEC test at school every year, giving parents a clear indication of their child's improvement.

About		ESL/Science for Elementary School Students
Number of Students		Maximum: 10 students *Minimum: 3 students 15:30 - 17:30 / 16:00 - 18:00
Lesson hours		120 min
Language		English
Materials		Digital learning on school devices / Worksheets and science experiments - materials provided!
Things to bring		Stationary, indoor shoes and water bottle
Lesson contents		eLearning Programme / ESL / Exam Preparation / Science lessons with hands-on experiments
Fee	Entrance Fee	20,000 yen
	Annual Fee	18,000 yen / year
	Material Fee	Please contact each school directly.
	Other Material Fee	2,200 yen / month (Includes science and craft supplies, terminal usage fees, and various copying fees)
	Tuition	Please contact each school directly
Location		Aoyama, Takanawa, Shirokanedai, Jiyugaoka, Tsukishima, Musashi-Shinjo, Musashi-Kosugi

* Please contact each school directly for information on course status.

Timetable

*The schedule is a subjected to variation depending on the topic of the class.

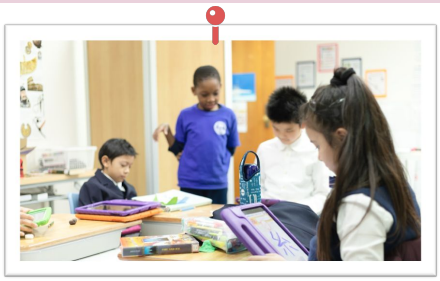
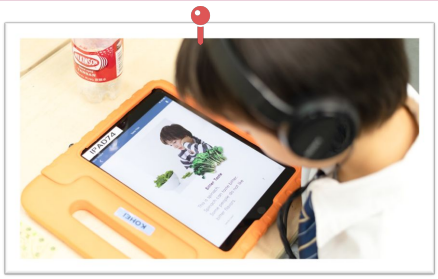
Time	Activities	Details
15:30-:45 (15 min)	Homework Check	Classes begin with homework checks.
15:45-16:30 (45 min)	Circle Time and ESL/Eiken	Open class positively with engaging communication games/activities. Introduce and practice target language from EIKEN
16:30-16:50 (20 min)	Reading and Writing (Digital Learning)	Students develop reading and writing skills using the eLearning platform of levelled readers which comes complete with comprehension checks and expansion activities. Digital learning on our school iPads!
16:50-17:25 (35 min)	Science or Craft	Students will have at least 2 science experiments a month and at least 1 craft a month. Themed science worksheets are provided for homework.
17:25-17:30 (5 min)	Rewards and dismissal	Teachers greet the parents and keep them updated on the progress their child is making.

Lesson Scene

ESL / English

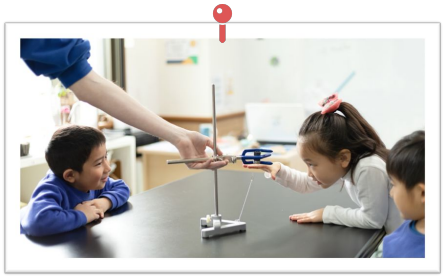


Reading / Writing

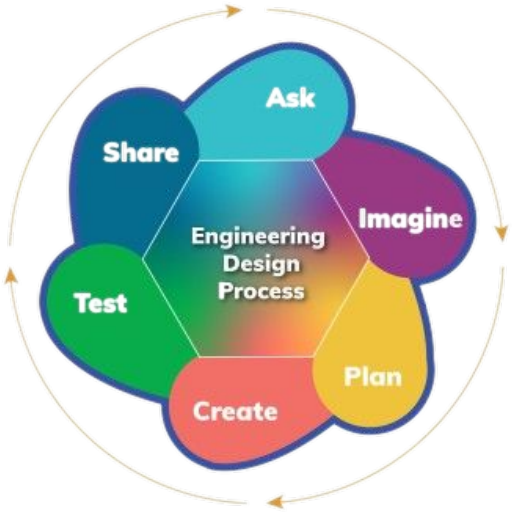
Science / Craft





STEM Academy

**We are delighted to announce STEM Academy, a set of cutting-edge after school classes.
Students will learn programming, and develop their own ideas using STEM materials.
Why not join a dynamic class and study the latest technology as a member of our STEM Academy!**



- ***What does STEM mean?***

  STEM stands for Science, Technology, Engineering, and Mathematics. STEM education creates critical thinkers, increases science literacy, and enables students to become the next generation of innovators.

- ***Why is STEM important?***

  "In the 21st century, scientific and technological innovations have become increasingly important as we face the benefits and challenges of both globalization and a knowledge-based economy. To succeed in this new information-based and highly technological society, students need to develop their capabilities in STEM to levels much beyond what was considered acceptable in the past." (National Science Foundation)

After School STEM club

- **Kinder Coders**
  ⇒ P12

- **Brain Power**
  ⇒ P14

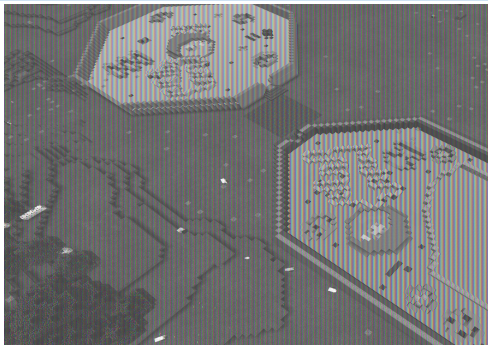
- **Block Programming Basic/Advance**
  ⇒ P16

- **Movie Maker**
  ⇒ P22

- **Digital Creative**
  ⇒ P22

- **Science**
  ⇒ P24

Our comprehensive set of STEM Academy after school classes has been carefully structured to provide a full course of learning that develops along with our students.
Each after school flows together to provide continuous learning and exploration so that each student's journey of developing their skills and understanding can keep going for many years!



K2	Kinder Coders <Page 12>	Brain Power (1st Year) <Page 14>						
Y1			Brain Power (2nd Year) <Page 14>	NEW Movie Makers <Page 20>	Block Programming Basic <Page 16>			
Y2						NEW Block Programming Advanced <Page 18>	Digital Creative <Page 22>	Science <Page 24>
Y3								
Y4								
Y5								
Y6								
Y7								
Y8								

Kinder Coders

K2 – Year 1 (age 4–6)

First in Japan!
Only at Laurus

Take coding off the screen and bring it to life!

This is a program for kindergarteners to become a real life "coder" as you learn to write code and program robots!

Get to grips with programming in a fun and interactive way with the help of the VEX 123 robot and become a master of programming logic and problem solving!

About		Kinder Coders	
Number of students		Maximum: 10 students	
Lesson hours		60 min	
Language		English	
Materials		VEX 123, worksheets	
Things to bring		Stationary, indoor shoes, and water bottle	
Lesson contents		Puzzles, robotics, and programming lesson * Classes are integrated with the phonics, maths, and English classes in the Laurus K2 curriculum	
Fee	Entrance Fee	20,000 yen	
	Annual Fee	10,000 yen / year	
	Material Fee	1,100 yen / month	
	Rental device	2,000 yen / month	
	Tuition	Regular course students	11,000 yen / month
		Full-day course students	9,000 yen / month
Location		Musashi-Shinjo	

What is VEX 123

VEX 123 is a brand new interactive, programmable robot that takes computer science and computational thinking off of the screen and brings them to life. Students can program their robots by:

1) creating sequences using the touch-sensitive buttons on the robot
2) Inserting physical cards on the revolutionary VEX Coder to download programs wirelessly to the robot - no screens needed!

Project examples

Touch to Code	Story-based learning	My friend, the robot
1) Students code the robot to move along a number line in order to model and solve math equations. 2) Students use the touch buttons to code the robot to help them sound out and read words. 3) Students build arms to add to the robot and program it to be able to "clean their room" by clearing objects off of the robot area.	A dragon is attacking the kingdom and the local village! Students will program their robot to save the day in three parts: 1) Rescue the villagers by moving to each house in turn then travelling to the safety of the castle. 2) Visit different local areas in turn to gather materials that can be used to defeat the dragon. 3) Build a dragon-pushing machine with the robot and program it to push the dragon out of the kingdom for good!	1) Students create projects to represent human actions associated with different emotions. 2) Create a project to represent "calm down" strategies for the robot and teach it to react to different situations (e.g. bumping into a wall, or getting too close to the edge of the table). 3) Decorate the robot with custom artwork etc and program the robot to do a trick, just like a real pet!

Timetable

Time	Activities	Details
:00-:05 (5 min)	Introduction	The teacher introduces today's lessons and demonstrates what students will be learning today
:05-:20 (15 min)	Action	Explore today's challenge and write some code
:20-:30 (10 min)	Short break & discussion	Brainstorm as a class to share what has and hasn't been working so far
:30-:50 (20 min)	Step by step	Update your code using the ideas discussed together and complete today's challenge
:50-:00 (10 min)	Share and show	Reflect on today's lesson and share your ideas with the class

Schedule

Mon	Tue	Wed	Thu	Fri
● 14:15-15:15 K2&Y1 @Musashi-Shinjo				

Brain Power

K2 – Year 2 (age 4–7)

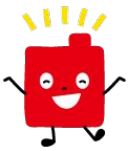
Wxperience programming with Artec's "Intellectual Training" curriculum.

Three types of materials are used: puzzles (two per unit), robots (one per unit), and programming (one per unit).
Students will work on puzzles (2 per unit), robots (1 per unit), and programming (1 per unit) on a weekly basis for 4 years.

Exercise your "thinking skills," use the "graphic ability" necessary for arithmetic, practice "concentration," and learn "the ability to finish" to complete assignments without giving up!

About		Brain Power	
Course		1st Year	2nd Year
Number of students		Maximum: 10 students *Minimum: 3 students	
Lesson time		60 min	
Language		English	
Materials		Artec Intellectual Training material and laptop	
Things to bring		Stationary, indoor shoes, and water bottle	
Lesson contents		Puzzle, robotics, and programming lesson	
Fee	Entrance fee	20,000 yen	
	Annual fee	10,000 yen / year	
	Material Fee	Block kit 32,500 yen	
		Textbook Fee 13,000 yen / year *The fee is not refundable.	
	Rental Device Fee	1,000 yen / month	
	Tuition	Regular course students	15,000 yen / month
		Full-day course students	13,000 yen / month
Lesson schedule / Location		Thursday 14:15-15:15 / Shirokanedai	Wednesday 14:15-15:15 / Shirokanedai

Project example

Puzzle	*Robot*	*Programming*
Students learn trial and error techniques through the use of fun graphical puzzle games. Balance games, shape puzzles, color relays etc. ● 12 themes  	Students learn how to understand mechanisms while making robots with various functions. - Beginner - Car, sumo wrestler, etc. ● 12 themes  - Advanced - Ropeway, walking biped, etc. ● 12 themes	Students learn the basics of programming by moving the robot while considering the procedure. Programming vehicles, autonomous car etc. ●24 themes 

Timetable

Puzzle		
:00-:05 (5 min)	Review / Introduction	We will check today's challenge in the textbook. Let's try some examples first!
:05-:40 (35 min)	Puzzle challenge	Challenge some puzzles as you remember the rules.
:40-:50 (10 min)	Print textbooks	Students will hone the ability to visualize figures in their head using printed materials.
:50-1:00 (10 min)	Pack-up	Students pack up the used blocks in their own box.

Robot		
:00-:10 (10 min)	Review / Introduction	Let's brainstorm by looking at examples of modern robots.
:10-:30 (20 min)	Create and Explain	Create the robot by following the textbook.
:30-:45 (15 min)	Remodeling and Presentation	Apply what you have learned to create an original robot. Students will develop creativity and expressiveness.
:45-:50 (5 min)	Assemble	Let's review what students have learned today.
:50-1:00 (10 min)	Pack-up	Students pack up the used blocks in their own box.

Programming		
:00-:15 (15 min)	Review / Introduction	Let's brainstorm for today's challenge. We will focus on the robot's programming in more detail.
:15-:30 (15 min)	Learn how to move	Learn the basic programming methods using the textbook contents.
:30-:45 (15 min)	Mission challenge	Challenge the level-up mission with the learned operational method! Students will acquire logical thinking skills and problem solving skills.
:45-:50 (5 min)	Assemble	Let's review what students have learned today
:50-1:00 (10 min)	Pack-up	Students pack up the used programming blocks in their own box.

Block Programming Basic

K2 – Year 5 (age 4–10)

Get to grips with robotics first-hand!

From concept to building, and planning to coding, students can gain real experience with robotics through learning with Lego® Education Spike™ Essential.

All students who take part in this course will also be able to compete in the all-new Laurus Robotics Competition!

About		Block Programming Basic	
Number of students		Maximum: 10 students	
Lesson hours		16:00–17:30 (90 min)	
Language		English	
Materials		Lego® Education Spike™ Essential, iPad, worksheets	
Things to bring		Stationary, indoor shoes, and water bottle	
Lesson contents		Construction and programming using Lego® Education Spike™ Essential	
Fee	Entrance Fee	20,000 yen	
	Annual Fee	18,000 yen / year	
	Material Fee	【New member】43,600 yen / year【Member】4,000 yen / year	
	Rental device	1,000 yen / month	
	Tuition	Regular course students	20,000 yen / month
		Full-day course students	17,000 yen / month
Location		Takanawa, Aoyama, Shirokanedai, Tsukishima, Jiyugaoka	

What is SPIKE™ ESSENTIAL?

Spike™ Essential is a cross-curricular STEAM solution that engages students in hands-on investigation of STEAM concepts while contributing to literacy, maths, and social-emotional development.

With units designed around playful narrative-based problem solving with relatable themes, young students can develop into independent STEAM thinkers.

Project examples

Arctic Trip	The Most Amazing Amusement Park	Big Bus
"Leo is going on an Arctic adventure to see polar bears! How can he use his snowmobile to get there?" Build a robot to help Leo on his journey, and navigate custom maps by preparing careful directions. Once the journey is complete, modify the snowmobile to get ready for the next adventure! What will Leo find, and how will he get there? Think carefully and get building!	"It's time to create your very own amusement park ride!" Students talk in groups to decide what fun rides they think are missing from the amusement park. Design a new ride using at least one motor or sensor (e.g. color sensor or gyro), then build, program, and test your prototypes. Compete against other teams to get the most customers!	"Today is going to be an awesome day! Help Daniel get to the sports stadium to see the big game." Students design a robot that can automatically stop at different locations. They'll be asked to think about why it's important to accomodate special needs in their designs and programming, and to make public spaces accessible for all people.

Timetable

Time	Activities	Details
:00-:10 (10 min)	Engage	Introduce today's topics and discuss any challenges that might come up
:10-1:10 (60 min)	Explore	Work through the first challenge, then iterate and test models to complete the bonus challenges
1:10-1:20 (10 min)	Explain	Gather students to reflect on the complete challenges with guided questions
1:20-1:30 (10 min)	Elaborate	Students reflect on how they can modify their solutions based on peer feedback.

Schedule

Mon	Tue	Wed	Thu	Fri
	● 16:00-17:30 @Shirokanedai	● 14:15-15:45 @Jiyugaoka ● 16:00-17:30 @Aoyama @Tsukishima	● 16:00-17:30 @Takanawa	

NEW Block Programming Advance

Year 1 – Year 6 (age 5–11)

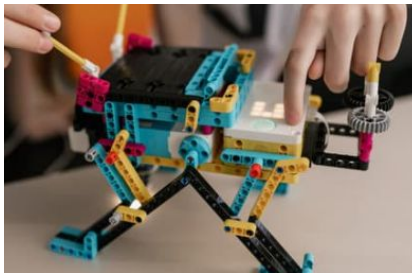
Take your engineering and programming skills to the next level!

Students will become familiar with text-based programming and take part in bigger challenges.

All students who take part in this course will also be able to compete in the all-new Laurus Robotics Competition!

About		Block Programming Advanced	
Number of students		Maximum: 10 students	
Lesson hours		16:00–17:30 (90 min)	
Language		English	
Materials		Lego® Education Spike™ Essential, iPad, worksheets	
Things to bring		Stationary, indoor shoes and water bottle	
Lesson contents		Construction and programming using Lego® Education Spike™ Essential	
Fee	Entrance Fee	20,000 yen	
	Annual Fee	18,000 yen / year	
	Material Fee	【New member】43,600 yen / year【Member】4,000 yen / year	
	Rental Device Fee	1,000 yen / month	
	Tuition	Regular course students	23,000 yen / month
		Full-day course students	20,000 yen / month
Location		Shirokanedai, Takanawa, Tsukishima,	

What is the Laurus Robotics Competition?



The Laurus Robotics Competition is the chance for all students to develop their creativity, imagination, and teamwork skills. Students will put what they have learned into practice and become better prepared for real-world engineering and programming situations.

The theme, details, and rules of the challenge will be give to students at the start of the project, and they will have five weeks to work together in teams to come up with a solution. There will be no building instructions provided, so they are free to create any solution they can imagine as long as it is within the rules provided.

Project examples

Crazy Carnival Games	Quirky Creations	Science Connections
"Let's play a game (or two!). Maria, Daniel, Sofie, and Leo want to play along with the most exciting arcade games" Build a range of arcade games that the characters can play with at the carnival. Once everything is complete, it's time to create a new game for the school festival!	"Time to problem solve! Help the team solve some of their big school problems." Get crafty and come up with solutions for various problems the characters have around their school. After you're finished helping out the team, it's time to create your very own useful invention!	"Maria, Sofie, Leo, and Daniel would like to explore the ways that people and animals understand and use the world around them." Can you use the various sensors and inputs on the robot so it can react to the world around it? Explore the ways that people and animals do this and adapt them to make solutions for your robot!

Timetable

Time	Activities	Details
:00-:10 (10 min)	Engage	Introduce today's topics and discuss any challenges that might come up
:10-1:10 (60 min)	Explore	Work through the first challenge, then iterate and test models to complete the bonus challenges
1:10-1:20 (10 min)	Explain	Gather students to reflect on the complete challenges with guided questions
1:20-1:30 (10 min)	Elaborate	Students reflect on how they can modify their solutions based on peer feedback.

Schedule

Mon	Tue	Wed	Thu	Fri
	● 16:00-17:30 @Takanawa @Tsukishima			● 16:00-17:30 @Shirokanedai

NEW Movie Makers

Year 1 – Year 3 (age 5–8)

Learn how all of your favourite movies and shows are made!

Go behind the scenes to develop scripts, props, and special effects, then get ready to record and make your own original movies!

About		Movie Makers	
Number of students		Maximum: 10 students *Minimum: 3 students	
Lesson hours		90 min	
Language		English	
Teacher		Experienced short film producer and teacher	
Materials		All materials provided	
Things to bring		Stationary, indoor shoes, and water bottle	
Lesson contents		Learn about all the stages of making a movie then write, direct, and record short films and animations based on a monthly theme. Covering various styles and concepts such as stop motion animation, black and white silent movies, and short story narratives.	
Fee	Entrance Fee	20,000 yen	
	Annual Fee	10,000 yen / year	
	Material Fee	10,000 yen / year	
	Rental device	1,000 yen / month	
	Tuition	Regular course students	20,000 yen / month
		Full-day course students	17,000 yen / month
Location		Shirokanedai	

Movie Makers Teacher

Brady is one of our Laurus teachers, but did you know he used to be a short film producer in San Francisco?

Having studied in the Academy of Art University as a special effects producer, he has even started as a background actor in big screen movies!

With all of this experience, you'll be able to learn all there is to know about getting started in the world of making movies!

Activity examples

Storyboards	Script writing	Set Design	Filming	Editing
● Plan your shots and workflow by making a storyboard for your movie	● Brainstorm the conversation your characters will have ● Become a voice actor and record the lines you have prepared	● Research other films and movies to get inspiration for your own sets ● Prepare any necessary props and materials to make your set look amazing	● Plan your shots based on your storyboards and film each of your scenes	● Take all of your footage and edit it into your final movie ● Add any special audio or visual effects to your movie

Timetable

Time	Activities	Details
:00-:10 (10 min)	Introduction & review	Review and discuss previous work
:10-:25 (15 min)	Opening & Discussion	Learn about the stages of filmmaking and prepare ideas for your movies
:25-:1:20 (55 min)	Main Activity	Work together to achieve this week's targets
1:20-1:30 (10 min)	Lesson Review	Check our work and plan/prepare for next week

Schedule

Mon	Tue	Wed	Thu	Fri
			● 16:00-17:30 @Shirokanedai	

Digital Creative

Year 2 – Year 8 (age 6–13)

We will provide an environment for using Minecraft Education to study real-world concepts and issues.

Students will harness their teamwork, creativity, and problem-solving skills in a variety of different themes to create and collaborate for the 21st century.

About		Digital Creative	
Number of students		Wednesday Maximum: 15 students	Friday Maximum: 10 students
Lesson hours		90 min	
Language		English	
Materials		Minecraft Education, worksheets, and laptop	
Things to bring		Stationary, indoor shoes, and water bottle	
Lesson contents		STEM lesson using Minecraft Education	
Fee	Entrance fee	20,000 yen	
	Annual fee	10,000 yen / year	
	Material fee	10,000 yen / year	
	Rental device	1,000 yen / month	
	Tuition	20,000 yen / month	
Lesson schedule / Location		Every Wednesday・Friday 16:00-17:30 / Primary	

What is Minecraft Education?

Minecraft is a popular sandbox game, and Minecraft Education has become widely used in schools around the world. Students work together to complete projects focused on Language Arts, Science, History & Culture, Computer Science, Maths, and Art & Design.

There is no limitation to the number and type of blocks used, which lets students complete challenges in any way that they can imagine.

Throughout this after school course, students are able to acquire critical thinking skills, build team working abilities, and develop their inquiring minds with creativity and patience.

Project examples

We cover a wide range of inspiring and captivating projects, including the following examples:

Language Arts	History and Culture	Algebra Architecture
Recreate your favourite fairy tale in minecraft.	Make a human timeline to bring history to life	Explore how number patterns are used in construction
		

How to work on the projects

(1) Brainstorming - talk about initial ideas for the projects and create an outline
(2) Planning - use digital tools to draw a map, a layout, or a design of your idea
(3) Building - collaborate to realize your design in Minecraft
(4) Sharing / presentation - discuss your creation with the class or make a recording to walk through the entirety of your product

Timetable

Time	Activities	Details
:00-:05 (5 min)	Review/Introduction	Review of the previous week and introduction to today's lesson.
:05-:15 (10 min)	Brainstorm	They will discuss the challenges of the project and discuss how to divide tasks amongst each other.
:15-1:15 (60 min)	Create	Work together to complete the project challenges.
1:15-1:30 (15 min)	Presentation	Share what was achieved in today's class and discuss ideas and tactics for next week's class.

Science

Year 2 – Year 8 (age 6–13)

At Laurus, we pride ourselves on making Science fun and accessible for all age groups.

These classes give students a chance to master many different techniques and concepts across the different scientific disciplines, so that they can see the world through new eyes.

About		Science
Number of students		Maximum: 10 students *Minimum: 3 students
Lesson hours		90 min
Language		English
Material		Science Equipment, Print-outs
Things to bring		Stationary, indoor shoes and water bottle
Lesson contents		Experiments and observing physical phenomena
Fee	Entrance Fee	20,000 yen
	Annual Fee	10,000 yen / year
	Material Fee	12,000 yen / year
	Rental Device Fee	1,000 yen / month
	Tuition	18,000 yen / month
Lesson schedule / Location		Every Monday 16:00-17:30 / Primary

What is the Science After School?

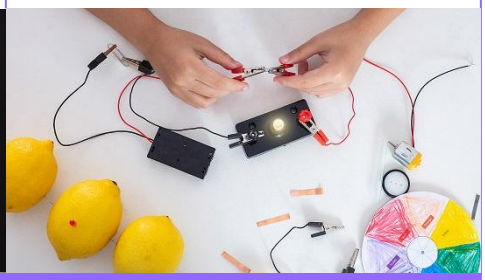
In our Science classes, students will do experiments in Chemistry, Physics and Biology.

Students will test materials, take measurements and set up apparatus. For example, in Biology, we will be using microscopes and dissecting internal organs of small animals. In Chemistry, we will create batteries and examine the properties of different metals. In Physics, we will cover thermal dynamics, magnetism and energy.

With greater understanding of scientific principles based on various fun experiments, students will be able to solve problems and innovate new solutions.

Project examples

We cover a wide range of inspiring and captivating projects, including the following examples:

Dissect a seed	Test starch	Make batteries
Dissect a seed to investigate a seed structure.	Test starch including into various things.	Try to make own batteries! Can you flash light bulb?
		

How to work on the projects

Each lesson will be broken down into:

1. Asking a question: set your research question through observing an object or event
2. Making a hypothesis: form possible explanations to answer your question
3. Conducting an experiment: predict the results, test your hypothesis and collect data
4. Analyzing the data: reflect on the results
5. Showing your results: show and explain your findings

Timetable

Time	Activities	Details
:00-:05 (5 min)	Review / Introduction	Review the previous class and check homework
:05-:15 (10 min)	Discussion	Students talk about what they already know on the day's subject
:15-1:15 (60 min)	Experiment	Students set up an investigation and make observations
1:15-1:30 (15 min)	Presentation	Students talk about their results and whether they were surprised by their results

Our experienced and professional instructors provide the curriculum necessary for the development of a healthy body. In addition, by practicing in English, we build a foundation that allows children to experience domestic and international art and expand their potential.

Performing Arts Course

- **P.E. ⇒ P27**

- **Performing Arts ⇒ P33**

- **Ballet ⇒ P29**

- **Rhythmic ⇒ P35**

- **Dance ⇒ P31**

- **Music ⇒ P37**

Art Course

- **Art ⇒ P39**

PE After School

Kindergarten and elementary school-aged students (age 3–12)

Students will learn essential body management skills as we promote physical fitness and develop teamwork, sportsmanship and cooperation through ball games, gymnastics and other activities.

They will learn motor movement patterns, manipulative skills and safety needed to perform a variety of physical activities.

About		PE	
Number of Students		Maximum: 10 students *Minimum: 3 students	
Lesson hours		55 min	
Language		English	
Teacher		Qualified, native English speaker	
Material		Mats, steel bar, ladder, parallel bars, balls etc	
Things to bring		Comfortable clothes, athletic shoes, towel and water bottle	
Activities		・Game based activities designed to improve strength, agility and balance. ・Students practice athletics, soccer and gymnastic drills.	
Fee	Entrance Fee	20,000 yen	
	Annual Fee	10,000 yen / year	
	Sports Material Fee	550 yen / month	
	Tuition	Regular course students	10,000 yen / month
		Full-day course students	8,000 yen / month
Location		Shirokanedai, Aoyama, Jiyugaoka, Tsukishima, Musashi-Shinjo, Musashi-Kosugi, Primary	

PE After School

Our after school P.E. program enhances student's gross motor skills development, improving student's movement patterns, manipulative skills and the ability to perform these physical tasks safety. We offer a variety of activities to practise these skills such as ball games, gymnastics and other activities.

Students will progress through 4 phases:
Warm up-> Relay/Activities-> Games/Sports-> Stretching

Each unit is designed to teach the movements and positions needed for the next unit, while developing essential body management and awareness, coordination, and sportsmanship.

Daily Time Schedule (Example)

Time	Activity	Details
:00 -:05 (5 min)	Introduction	Names, Question of the day
:05 -:15 (10 min)	Warm up	Pre-warm up run - Standing - Sitting - On tummy - Ending
:15 -:30 (15 min)	Relay/Sports skill/Gymnastics	Obstacle course, basketball, tumbling variations etc
:30 -:45 (15 min)	Motor/Movement/ Manipulative skills	Ball toss, throw, target, body movement loose and tight etc
:45 -:50 (5 min)	Games	Freeze tag, dodgeball, hopscotch etc.
:50 -:55 (5 min)	Cool Down/Stretch	Active and passive stretching etc

Lesson Schedule

Mon	Tue	Wed	Thu	Fri
● 14:15-15:10 Kindergarten @Aoyama @Tsukishima ● 14:15-15:10 K2 (Darwin) & Y1 (Einstein) @Musashi-Shinjo	● 14:15-15:10 K2 (Darwin) @Jiyugaoka ● 16:00-16:55 Elementary @Primary	● 14:05-15:00 K2 (Darwin) & Y1 (Einstein) @Shirokanedai ● 14:15-15:10 K1 (Da Vinci) & K2 (Darwin) @Musashi-Shinjo ● 15:30-16:25 K2 (Darwin) & Y1 (Einstein) @Shirokanedai	● 14:10-15:05 K2 (Darwin) & Y1 (Einstein) @Musashi-Kosugi ● 15:05-16:00 K1 (Da Vinci) @Shirokanedai @Musashi-Kosugi	● 14:15-15:10 Kindergarten @Tsukishima K1 (Da Vinci) @Jiyugaoka

Ballet After School

Preschool･Kindergarten aged students (age 2.5–6)

Beautiful behaviour and manners are the result of delicate movements.

Ballet lessons are designed to improve flexibility, rhythm, emotional well-being and muscle tone.

You will have fun moving your whole body and expressing yourself to classical music!

About		Ballet After School	
Number of students		Maximum: 12 students *Minimum: 3 students	
Lesson hours		Preschool (2.5 years old～Y1) 40min	
Language		English	
Teacher		Experienced instructor for children's ballet classes	
Things to bring		K2&Y1：Leotards or clothing that shows off the body's curves, Ballet shoes, Water bottle	
Lesson contents		The aim of this class is to experience the joy of expression through the use of the whole body, while being exposed to classical music. Through the use of ballet poses and steps, students will develop beautiful posture, balance, flexibility and a sense of rhythm.	
Fee	Entrance Fee	20,000 yen	
	Annual Fee	10,000 yen ／year	
	Material Fee	1,100 yen ／month	
	Tuition	Regular course students	10,000 yen／month
		Full-day course students	8,000 yen／month
Location		Jiyugaoka	

Joanna Milewska

I have been working as a children dance instructor for the last 15 years.

Dancing has been my passion since I was six and that is the reason why through the years I have been exploring different forms of dance from classical ballet, jazz dancing, contemporary, salsa and argentinian tango.

I find teaching children to be very rewarding. I am often involved in arranging showcases so parents are able to see what their children have created and learnt.

Activity examples

Class	1st Week	2nd Week	3rd Week	4th Week
K2 Y1	● Ballet greetings (bowing) ● Standing and basic positions ● Cross floor ● Let's dance the waltz!	● Review ● Stretching and warm-up ● Ballet turns ● Cross floor ● Let's dance a ballet piece! <1>	● Review ● Stretching and warm-up ● Cross floor ● Jump & Balance ● Let's dance a ballet piece! <2>	● Review ● Stretching and warm-up ● Cross floor ● Let's dance a ballet piece! <1> - <3>

Timetable

Time	Activities	Details
:00-:05 (5 min)	Curtsay	Greetings & Welcoming
:05-:10 (5 min)	Warm up	March, Gallops and Jumps
:10-:20 (10 min)	Deep Stretching Routines	Target Muscle: hamstrings, hip adductors, spinal extensors
:20-:25 (5 min)	Basic Ballet Technique	Releves, Plies, Tendus and Soutes Jumps
:30-:35 (5 min)	Across the floor	Locomotion Moves: Tiptoes runs, Skips, Chasse, Grand Jete Leaps
:35-:40 (5 min)	Choreography, Creative Imaginary	Understanding of tempo, rhythm and directions
:40-:45 (5 min)	Cooling down, Goodbye Curtsay	Review of the day

Schedule

Mon	Tue	Wed	Thu	Fri
● 14:15-14:55 Preschool & Kindergarten @Jiyugaoka				

Dance After School

K2 – Year 1 (age 4–6)

Children will have fun using their whole body to interact with music.

Expand your child's musical possibilities through this class!

About		Dance After School	
Number of students		Maximum: 10 students *Minimum: 3 students	
Lesson hours		45 min	
Language		English	
Teacher		Experienced instructor for childrens' hip-hop dance classes	
Things to bring		Comfortable clothes and water bottle	
Lesson contents		Learn to dance just like your favourite idol! Have fun exercising! Your child can become a great dancer! In these dance after school lessons, students learn to dance in the hip-hop style with popular upbeat music. Children love to move their bodies and they can learn to express themselves using their whole body. They can also learn cool/cute dance steps and other movements by dancing to music! Students will also improve their posture and the core of the body - then, strike a pose! Dancing helps children to express and communicate their ideas - this promotes self-esteem and independent thinking. It also enhances skills of observation and concentration which will help students in all of their school subjects. Through dancing students learn teamwork, focus, and improvisational skills.	
Fee	Entrance Fee	20,000 yen	
	Annual Fee	10,000 yen / year	
	Facilities Fee	550 yen / month	
	Tuition	Regular course students	10,000 yen / month
		Full-day course students	8,000 yen / month
Location		Aoyama, Musashi-Shinjo, Tsukishima	

Dance After School

This course targets students who do not have experienced with dance before.
The course is consists of simple sections and students perform through all sections after practice each section.

Activity examples

Class	1st Week	2nd Week	3rd Week	4th Week
Beginner	● Warm Up/Stretch ● Posing ● Introduction of basic choreography that will be used to the music piece including turn and steps.	● Warm Up/Stretch ● Posing ● Review of choreography from previous week. ● Expansion and improve dance choreography including jumping.	● Warm Up/Stretch ● Posing ● Review of choreography from previous week. ● Expansion and improve dance choreography including Robotic steps. ● Add students' own ideas and creativity to the routines.	● Warm Up/Stretch ● Posing ● Rehearsal / Recital of the whole dance piece.

Timetable

Time	Activities	Details
:00-:05 (5 min)	Warm up	Stretching and improving their posture and the core of the body.
:05-:10 (5 min)	Demonstration	Teacher will demonstrate the dance choreography for students.
:10-:25 (15 min)	Introduction and Practice	Learn and practice the dance moves.
:25-:30 (5 min)	Freestyle Dancing	Students and teachers express themselves and enjoy unchoreographed dance.
:30-:40 (10 min)	Practice and Performance	Continue learning the steps followed by practice performance.
:40-:45 (5 min)	Closing	Stretching and resting your body

Schedule

Mon	Tue	Wed	Thu	Fri
● 15:15-16:00 K2&Y1 @Tsukishima	● 15:15-16:00 K2&Y1 @Musashi-Shinjo		● 14:15-15:00 K2&Y1 @Aoyama	

NEW Performing Arts

K2 aged and up (age 4–6)

Through singing, dancing, and drama, the students will enhance their imagination, creative expression, and explore and improve their unique talents.

The students will surely blossom into well-grounded individuals, creative and confident and get an opportunity to perform. Join us and be a part of the Laurus International School of Stars, where everyone gets a chance to shine!

About		Performing Arts After School	
Number of students		Maximum: 10 students *Minimum: 3 students	
Lesson hours		60 min	
Language		English	
Teacher		Experienced performing arts instructor	
Things to bring		Comfortable clothes, Jazz shoes and water bottle	
Lesson contents		**Vocal Music** The students will learn to sing new songs with knowledge in vocal techniques, tone, rhythm, and pitch. **Drama** We will use our imaginations to create and explore new worlds and experiences, through scene study, script work, and character development. **Dance** We will explore the world of dance and find joy in self-expression, while improving their musicality, creativity, coordination and social skills.	
Fee	Entrance Fee	20,000 yen	
	Annual Fee	10,000 yen / year	
	Material Fee	550 yen / month	
	Tuition	Regular course students	10,000 yen / month
		Full-day course students	8,000 yen / month
Location		Tsukishima	

Performing Arts After School

This class is an introduction to performing arts.
Lessons will include drama, dance, and vocal music.

Activity examples

Class	1st Week Vocal Music	2nd Week Dance	3rd Week Drama	4th Week Review
Little Stars	● Facial muscle exercise ● Vocal warm up ● Practice song of the month ●Practice singing solo and as a group	● Warm Up/Stretch ● Basic jazz dance steps ● Creative movement ● Practice choreography for the song of the month.	● Warm Up/Stretch ● Improvisation ● Role play ● Script and scene study ● Character development	● Warm Up/Stretch ● Review/ mini performance

Timetable

Time	Activities	Details
:00-:10 (10 min)	Stretch/exercise	Facial muscle exercise, yoga, or dance exercise
:10-:20 (10 min)	Warm up	Vocal warm up, across the floor dance and acting exercises, rhythmic or body isolation
:20-:45 (25 min)	Sing/dance/drama activites	Practice song, choreography, or script of the month
:45-:55 (10 min)	Final practice performance	Students will perform solo and as a group in front of their teacher and the class.
:55-:60 (5 min)	Cool down exercise	Reflect, cool down stretch and breathing exercise

Schedule

Mon	Tue	Wed	Thu	Fri
		● 14:15-15:15 @Tsukishima		

Rhythmic

Preschool, Kindergarten school-aged students (age 1.5–6)

Children will have fun using their whole body to interact with music.

Expand your child's musical possibilities through this class!

About		Rhythmic	
Number of students		Maximum: 8～10 students *Minimum: 3 students	
Course		Preschool	Kindergarten
Lesson hours		45 min	55 min
Age		Preschool (1 year and a half - 2 years and 11 months)	Kindergarten (3 years - 5 years)
Language		English	
Teacher		Qualified Teacher	
Materials		keyboards, music instruments	
Things to bring		indoor shoes and water bottle	
Lesson contents		Acquire sense of rhythm, pitch, and expression naturally	
Fee	Entrance Fee	20,000 yen	
	Annual Fee	10,000 yen / year	
	Music Material Fee	1,100 yen / month	
	Tuition	Regular course students	10,000 yen / month
		Full-day course students	8,000 yen / month
Local		Shirokanedai, Jiyugaoka, Musashi-Shinjo	Shirokanedai, Jiyugaoka, Musashi-Shinjo, Musashi-Kosugi, Tsukishima

What is Rhythmic?

Rhythmic (French: Rythmique) is a well-known technique of musical education invented by Emile Jaques-Dalcroze (1865-1950).

Rhythmic helps to stimulate the development of sociability, creativity and expression in children.

This not only enhances their basic musical abilities but also affects them physically, emotionally and intellectually by allowing them to get in touch with their musical nature.

"It is an education through and for music, rather than an education about music." (Émile Jaques-Dalcroze)

Activity examples

Activities	Details
Hello song and greeting song	Warm up your voice by singing songs with friends
Moving to the music	Recognize tempo by moving your body with the music at different speeds (walking, running, skipping, etc.)
New monthly piano themes	Learning to recognize the rhythm and tempo of new monthly songs
Using musical instruments	Practice improvisation by reacting to rhythms and sounds with a variety of instruments
Rhythmic canon	Using note cards, children listen to the piano, find the rhythm, follow it with their fingers and imitate the sounds
Learning musical notation	Practise writing simple notes using words and imagining the rhythm and beat yourself
Playing musical games	Students communicate through musical games using balls, scarves, drums and other items to reinforce rhythm
Composing music for keyboards	Students will compose their own music and play their own compositions on the keyboard to experience the joy of creating music
Seasonal events revolving around Halloween and Christmas are also planned.	

Schedule

Mon	Tue	Wed	Thu	Fri
● 14:05-15:00 K1 (Da Vinci) @Shirokanedai	● 14:10-15:05 Kindergarten @Musashi-Shinjo	● 16:00-16:55 Kindergarten @Musashi-Kosugi	● 14:15-15:10 Kindergarten @Tsukishima	● 14:05-15:00 K2 (Darwin) & Y1 (Einstein) @Shirokanedai

NEW

Music

Kindergarten and elementary school-aged students (age 3–12)

Music is first and foremost an introductory drumming class where children can learn music theory and motor skills. Drums are the perfect starting instrument for children. They offer simplicity yet can be used to create astonishingly creative compositions. Rudiments are the basic patterns of drumming. Through practicing rudiments, students will develop a foundation for musical understanding, the ability to read rhythms, and motor skills.

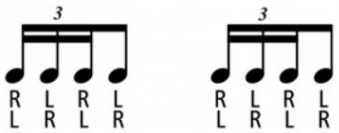
About		Music	
Number of students		Maximum: 8 students *Minimum: 3 students	
Lesson hours		Kindergarten class: 50 min	
Language		English	
Teacher		Music and Native English Teacher	
Materials		Drum pad, drum sticks, and sheet music	
Things to bring		Stationary, indoor shoes and water bottle	
Lesson contents		・Reading sheet music ・Snare rudiments practice ・Notation lectures	
Fee	Entrance Fee	20,000 yen	
	Annual Fee	10,000 yen / year	
	Music Material Fee	550 yen / month	
	Tuition	Regular course students	10,000 yen / month
		Full-day course students	8,000 yen / month
Location		Shirokanedai, Jiyugaoka, Musashi-Shinjo and Musashi-Kosugi	

What is Intro to Drums?

Drums are the perfect starting instrument for children. They offer simplicity yet can be used to create astonishingly creative compositions. Rudiments are the basic patterns of drumming. Through practicing rudiments, students will develop a foundation for musical understanding, the ability to read rhythms, and motor skills.

Rudiment examples

SINGLE STROKE ROLL



SINGLE STROKE FOUR

SINGLE STROKE SEVEN

How to practice rudiments
Two rudiments will be covered per month. The rudiment will be demonstrated, then polished by using a metronome and focusing on technique through deliberate practice. **(1) Grip** There are several ways to hold drum sticks. Each technique offers advantages and disadvantages. The students will have the opportunity to explore different grips and learn which is most comfortable for them. **(2) Slow practice** The best way to build precision is through slow, meticulous practice with a metronome. This can be done as a group, and individually. **(3) Striking Technique** There is a proper way to strike a drum which requires a lifetime of practice to perfect. Students will pay attention to how their sticks respond when striking properly and improperly.

Timetable

Time	Activities	Details
:00-:10 (10 min)	Tutorial/Lecture	Instruction from the teacher about today's tasks.
:10-:50 / 1:00 (40 min)	Practice	Group and individual practice with the aid of the teacher.

Schedule

Mon	Tue	Wed	Thu	Fri
● 14:10-15:00 K2 (Darwin)& Y1 (Einstein) @Shirokanedai	● 14:10-15:00 Kindergarten @Musashi-Shinjo	● 14:10-15:00 K1 (Da Vinci) @Shirokanedai	● 14:15-15:05 K2 (Darwin)& Y1 (Einstein) @Jiyugaoka ● 15:10-16:00 K1 (Da Vinci) @Jiyugaoka	● 14:10-15:00 Kindergarten @Musashi-Kosugi

Art After School

Y1 aged and up (age 5–12)

Children will have fun creating a huge variety of art pieces across a diverse curriculum.

They will be taking inspiration from Teacher as well as a multitude of famous artists.

About		Art After School	
Number of students		Maximum: 10 students *Minimum: 3 students	
Lesson hours		120 min	
Language		English	
Teacher		Experienced instructor for children's art classes	
Materials		All materials provided	
Things to bring		Comfortable clothes, water bottle, smock* * For internal students: a smock will be provided by the school For external students: please bring a smock from home or you may purchase one from the school.	
Lesson contents		Learning a variety of art skills ranging from painting, drawing, modelling and collaging. Each month will be based around a number of artists who specialise in a certain field of art. The children will learn how to use many different materials that they will use to create unique art pieces each week. For our Parents' observation in February, the children will be creating a large scale piece using a skill of their choice. They will also be speaking about their inspiration for their art and how they made it.	
Fee	Entrance Fee	20,000 yen	
	Annual Fee	10,000 yen / year	
	Material Fee	1,000 yen / month	
	Tuition	Regular course students	20,000 yen / month
		Full-day course students	16,000 yen / month
Location		Musashi-Shinjo	

Art After School

Art is one of many ways to express yourself in the modern world. Children love to express their likes, dislikes, their feelings and many things in between.

We will be using the Art Afterschool to give the children the opportunity to use a variety of materials to create their own masterpieces.

Activity examples

Class	1st Week	2nd Week	3rd Week	4th Week
Upper Kindergarten and Elementary	●Introduce 1st artist ●Discuss the skills that the artist made famous ●Create simple piece based on artists work	●Review previous week's artist ●Make an art piece of our own creation using highlighted skills	●Introduce 2nd artist - how does it link to theme ●Observe and compare the artwork of both artists ●Recreate a simple piece based on artists work	●Review previous week's artist ●Make an art piece of our own creation using highlighted skills

Timetable

Time	Activities	Details
:00-:05 (5 min)	Introduction & review	Review and discuss previous work
:05-:20 (15 min)	Artist History and Discussion	Learn about artist and their skills
:20-:30 (10 min)	Introduce Skill	Teacher shows skill to be taught
:30-:45 (5 min)	Materials and Ideas Mind Map	Talk about materials we are going to use and discuss ideas about the art we are going to create
:45-:100 (55 min)	Creating Art	Begin process of making art (Reflection time will also be included here)
:100-:120 (20 min)	Tidy up and Show and Tell	Children talk about their art piece with the group

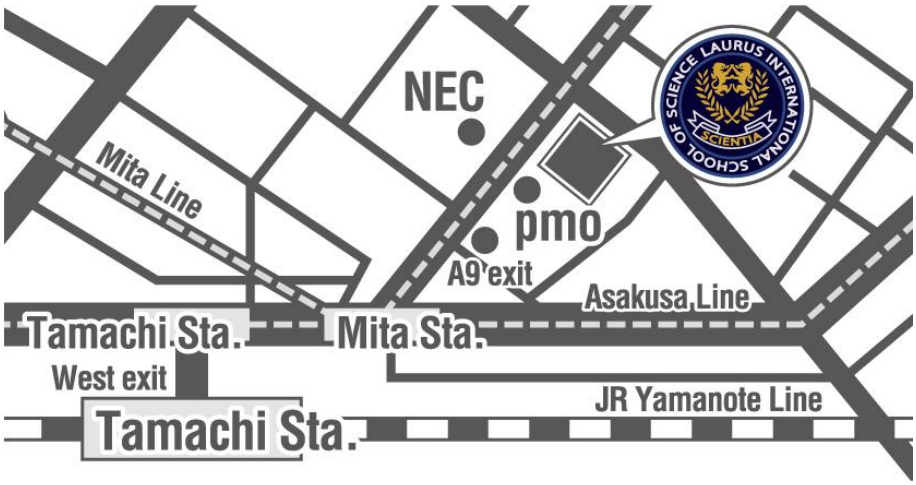
Schedule

Mon	Tue	Wed	Thu	Fri
			● 15:00-17:00 Y1 (Einstein) & Elementary @Musashi-Shinjo	

— *Laurus International School of Science* —

ローラス インターナショナルスクールオブ サイエンス

— Primary / Secondary school —



Take Exit A9 at Mita Station towards Mita Iki Iki Plaza and follow the road.
You will see the building on your left.
三田駅のA9出口から三田いきいきプラザ側に出て道なりにお進みください。
左手に建物が見えて参ります。

Primary TEL: **03-6722-631**

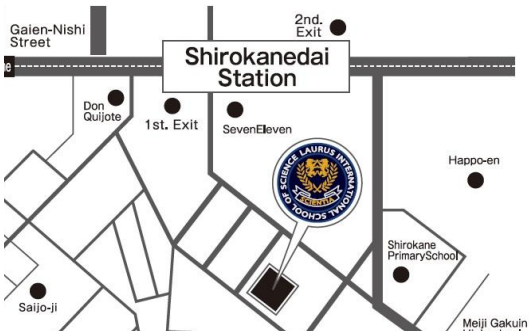
Secondary TEL: **03-6665-8261**

7-10F Shiba Kokusai Bldg. 4-1-30 Shiba, Minato-ku 108-0014
東京都港区芝4－1－30　芝国際ビル7F−10F

Mita station (Toei Subway Asakusa Line and Mita Line): 2-minutes walk
Tamachi station (JR Keihin-Tohoku Line and Yamanote Line): 5-mins walk
Akabanebashi station (Toei Oedo Line): 10-minutes walk

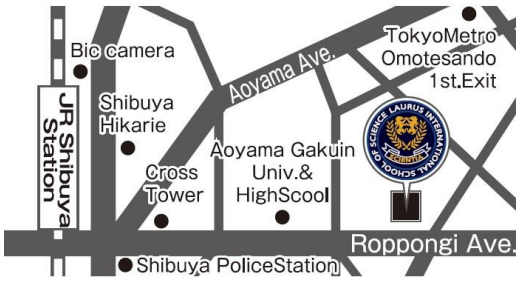
都営地下鉄浅草線･三田線 三田駅 徒歩2分
JR京浜東北線･山手線 田町駅 徒歩5分
都営大江戸線 赤羽橋駅 徒歩10分

— Preschool / Kindergarten —



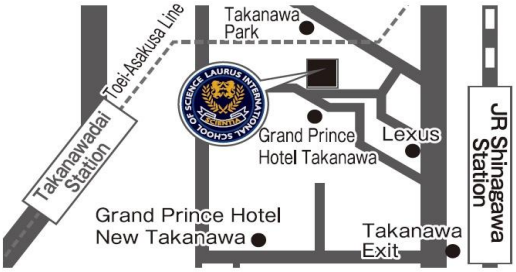
Shirokanedai TEL: 03-5422-7375

3-4-17 Shirokanedai, Minato-ku
港区白金台 3-4-17



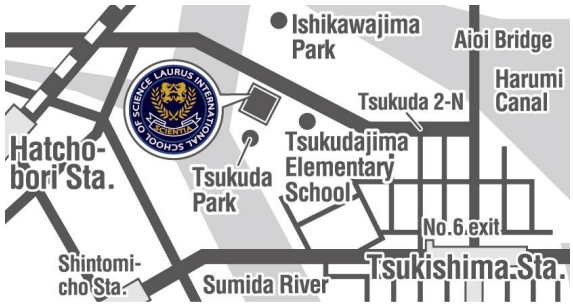
Aoyama TEL: 03-6450-6179

6-13-14, Minami-aoyama, Minato-ku
港区南青山 6-13-14



Takanawa TEL: 03-6450-2923

Regaro Takanawa 1F, 3-21-7 Takanawa, Minato-ku
港区高輪 3-21-7 レガロ高輪 1階



Tsukishima TEL: 03-6910-1041

Tsukishima PIER WEST SQUARE 1F 159, 1-11-8 Tsukuda, Chuo-ku
東京都中央区佃 1丁目 11-8 月島ピアウエストスクエア 1F 159号室

Musashi-Shinjo TEL: 044-322-0182

Primo ichibankan 1F, 4-24-18, Suenaga, Takatsu-ku, Kawasaki-city
川崎市高津区末長 4-24-18 プリモ壱番館 1階

Musashi-Kosugi TEL: 044-455-4014

Park City Musashi-kosugi The Garden Towers WEST 2F W6, 2-228-1 Kosugi-cho,Nakahara-ku,Kawasaki-city
川崎市中原区小杉町 2丁目 228 パークシティ武蔵小杉 ザ ガーデン タワーズウエスト 2階

Jiyugaoka TEL: 03-6421-2729

3F T'S BRIGHTIA Jiyugaoka, 2-17-12 Midorigaoka, Meguro-ku
目黒区緑が丘二丁目 17-12 T'S BRIGHTIA 自由が丘 3F

Jiyugaoka school relocate new building in April 2023

Jiyugaoka station (Toyoko line・Oimachi line):
5 minutes walk
Okusawa station (Meguro line):
8 minutes walk

東横線・大井町線 自由が丘駅 徒歩 5分
目黒線 奥沢駅 徒歩 8分