



High School Winter Extracurriculars 2025-26

Art Club:

Art Club promotes imagination, creativity, and an opportunity to learn different techniques used both in traditional, and contemporary art. We focus on materials and projects that are beyond what you would do in a regular art class. You do not have to have any prior art experience to join Art Club. This is an excellent opportunity for students to get involved and learn about different art techniques. We are here to learn and have fun!

Start Date: 05 November

End Date: 14 January

Days: Wednesday

Time: 3:30 to 4:30pm

Basketball:

Basketball at Springer is about more than learning the X's and O's of the game. Students will build skills in teamwork, discipline, and perseverance while developing their understanding of the sport. Practices and games focus not only on improving shooting, passing, and defense but also on teaching life lessons such as leadership, resilience, and sportsmanship. The program encourages players to challenge themselves, support their teammates, and carry these values both on and off the court.

Start Date: 03 November

End Date: 30 January

Days: Monday to Thursday

Time: 3:30 to 5:00pm

Bowling Club:

The Bowling Club introduces students to one of the most accessible and enjoyable sports around. Members will learn the basics of bowling, practice their skills, and enjoy friendly competition with peers. The focus is on building confidence, teamwork, and sportsmanship in a supportive environment. As interest and participation grow, our goal is to develop a full bowling team to compete in league play starting in the 2026–2027 school year. All students are welcome, whether new to the sport or experienced bowlers.

Start Date: 05 January

End Date: 23 February

Days: Monday

Time: 3:30 to 4:30pm

Note: We will only be able to have 6 students in the club due to the space available at the Bowling Alley

eSports Club:

The eSports Club brings students together through friendly competition and teamwork—right on the Nintendo Switch! This year, members will compete in Mario Kart, racing head-to-head in a fun and supportive environment. With at least eight students participating, each meeting will feature one exciting race session where players can test their skills, learn strategies, and cheer on their peers. The goal is to build a consistent group of gamers who enjoy playing together while developing teamwork, focus, and sportsmanship. As the club grows, we hope to form an official Springer eSports team in the future.

Start Date: 03 November

End Date: 15 December

Days: Monday

Time: 3:30 to 4:30pm

Note: Group size will be capped at 8 students. This will allow every student to play one game each meeting.

Theater:

Theater is a space to express your creativity, build confidence, and be part of an unforgettable high school experience. We meet on Tuesdays and Thursdays.

Session 1:

We will immerse ourselves in fun theater activities like improvisation games, script reading, and character work in December. We will focus on having fun and building our actors' toolbox.

Session 2:

When we return from winter break, we will put our theater skills into action by beginning to prepare for the Springer High School theater production on March 13th. We will select our play, audition for roles, work on costumes and set design, and rehearse our lines! This session will be more serious and require a commitment to attend Theater twice a week after school.

Whether you're interested in performing on stage or working behind the scenes, this club offers a fun, collaborative environment to develop your skills. No experience is necessary; you just need a passion for the arts and a willingness to learn! Theater is a space to express your creativity, build confidence, and be part of an unforgettable high school experience. We meet on Tuesdays and Thursdays.

Start Date: 02 December

End Date: 13 March Showtime

Days: Tuesday and Thursday

Time: 3:30 to 4:30pm

Robotics Club:

The Robotics Club is all about having fun while learning how things work. Students will explore the basics of building and programming robots through hands-on projects and creative challenges. Along the way, they'll strengthen problem-solving, teamwork, and design skills in a supportive, engaging environment. Whether constructing simple machines or experimenting with coding, members get to learn by doing—while enjoying the excitement of bringing their ideas to life. No prior experience is needed; just curiosity and creativity!

Start Date: 12 January

End Date: 23 February

Days: Monday

Time: 3:30 to 4:30pm