Gaming and Technology Club

Grades 6–12

Club Features:
optional Gaming & Technology Club course
LiveLesson® sessions on select Wednesdays 2 p.m. ET*
student sharing and collaborations in gaming
mini-engineering challenges
opportunities to learn computer coding

Select the link to view the complete schedule of Gaming & Technology Club LiveLesson® sessions.
Adjust for your time zone as needed.

More Information About Clubs:
National Clubs & Activities Program Guide
How to Sign Up for National Clubs
Clubs & Activities Frequently Asked Questions

Clubs & Activities

IMPORTANT NOTE TO CARETAKERS: The submission of your student's original work serves as your consent to allow him or her to participate in this club and for Connections Academy, or your school, to publish/display the submitted work, including your student's first name and last initial, to any audience, in any print or digital medium, including social media.

Gaming and Technology Club

2020–2021 Schedule of LiveLesson® Sessions

Grades 6–8 **On select Wednesdays:** 2 p.m. Eastern, 1 p.m. Central, 12 p.m. Mountain, 11 a.m. Pacific	Grades 9–12 **On select Wednesdays:** 2 p.m. Eastern, 1 p.m. Central, 12 p.m. Mountain, 11 a.m. Pacific
October 7 November 4 December 2 January 6 February 3 March 3 April 7 May 5	October 14 November 18 December 9 January 13 February 10 March 10 April 14 May 12

Prior to each LiveLesson session, club members will receive a WebMail message from the Gaming & Technology Club Coordinator that will contain the session reminder and link to attend. Students are encouraged to use the schedule above to add the session dates to the student planner. Students are expected to follow the LiveLesson session rules.