

Battle Abbey Prep After School Activities - Spring Term 2026

All clubs, Prep and Creche are complimentary and part of our all-inclusive package.

(Entry to competitions, gradings and any kit items required for certain clubs may incur an additional charge)

These activities are available to the year groups shown and run from 3.30pm to 5.15pm unless otherwise stated.

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Reception (unless stated) and KS1 Clubs 3.30 – 4.10 unless stated. Late Creche 4.10-5.15				
Creche & Storytime (KO)	Creche & Colouring (HG)	Creche & Construction (TG)	Creche & Play (HG)	Creche & Show and Tell (HG)
Acro Classes (FG) 4.00 – 4.30 (Years 1 & 2 only) Max 10	Team Building Games (MP) (Years 1 & 2 only)	Drawing Club (DC) (Years 1 & 2 only) Max 12	Speech and Drama (RE) (Year 1 & 2 only)	Swimming (GG/KT) 3.45-4.30 Pick up from pool only (Years 1 & 2 only)
Computing (MP) (Years 1 & 2 only) Max 12	Ballet and Tap (KR) Group 1 pickup 4.10pm Group 2 pickup 4.30pm	Card Games (KO) (Years 1 & 2 only)	Football Coaching (AS) (Year 1 & 2 only)	Feel-Good Friday (TG)
Art Club (SBu)		Karate (ZM) (Years 1 – 6 Only) 4.45pm – 5.30pm Max 12		
Late Creche (KO)	Late Creche (HG)	Late Creche (DC)	Late Creche (HG)	Late Creche (HG)
KS2 CLUBS 4.30 – 5.15 Unless otherwise stated				
Swimming (GG/KT) Years 3 – 6 (Not for those doing early morning swimming) Pick up from pool only	Cheerleading (AT) Max 20	An Introduction to Angling (RM)	Speech and Drama (RE)	Waterpolo (GG/KT) Years 4, 5 & 6 only Max 24 Pick up from pool only
Acro Classes (FG) Max 10				
Go-Kart (JB) Max 8 Year 6 only	Dodgeball (MP) Max 20	Karate (ZM) (Years 1-6) 4.45pm – 5.30pm Max 12	Football Coaching (AS)	Pokemon Club (KO) Max 12
Textiles Club (LC) Max 12	Art and Craft Club (FM) Max 14	Digital Art (CB) Max 16	Manga Art (KF) Max 16	Lego League Club (JB) Years 5 and 6 only Max 12
Prep KO	Prep SB	Prep TG	Prep DT	Prep CB
Prep Plus for all year groups 5.15pm – 5.45pm				
Prep Plus JB	Prep Plus JE	Prep Plus TG	Prep Plus PLT	Prep Plus PLT

After School Activities- Additional Information Sheet

Monday

Acro - Acrobatic Art is essentially two skills in one program - the art of dance and the skills of floor gymnastics. This amazing program is based on safe and effective progressions with proven results in five divisions of AcroDance: Flexibility, Strength, Balance, Limbering and Tumbling. At each level, pupils will be given progression cards allowing them to keep track of goals and what they are working towards. AcroDance can be one of the most challenging of techniques, which is why this subject will bring great sense of achievement as pupils gain new skills.

Computing – In Computer Club, we will be creating digital art, improving our computer skills, and playing fun learning games. It's a great way to practise using technology while having lots of fun!

Go Kart Club (Yr6)- Back by popular demand, this project will see the creation of a hand-built kit car, that will be fully drivable by the children. The team will build the car, design bodywork and test drive the cart on the school site by the end of the summer term. Once the Go Kart is built, we will look to go out to various racing events to compete against other schools. For more information, see <https://www.greenpower.co.uk/about> or ask Mr Barraclough.

Textiles Club – Get creative with fabric, thread, and colour as you learn fun textile skills like sewing, weaving, and decorating! From simple stitching to fabulous fabric crafts, this club is perfect for anyone who loves making things with their hands. No experience needed – just bring your imagination!

Tuesday

Cheerleading - Cheerleading Club is a vibrant afterschool program where children learn a mix of pom dance, gymnastics and acro skills—all in a safe, supportive, and fun environment. Under the guidance of former Brighton and Hove Albion Cheerleader, Mrs Alex Tomlins, they'll practice cool moves, jumps, balances, and even learn how to lift safely while inventing fun cheers and chants. This energetic club is all about teamwork, excitement, and letting your child shine as part of a spirited team.

Wednesday

Drawing Club (Y1-Y2)- Drawing Club is a fun space to learn to draw step by step! Kids will create pictures of their favourite animals, characters, and more while building their confidence in drawing. It's all about following simple steps and having fun!

Card Games – Learn to play fun and friendly card games like Uno, Snap, and Go Fish! This club is perfect for building turn-taking skills, number recognition, and a little bit of friendly competition. Come and join the fun — no experience needed!

An Introduction to Angling (Y3-6) - for anyone curious about the art of angling. Participants will learn essential fishing skills, including knot-tying, casting techniques, and understanding equipment, all while building an appreciation for nature. As the weather warms up at Easter, regular club members will be invited to join in an exciting hands-on angling experience, giving members the chance to put their new skills to the test.

Digital Art Club (Y3-6) - Digital Art Club is a creative space to explore the exciting world of digital drawing and design! Using fun and easy-to-learn tools, kids will create their own masterpieces throughout the term while learning skills like sketching, colouring, and adding effects. This club is perfect for budding artists who love technology and want to bring their imaginations to life on screen!

Thursday

Manga Art - perfect for young artists to explore the exciting world of manga. Participants will learn step-by-step techniques to draw expressive characters, dynamic poses, and unique story elements inspired by this popular art style.

Friday

Feel-Good Friday - is a gentle end-of-week club for 4–7-year-olds, giving children space to unwind, explore their feelings, and enjoy calming activities. Each session includes activities such as yoga, colouring, bubble-blowing, breathing games, and soothing meditation stories to help them feel grounded and happy heading into the weekend.

Pokemon Club – Love Pokémon? Come along to battle, build your deck, and learn how to play the card game – all cards provided! There's no trading, just fun games, strategy, and shared adventures in the world of Pokémon. Beginners and experts welcome!

Lego League Club - FIRST® LEGO® League Challenge is a global STEM programme for teams of young people, to encourage an interest in real world themes and develop key skills that are crucial for their future careers.

Young people work together to explore a given topic and to design, build and program an autonomous LEGO® robot to solve a series of missions.

Battle Abbey are going to be running their own in-house FIRST® LEGO® League Challenge and the Prep School are going to send 2 teams to take part. This club will serve as our practice sessions to get to grips with the challenges and give the children the skills to participate fully in the competition in the Spring term.

Prep Club – Years 3–6 (Available Every Night)

Need a quiet space to complete your homework? Our Prep Club is open every evening and supported by our Maths and English staff, so you can get extra help when you need it. A calm, focused environment to keep on top of your learning and build good study habits.

NB: All clubs and activities could be subject to change. Places allocated on first come, first served basis.