**After-School Clubs at Ashley High School**

All after-school clubs are fully supervised by a member of staff. Clubs run by Ashley High School have a small charge of **£1 per session**. We encourage students to join in as these clubs are a great way to develop social skills, make friends, and most importantly, have fun!

Please note: Parents are responsible for arranging collection after each club and for notifying transport that their child will not be travelling home by taxi or bus.

**ICT / Games / Scratch**

**Monday, Tuesday, Wednesday & Thursday – 3:00–3:45pm**  
Students can enjoy online games, research their own interests, and use ICT programming software. This is an unstructured but supervised session, giving students the chance to browse the internet safely, interact with peers, and develop their skills and interests.

**Pets Club**

**Monday – 3:00–3:35pm**  
For students who love animals, this club offers the chance to discuss, share, and learn more about caring for pets.

**Football**

**Thursday – 3:00–3:35pm**  
Open to all abilities, these sessions help students develop their football skills and enjoy friendly matches. Regular attendance may also provide opportunities to join the school football team.

**Clubs with External Providers**

We welcome external providers to deliver sessions at school. This helps students try new activities in a familiar environment, building confidence before attending clubs or events in the wider community.

**Dungeons & Dragons (External Provider)**

* **Wednesday – 3:00–4:30pm**  
  A popular, termly club for groups of up to six students. Through imaginative gameplay, students build creativity, social skills, and teamwork. Students are encouraged to continue this hobby at other provisions outside school.
* **Thursday – 3:00–4:30pm** (Student-led sessions, Year 9 and above)

**Warhammer Club (External Provider)**

**Thursday – 3:00–4:30pm**  
Students can build, paint, and battle with Warhammer models. Sessions combine hobby time with table top gameplay, encouraging creativity, strategic thinking, teamwork, and peer interaction.