



# Welcome to Apogee Anywhere

A Full-Family Homeschool Experience That Prepares Kids for Real Life

It is not just a curriculum—you're stepping into a complete, values-driven ecosystem that empowers your entire family with live support from Gloria Jones, our project-based learning extraordinaire

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## What's Included in Apogee Anywhere:

### Apogee Anywhere Curriculum:

#### Project-Based Learning Curriculum -

- Hands-on, real-world topics like entrepreneurship, real estate, health = wealth, sovereignty, and more
- Each project is around 6 weeks long and can take about 2 hours each day
- Every project is adaptable for multiple age groups, so the whole family can be working on the same project
- Focus on critical thinking, curiosity, and movement—not memorization
- Integrates reading, writing, math, and science into immersive, long-term challenges

#### Weekly Connection Calls -

- Weekly calls for students led by Gloria Jones
- Live Socratic conversations and mini projects
- Live Interaction with other homeschool students

#### Apogee Young Man & Apogee Young Woman -

- \$999 value included, and they receive access until they are 18
- 12 months of personal development challenges for teenagers
- Each teenager will receive access until they are 18
- Weekly live mentor calls with inspirational mentors listed on [apogeestrong.com](https://apogeestrong.com)
- Ability to request mentors they look up to



#### Digital Portfolio Assistance -

- Guidance on tracking their accomplishments and challenges on their digital portfolio
- Students can receive guidance in creating a website about themselves to show to future employers or colleges

#### Curated Book List -

- 150+ classics and modern reads organized by age and topic, supporting literacy and critical thinking without the overwhelm

### **Support for the Family/Parents:**

#### Video training courses for Parents -

- Hours of video training for parents, including 2 courses from Matt Beaudreau, and a Homeschool Mastery Course- 12-part series- from Gloria Jones.
- Training and tips on how to create lifelong learners and a homeschool environment that both parents and kiddos love

#### Private Apogee Online Community -

- Access to our private online network, where you can ask questions directly to program leaders and collaborate with other homeschool families
- Connect with other Apogee Anywhere families
- Connect with our homeschool leader, Gloria Jones
- Safe, distraction-free space (on our own private platform)

#### Live Zoom Support -

- Live support from Gloria Jones, our curriculum curator
- Bi-weekly parent office hours for questions or brainstorming sessions, in case you want to elaborate on a project your homeschooler is enjoying
- Ask anything about the curriculum, homeschooling, or family life

Apogee Anywhere brings the best of homeschooling, personal development, and real-world education under one roof. It's more than curriculum—it's a lifestyle of leadership, freedom, and family strength.



## SAMPLE MINI PROJECTS

### Create a Math Game Project

**Objective:** You will create a math game that relates to one math concept we have covered so far this school year. The game should be able to re-teach or reinforce an objective we have learned already this year. The game should be geared towards students your age and older. It should be on a challenging level; creating critical thinking, problem solving skills and strategy. Upon completion of this project, you will have a chance to test some of your classmate's games.

Game types could be, but not limited to:

- Card game
- Board game
- Jeopardy game
- Dice game
- Domino game
- Bingo game

**Topic:** Pick a topic from the list below.

- Addition/Subtraction
- Multiplication/Division
- Rounding/Estimation
- Fractions
- Probability
- Time
- Money
- Other topics

**Name:** Give your game a fun, creative name.

**Theme:** Create a theme for your game. Be creative and carry your theme throughout the entire game and packaging. It should attract almost all ages of kids and families, people should want to play your game.

Example: Minion Monopoly. Bob and his minion buddies are seen throughout the game and on the packaging.

**Game Concept:** Your game should be an enjoyable challenge that reinforces a concept you have learned in math so far this school year. The game should carry that math concept throughout the length of play. It should help the players grasp a better understanding of that concept and offer growth of math skills, greater understanding of application and additional confidence by the end of the game.

**Game Directions:** Clear, step by step, instructions on how to play the game. 1. Number of players  
2. Materials needed



3. Goal of the game - the objective of the game
4. Step by step instructions, INCLUDING, how a player or team wins the game
5. Answer key

**Game pieces:** Choose or create your pieces to match your theme.

**Packaging:** Create the packaging for your game. It should be able to fit on a game shelf and be attractive to kids, or to the desired age range. The game board or surface should be compactable, such as a Monopoly board (foldable). The game must be in a box, envelope or a bag.

**Neatness:** Your project should be attractive, neat, handwritten instructions or typed, easy to read and colorful. Make a child or family want to pick your game above any other game on the shelf. If you are completing this project on campus, please do not put your name anywhere on the game. That way students and families can vote for the best games at the Showcase.

## Grades 3-5: "My Favorite Hobby and Why It's Important to Me" Essay

- **Focus:** Paragraph review, learning how to create a great topic sentence, asking good questions to what makes a good paragraph, putting paragraphs into short essays, and growing strength in writing, gaining confidence through spelling, grammar usage and editing your own work.
- **Goal:** To strengthen paragraph structure, introduce multi-paragraph organization, and refine self-editing skills.
- **Connection to Previous Learning:** Builds on the early self-reflection, practices clear writing, and introduces the concept of providing reasons/evidence.

### 24-Class-Day Outline: Grades 3-5 "My Favorite Hobby" Essay

#### Week 1: Understanding & Brainstorming (Days 1-5)

- **Day 1: Prompt Deconstruction & Socratic Kick-off**
  - **Activity:** Read the prompt. Brainstorm various hobbies.
  - **Socratic Discussion:** "What makes a hobby more than just something you *do*? Why is it important to you? Can a hobby teach you something?"
  - **Activity:** "Hobby Web" – Students create a physical mind map: Central bubble: "My Favorite Hobby." Branches: "What I do," "How I learned it," "Why I love it," "Skills I use/learn," "How it makes me feel," "Why it's important to me."