American Sign Language Grades 6-12
Students learn basic signing skills and grammar of American Sign Language, as well as exploring deaf culture and the intersection of hearing and deaf culture in America.

Asian Board Games Grades 6-12
Students learn to play Mah Jong, the traditional Chinese game of clacking tiles, Go, and Chinese Chess. These games bring students together in a comfortable diversion from the everyday stresses and complications of life.

Blanket Making Grades 9-12
Students make tied, fleece blankets and heart shaped pillows for patients at Lake Health receiving chemotherapy for breast cancer. The club was started by a former faculty member who had gone through breast cancer treatment at Lake Health and who thought it was a great way to involve our students.

Blue Key Grades 6-12
Students work closely with the Office of Admissions to promote Andrews Osborne Academy to prospective students.

Card Making Grades 9-12
Allows students to try a variety of paper crafting techniques such as rubber stamping, embossing, iris folding, and quilling to make their own greeting cards

Chemistry Club Grades 9-12
Students have demonstrated ‘Elephant’s Toothpaste’, a messy but dramatic chemical reaction, and are looking at the chemistry of cooking by making chewy and crispy chocolate chip cookies in the Hobart Dorm kitchen. The club plans to learn about water quality testing and take field trips to Steris Corporation and the Great Lakes Science Museum.

Clay Club Grades 6-12
Designed to allow students to think and create in the third dimension. Students will experiment with how to sculpt and create functional art from clay.

Dance Club Grades 9-12
Come explore different styles of dance and work on your flexibility too.

Drama Club Grades 6-12
This group supports AOA theater productions, engages in acting exercises and takes extracurricular theater trips.

E-Games Grades 9-12
Students meet on their own time in the evenings to compete with other school teams across the nation. Games include League of Legends, Dota, and Counter Strike.

Environmental Club Grades 6-12
This group implements a variety of “green” activities/presentations throughout the school year, including our own “Earth Hour”, “Tray-less Tuesdays”, recycling, and Earth Day; and raises money for various Earth-friendly causes.

Feats of Clay Club Grades 9-12
Students work to compete in a number of unusual ceramics events which may include: "Cylinder Stack," "Mug Production," "No Hands Throw," "Blindfold Throw," and "Coil Building." There is also a t-shirt design competition. Schools from around the state are represented at the event at Columbus Clay Works in May. It is a huge mess and so much fun!

International Club Grades 9-12
Provides opportunities for students to share their culture and traditions with the AOA community and to promote cross-cultural interaction between international and domestic students through numerous activities throughout the year.

Literary Magazine Club Grades 9-12
The literary magazine is a showcase for student writing, artwork, and photography. The magazine will also sponsor several contests throughout the year to get those AOA creative juices flowing! Submissions form all students in the middle and upper school will be welcome, in all languages and formats.

Mock Trial Grades 9-12
Students prepare both prosecution and defense sides of a fictional case and compete against other schools. Winning teams at the local level may advance to state and national competitions.

Model United Nations Grades 9-12
A simulation of the United Nations. Student delegates represent countries in various UN committees, in which they research, debate, and negotiate resolutions on current world issues. Students attend a two day conference at Notre Dame College.

National Honor Society Grades 9-12
Juniors and Seniors who have attended AOA for a minimum of one academic year, have a 3.5 grade point average and have demonstrated qualities of scholarship, leadership, character and service will be considered for induction into the National Honor Society.-Maintain qualifying GPA as well as other AOA community commitments -Tutor students during lunch or free periods

Parade the Circle Grades 6-12
Students will be designing and creating innovative and colorful giant puppets, sculptures, and costumes to march in Parade the Circle in the spring at the Cleveland Museum of Art.

Pen Pal Club Grades 6-12
Pen Pal Club adopts a grandparent through Breckenridge Village Retirement Community and send and receive pen pal letters throughout the year. Members of the club send greeting cards to other residents at Breckenridge Village. The club wraps up with a Meet-and-Greet at the end of the year with their adopted grandparents.
Photography Club  
Grades 6-12  
In Photography Club, students will learn to tell a story using light and a camera. Students will take photographs based on certain themes, and display these images for club members and the school community.

Power of the Pen  
Grades 6-8  
Seventh and eighth graders compete at the district, regional and state level for three rounds of writing. For each round, students are given a prompt and have 45 minutes to write. At the state finals, the rounds are 35 minutes each. Power of the Pen is a class for Middle School students.

Quidditch Club  
Grades 6-12  
Muggle Quidditch is an internationally played, competitively driven team-based sport modeled after the fictional sport created by J.K. Rowling in the Harry Potter series. Quidditch club members engage in the training and competition of the sport of Quidditch and always strive to implement the three goals of the International Quidditch Association (IQA): Creativity, Competition, and Community.

Robots Club  
Grades 9-10  
Students work together to compete in the Mini Urban Challenge Competition. This is intended to serve as a stepping stone between middle school and Robotics classes offered to juniors and seniors. This club will be light on construction, but heavy on programming.

Russian Club  
Grades 6-12  
Привет и добро пожаловать в Русский Клуб! (Greetings and welcome to Russian Club!) Russian Club comprises students who have a strong interest in vintage Russian animation, traditional Russian cuisine, and celebrated Russian fairy tales with legendary heroes and villains. We enjoy tasting Borscht, Uzbek Plov, and Syrniki with Cream, watching Cheburashka cartoons, and reenacting Baba Yaga fairytales.

Ski Club  
Grades 6-12  
Students travel as a group on Saturdays to Brandywine. The Ski Club Program includes up to 4 hours of slope time per session, equipment rental (if applicable) and up to five lessons. For the first five visits, club members arrive and depart as a group with their club advisor. Afterward, club members are welcome to continue visiting on their designated day and time (at no additional charge) using your Club Card.

Spirit Club  
Grades 6-8  
Students spend time creating spirit posters and creating presentations to promote Middle School spirit throughout the year. Past initiatives include locker decorations and Chalice Challenge events.

Star Wars Club  
Grades 6-12  
Students learn about the major themes of the Star Wars Universe: good vs. evil, personal growth, and the power of friendship. We plan screenings of the motion pictures for the student body, and find opportunities to share our love of this franchise with others.

Student Council  
Grades 6-12  
Student Council is the voice of the student body, in which they communicate the students’ interests, ideas, and concerns. A group of student leaders that plan, organize, and carry out various activities and events on behalf of the student body.

Student Impact Club (S.I.C.)  
Grades 6-12  
Through advocacy, activism, and artistic expression, SIC gives interested students a space to speak, educate, and bring awareness to cultural, economic, and environmental issues through discussion and direct involvement.

Summer Experience Club  
Grades 9-11  
Students will research opportunities for summer programs and internships and complete applications.

Tabletop Games Club  
Grades 6-12  
A club that exposes and teaches students a variety of different games from traditional games such as Mancala or chess, family favorites such as Life or Clue, card games such as Racco or Uno, co-op games such as Pandemic or Forbidden Island, social games such as Resistance or One Night Ultimate Werewolf, RPG games such as Mice and Mystics or House on Haunted Hill, competitive strategy conquest games such as Risk or Small World and other more modern competitive/games such as Cosmic Encounters or Lords of Waterdeep.

Varsity Club  
Grades 9-12  
Geared towards bridging the gap between school pride and the student body, the club strives to promote school spirit and community through the organization of various fundraisers, and events that we host throughout the school year. The goal of this club is to generate a sense of excitement for athletics and other activities involving AOA students.

Video Production Club  
Grades 9-12  
Students incorporate a variety of important campus themes and produce videos based on interviews and campus activities.

Walking and Talking Club  
Grades 6-12  
Walking and Talking Club is a chance for students to get outside, decompress, and enjoy nature while enjoying friendly conversation with teachers and classmates. This time away from academics, whether spent solely with one’s thoughts or bouncing ideas off of others, aids in the creative thinking process.

Why not? Knitting Club  
Grades 6-12  
Join the Why Knot? Knitting Club and learn how to knit basic stitches. You will progress to working on hats and blankets for newborn babies and lap covers for cancer patients. Join us for good conversation, refreshments and an opportunity to create something beautiful.