

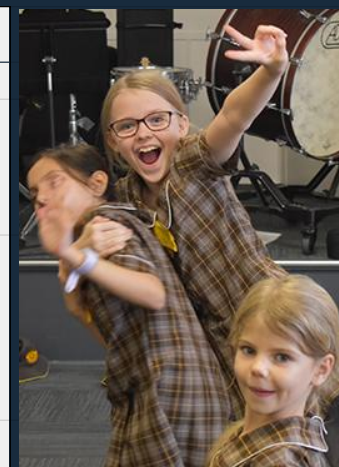


Monday



Before School Care

Program Area:	Active Play	Indoor Play
Featured Activity:	Freeze and Run	NCAA Basketball Game Viewing
Activity Description:	Test your speed and skills in this combination of two classic games (red rover, and red light green light)!	It's still March Madness! Get into the Basketball spirit and watch one of the NCAA games before school!
Focussed Outcome:	2.3 - Children and young people become aware of fairness	2.1 - Children and young people develop a sense of belonging to groups and communities and an understanding of the reciprocal rights and responsibilities necessary as active and informed citizens
Program Link:	Evaluation (19/03/25) GT	Special Event: March Madness



After School Care

Program Area:	Art Hub	Active Play	Sustainability	STEM	Cultural Connection
Featured Activity:	Bead and Clay Craft	Learn to Juggle Quick with Mr. Stick	Bee Aware!	Origami Video Workshop	Edor - Indigenous Tag Game
Activity Description:	Combine beads and clay to make an awesome and unique mixed media sculpture.!	Learn how to juggle from the tried and tested stick figure method from our very own circus professional - Jason!	Show your appreciation for these amazing insects, and watch a documentary while you craft!	Take some time and learn how the masters fold paper through a video workshop, displayed on the big screen.	Dive into this traditional indigenous, and fast paced tag game - Edor, from the Aurukun peoples in Far North Queensland!
Focussed Outcome:	1.3 - Children and young people develop knowledgeable and confident self identities and a positive sense of self-worth	3.2 - Children and young people become strong in their physical learning and wellbeing	2.4 - Children and young people become socially responsible and show respect for the environment	4.1 - Children and young people develop a growth mindset and learning dispositions such as curiosity, cooperation, confidence, creativity, commitment, enthusiasm, persistence, imagination and reflexivity	2.2 - Children and young people respond to diversity with respect
Program Link:	Evaluation (17/03/25) CO	Evaluation (17/03/25) CO	Evaluation (18/03/25) JK	Evaluation (13/12/24) CO	Indigenous Focus Game

Week Beginning: 24/03/25

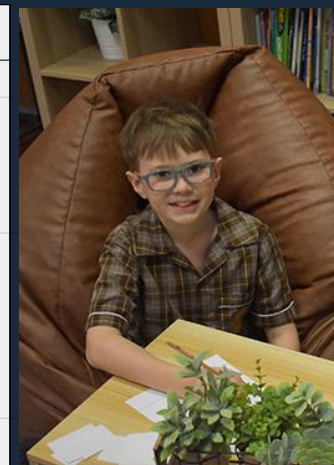


Tuesday



Before School Care

Program Area:	Active Play	Indoor Play
Featured Activity:	Junior Boot Camp and Yoga	Chess Challenge
Activity Description:	Start your morning fresh, by getting your blood flowing! Jump into some exercises, and stretch it out afterwards!	Challenge your friends to a good old fashioned game of Chess!
Focussed Outcome:	3.2 - Children and young people become strong in their physical learning and wellbeing	4.1 - Children and young people develop a growth mindset and learning dispositions such as curiosity, cooperation, confidence, creativity, commitment, enthusiasm, persistence, imagination and reflexivity
Program Link:	Evaluation (19/03/25) MN	Mentor Suggestion



After School Care

Program Area:	Art Hub	Active Play	Sustainability	STEM	Cultural Connection
Featured Activity:	Elvish Name Art	Fortnite Tag	Clean Cash	Pom Pom Launchers	Fanorona - Madagascar Board Game
Activity Description:	Bring your written name to life in a fantasy Elvish language, then decorate it and turn it into a bookmark or sign!	It's tiggly, but the walls are always shrinking! Can you survive the storm, and come out on top?!	Earn digital points for cleaning up your outdoor areas, and sorting recycling from rubbish!	Learn how to craft super safe projectiles, then practice your accuracy with pom pom launchers!	Test your strategic thinking on a traditional Madagascar board game!
Focussed Outcome:	1.3 - Children and young people develop knowledgeable and confident self identities and a positive sense of self-worth	2.3 - Children and young people become aware of fairness	2.1 - Children and young people develop a sense of belonging to groups and communities and an understanding of the reciprocal rights and responsibilities necessary as active and informed citizens	4.1 - Children and young people develop a range of learning and thinking skills and processes such as problem solving, inquiry, experimentation, hypothesising, researching and investigating	4.2 - Children and young people develop a range of learning and thinking skills and processes such as problem solving, inquiry, experimentation, hypothesising, researching and investigating
Program Link:	Special Event: Tolkein Reading Day	Evaluation (18/02/25) JK	Special Event: Cleaning Week	Evaluation (20/02/25) CO	Activity Extension

Week Beginning: 24/03/25



Wednesday



Before School Care

Program Area:	Active Play	Indoor Play
Featured Activity:	Mouse Trap	Learn the Nutbush
Activity Description:	Dash in, snatch a piece of cheese, and make your escape without getting trapped.	Let some energy loose, and learn the famous Nutbush dance
Focussed Outcome:	2.3 - Children and young people become aware of fairness	3.1 - Children and young people become strong in their social, emotional and mental wellbeing
Program Link:	Evaluation (17/03/2025) CO	Evaluation 17/02/2025 JF



After School Care

Program Area:	Art Hub	Active Play	Sustainability	STEM	Cultural Connection
Featured Activity:	Purple Pictures	Feats of Strength and Agility	Sand Pictures	Maths Challenges	Hunt the Thimble TEAMS
Activity Description:	It's Purple Day! Use your creative skills to create pictures using ONLY the different shades of purple!	Are you the strongest child at WKC? Maybe you can jump the highest, or run the fastest? Take the WKC feats test, and find out!	Watch the sandpit become canvas and palette, and their fingers become brushes. Explore your artistic abilities while enjoying the tactile pleasure of sand.	Today is World Maths Day, and we've got a heap of challenges lined up for the most mathematical out there!	Try your hand at this traditional English game, but WITH A TWIST! This time, hide, and seek the thimble as part of a small team!
Focussed Outcome:	1.2 - Children and young people develop their autonomy, inter-dependence, resilience and sense of agency	3.2 - Children and young people become strong in their physical learning and wellbeing	5.2 - Children and young people engage with and gain meaning from a range of visual images and texts	1.4 - Children and young people learn to interact in relation to others with care, empathy and respect	5.1 - Children and young people interact verbally and non-verbally with others for a range of purposes
Program Link:	Special Event: Purple Day	Evaluation (17/12/24) JP	Evaluation (09/12/2024) RL	Special Event: World Maths Day	Evaluation (12/03/25) JP

Week Beginning: 24/03/25



Thursday



Before School Care

Program Area:	Active Play	Indoor Play
Featured Activity:	Cross The River	Scribble Art
Activity Description:	Jump, balance, and giggle your way across the River! Teamwork is your paddle and sports equipment your stepping stones!	International Scribble Day is here! Scribble with a purpose, and create something awesome!
Focussed Outcome:	3.2 - Children and young people become strong in their physical learning and wellbeing	5.2 - Children and young people engage with and gain meaning from a range of visual images and texts
Program Link:	Evaluation (29/01/2025) GT	Special Event: International Scribble Day



After School Care

Program Area:	Art Hub	Active Play	Sustainability	STEM	Cultural Connection
Featured Activity:	Comic Strips	Little Athletics	Sand Bocce Ball	Mystery Letter Coding	Ramadan Lanterns
Activity Description:	Merge words and images, crafting stories that leap off the page and come to life in panels.	Sprint, jump, and throw your way to a new personal best!	Boccee Ball with a twist, instead of rolling the balls on grass, you are tossing the balls onto the sand.	Encode and decode secret messages, turning ordinary letters into a mysterious and exciting language only you can understand.	Fold, cut, and decorate your paper lantern. Add some sparkles and draw fun designs to symbolise light, guidance, hope, joy, unity, and gathering.
Focussed Outcome:	5.1 - Children and young people interact verbally and non-verbally with others for a range of purposes	3.2 - Children and young people become strong in their physical learning and wellbeing	2.3 - Children and young people become aware of fairness	4.1 - Children and young people develop a growth mindset and learning dispositions such as curiosity, cooperation, confidence, creativity, commitment, enthusiasm, persistence, imagination and reflexivity	2.2 - Children and young people respond to diversity with respect
Program Link:	Evaluation (25/11/2024) CO	Special Event: Athletic Training Month	Mentor Suggestion	Evaluation (22/10/2024) DB	Special Event: Ramadan

Week Beginning: 24/03/25



Friday



Before School Care

Program Area:	Active Play	Indoor Play
Featured Activity:	Dance Party - Female Artists	B-Block Plant Care
Activity Description:	Enjoy a list full of music made by talented women, and get moving before school!	Bring life back to B-Block by ensuring our green friends in are happy, hydrated, and basking in the sunshine.
Focussed Outcome:	2.1 - Children and young people develop a sense of belonging to groups and communities and an understanding of the reciprocal rights and responsibilities necessary as active and informed citizens	2.4 - Children and young people become socially responsible and show respect for the environment
Program Link:	Special Event: International Women in Music Day	Evaluation (14/03/2025) AM



After School Care

Program Area:	Art Hub	Active Play	Sustainability	STEM	Cultural Connection
Featured Activity:	Lego Portraits	King of the Court	Water Run Activity	Make Your Own Song	Henna Designs
Activity Description:	Create portraits using Lego	Partake in an exciting game of King of the Hill and see if you can remain the king	Create a river system using water and the sandpit	Create your own music using a range of percussion instruments!	Using a printout of a hand, express your creativity and draw any Henna Art you desire.
Focussed Outcome:	4.1 - Children and young people develop a growth mindset and learning dispositions such as curiosity, cooperation, confidence, creativity, commitment, enthusiasm, persistence, imagination and reflexivity	3.2 - Children and young people become strong in their physical learning and wellbeing	4.4 - Children and young people resource their own learning through connecting with people, place, technologies and natural and processed materials	1.4 - Children and young people learn to interact in relation to others with care, empathy and respect	4.1 - Children and young people develop a growth mindset and learning dispositions such as curiosity, cooperation, confidence, creativity, commitment, enthusiasm, persistence, imagination and reflexivity
Program Link:	Evaluation 13/11/2024 CC	Evaluation (15/07/2024) CR	Evaluation (24/02/2025) GP	Evaluation 11/09/2024 JP	Child Suggestion

Week Beginning: 24/03/25