

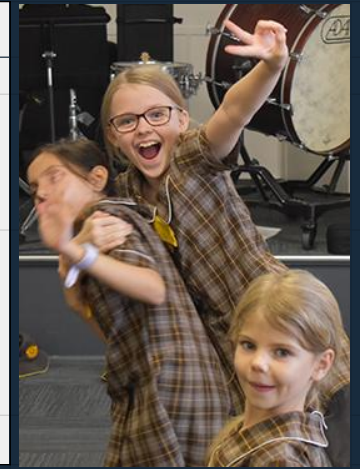


Monday



Before School Care

Program Area:	Active Play	Indoor Play
Featured Activity:	DIY Floor is Lava	Create your own board game
Activity Description:	Using a set amount of equipment create a floor is lava ostacle course.	Using paper and pens get the children to design and plan out their very own board games or modify exisitng games.
Focussed Outcome:	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	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 21/7/2023 No Name	Playground 18/1/2023 No Name



After School Care

Program Area:	Art Hub	Active Play	Sustainability	STEM	Cultural Connection
Featured Activity:	Marble Painting	Baseball	Lizard Houses	Lego Club	Bust the Bunyip
Activity Description:	Using a marble and some point in a box you trail a cool pattern by rocking the box side to side using the marble as a brush.	Play a game of base ball using the new baseball equipment we have gotten.	Using recycled materials such as milk cartons, shoe boxes and bottle lids the children will construct houses for lizards that they have taken an interest to recently.	Weekly club to explore creativity through building, with LEGO! (Junior Edition).	And Indigenous inspired variation of Red Light, Green Light
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	3.3 - Children and young people are aware of and develop strategies to support their own mental and physical health, and personal safety	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	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	4.3 - Children and young people transfer and adapt what they have learned from one context to another
Program Link:	Evalutation 5/11/2023 No Name	Playground 11/10/2023 No Name	Evaluation 17/11/2023 MG	Ongoing Club	Playground 11/10/2023 No Name

Week Beginning: 29/04/24



Tuesday



Before School Care

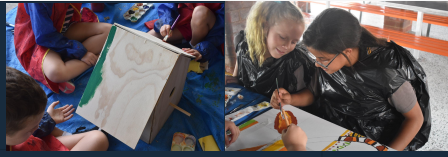
Program Area:	Active Play	Indoor Play
Featured Activity:	Hopping Tag	Mr Potato Head Craft
Activity Description:	Try and catch your friends in a game of tag with a difference.	Piece the paper Mr Potato Head together or simply colour him in.
Focussed Outcome:	2.3 - Children and young people become aware of fairness	1.2 - Children and young people develop their autonomy, inter-dependence, resilience and sense of agency
Program Link:	Playground (22/03/24) CR	Special Event: Mr Potato Head Day



After School Care

Program Area:	Art Hub	Active Play	Sustainability	STEM	Cultural Connection
Featured Activity:	Creative minds Club	The Floor is Lava	Sand Volcanoes and Moats	E-Sports Club	Yulunga Games
Activity Description:	Weekly club for children to explore their creativity in across a large range of mediums and contexts.	An obstacle course where you cannot let your feet or body touch the ground.	Protect your sand city from the impending eruption.	Weekly competitive video games club, to encourage fair and friendly competition, in a digital space.	Choose from a range of diverse Indigenous games.
Focussed Outcome:	1.3 - Children and young people develop knowledgeable and confident self identities and a positive sense of self-worth	1.2 - Children and young people develop their autonomy, inter-dependence, resilience and sense of agency	2.4 - Children and young people become socially responsible and show respect for the environment	3.1 - Children and young people become aware of fairness	2.2 - Children and young people respond to diversity with respect
Program Link:	Ongoing Club	Playground (01/03/24) CR	Playground (12/03/24) JK	Ongoing Club	Evaluation (15/04/24) HR

Week Beginning: 29/04/24



Wednesday



Before School Care

Program Area:	Active Play	Indoor Play
Featured Activity:	Horse Shoe Throwing	Board Games
Activity Description:	Its the classic horse shoe throwing game	Using the new board games we have aquired the children can have a relaxing time playing some board games to start their day
Focussed Outcome:	1.2 - Children and young people develop their autonomy, inter-dependence, resilience and sense of agency	1.4 - Children and young people learn to interact in relation to others with care, empathy and respect
Program Link:	Playground 26/9/2023 No Name	Playground 5/10/2023 No Name



After School Care

Program Area:	Art Hub	Active Play	Sustainability	STEM	Cultural Connection
Featured Activity:	Salt vs Water	Sports and Fitness Club	Cardboard Robots	Coin Making	Blind Goat
Activity Description:	Mix water and salt to get a cool reaction creating a unique form of art	Weekly club that focuses on physical activity and sports!	The children design and create a robot out of cardboard then decorate it.	Using clay the seniors will create their own coin with whatever number they want on one side and using whatever picture or pattern they want on the other side.	A traditional portugese game where a child with a blind fold has to catch someone else and make them the blind goat.
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	4.1 - Children and young people develop a growth mindset and learning dispositions such as curiosity, cooperation, confidence, creativity, commitment, enthusiasm, persistence, imagination and reflexivity	4.4 - Children and young people resource their own learning through connecting with people, place, technologies and natural and processed materials	3.1 - Children and young people become strong in their social, emotional and mental wellbeing
Program Link:	Playground 06/10/2023 No Name	Ongoing Club	Evaluation 8/9/2023 No Name	Evaluation 8/8/2023 LC	Playground 22/3/2023 CR

Week Beginning: 29/04/24



Thursday



Before School Care

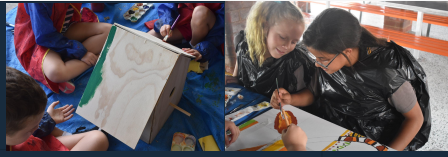
Program Area:	Active Play	Indoor Play
Featured Activity:	Hopscotch	Paper Plane Crafting
Activity Description:	This timeless classic never goes out of style and is sure to keep the children active.	Learn some new designs to get your paper plane to soar, glide and loop.
Focussed Outcome:	1.4 - Children and young people learn to interact in relation to others with care, empathy and respect	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:	Critical Reflection (25/03/24) LC	Evaluation (17/07/23) Unknown



After School Care

Program Area:	Art Hub	Active Play	Sustainability	STEM	Cultural Connection
Featured Activity:	DIY Flip Books	Stuck in the Mud	Sustainability Club	Marble Run Courses	Indigenous Art Table
Activity Description:	Create an animated narrative in the form of a Flip Book.	This classic game of stuck in the mud is sure to put smiles on the children's faces.	Continuing on with our efforts to make WKC more sustainable!	Can you create an epic marble run course?	Have a yarn, watch some Indigenous dreamtime stories and draw your interpretations.
Focussed Outcome:	1.3 - Children and young people develop knowledgeable and confident self identities and a positive sense of self-worth	1.4 - Children and young people learn to interact in relation to others with care, empathy and respect	2.4 - Children and young people become socially responsible and show respect for the environment	3.1 - Children and young people become strong in their social, emotional and mental wellbeing	4.3 - Children and young people transfer and adapt what they have learned from one context to another
Program Link:	Playground (07/03/24) JN	Plaground (23/02/24) PM	Ongoing Club	Playground (08/03/24) CR	Playground (08/03/24) ED

Week Beginning: 29/04/24



Friday



Before School Care

Program Area:	Active Play	Indoor Play
Featured Activity:	Skipping Rope Games	Finger Knitting
Activity Description:	Children test their ability to skip jump and hop with the various skipping games.	Learn some simple finger knitting techniques to create a weave design.
Focussed Outcome:	1.2 - Children and young people develop their autonomy, inter-dependence, resilience and sense of agency	4.3 - Children and young people transfer and adapt what they have learned from one context to another
Program Link:	Evaluation (04/03/24) DB	Evaluation (04/03/24) ML



After School Care

Program Area:	Art Hub	Active Play	Sustainability	STEM	Cultural Connection
Featured Activity:	Paint Prints with Natural Materials	Hotdog Tag	The Great Bug Hunt	Foody Fridays	Bush Tucker Hunt
Activity Description:	Make prints from objects found in nature.	This is a great adaptation to a classic tag game.	Come and join us on a journey of searching the grounds for different species of bugs.	Weekly cooking activity!	An Indigenous inspired scavenger hunt
Focussed Outcome:	2.4 - Children and young people become socially responsible and show respect for the environment	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	5.2 - Children and young people engage with and gain meaning from a range of visual images and texts	5.1 - Children and young people interact verbally and non-verbally with others for a range of purposes
Program Link:	Playground (16/02/24) NS	Evaluation (07/03/24) CR	Playground (15/03/24) EP	Ongoing activity	Evaluation (04/03/24) ML

Week Beginning: 29/04/24