



Monday

Week Beginning 19/10/2026
Before School Care



Program Area:	Active Play	Quiet Play	Special Event or Theme
Featured Activity:	Disco Dance Battle	Stained Glass Windows	
Activity Description:	Dance your heart away as you compete in a disco dance battle!	Create your own cellophane stained glass window, bringing light and colour to a beautiful piece of art for you to take home and display.	
Focus Outcome:	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 (10/06/26) MN	Child Suggestion (09/07/26) CB	

After School Care

Program Area:	Creative Arts	Active Play	STEM and Sustainability	Cultural Connections	Wellbeing and Life Skills
Featured Activity:	Finger Puppet Monsters	Baton Relay Races	Sandpit Kitchen	Flamenco Dance Fans	Rice Stress Balls
Activity Description:	Roar, wiggle and play! Create your very own silly monster finger puppet, then bring it to life with your imagination. What funny adventures will your monster get up to?	Race against your friends to see who is the fastest.	Set up a kitchen in the sandpit and cook to your delight, making meal after meal for your customers.	Create a flamenco dance fan out of paper and dance your heart away.	Make some stress balls using rice and balloons to squeeze.
Focus 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	4.3. Children and young people transfer and adapt what they have learned from one context to another	4.3. Children and young people transfer and adapt what they have learned from one context to another
Program Link:	Evaluation (16/09/26) LM	Evaluation (05/08/26) LO	Child Suggestion (30/09/26) WKC	Educator Suggestion (06/10/26) BW	Evaluation (17/06/26) LO



Tuesday

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Before School Care



Program Area:	Active Play	Quiet Play	Special Event or Theme
Featured Activity:	Shield Ball	Paper Plate Tacos	
Activity Description:	Start your day with an exciting game of shield ball and see if you can last the longest.	Get creative and make your own colourful paper plate taco! Design your taco with a variety of craft materials and create a fun food-inspired masterpiece.	
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 (05/05/26) AL	Evaluation (07/10/26) AL	

After School Care

Program Area:	Creative Arts	Active Play	STEM and Sustainability	Cultural Connections	Wellbeing and Life Skills
Featured Activity:	Mosaic Animals	Mini Olympics	Lego Earthquake Engineers	Tin Pani	The Colour Monster Emotions
Activity Description:	Create a colourful mosaic of an animal of your choice	Through running, jumping, throwing and cooperative games, children build confidence, teamwork and resilience while celebrating participation, encouragement and active play.	Young engineers build Lego towers, then test them on a wobbly "shake table" to see which designs stand firm. Redesign and try again to survive a bigger earthquake!	Compete against your friends in this dodging game from Fiji.	How are you feeling today? Create your own Colour Monster using colourful tissue paper to show your emotions and make a monster that is uniquely you!
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	2.3. Children and young people become aware of fairness	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	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 (11/08/26) GP	Evaluation (06/10/26) IJ	Evaluation (17/09/26) DB	Educator Suggestion (06/10/26) BW	Jotting (07/10/26) LM



Wednesday

Week Beginning 19/10/2026
Before School Care



Program Area:	Active Play	Quiet Play	Special Event or Theme
Featured Activity:	Charades	Fold-Over Comic Chain	
Activity Description:	Shhh... no talking! Can you act it out while your team tries to guess? Get silly, get creative and see who can guess the mystery action before time runs out!	Every child draws one comic panel, folds it over, and passes it on, so no one knows how the wild group story will end until the big reveal!	
Focussed Outcome:	5.1. Children and young people interact verbally and non-verbally with others for a range of purposes	5.2. Children and young people engage with and gain meaning from a range of visual images and texts	
Program Link:	Jotting (07/10/26) LM	Educator Suggestion (08/10/26) WM	

After School Care

Program Area:	Creative Arts	Active Play	STEM and Sustainability	Cultural Connections	Wellbeing and Life Skills
Featured Activity:	Aluminium Boats	Bronco Fitness Test Challenge	Camouflage Critters	Flags Around The World	Calming Octopus
Activity Description:	Test a variety of different designs until you can create a boat that can float.	Ready, set, GO! Take on the Bronco Fitness Challenge and see how fast you can be! Race against the clock, challenge yourself and aim to beat your personal best!	Children collect leaves, bark and petals to build an animal that blends into its own hand-made habitat, then challenge friends to spot the hidden creature.	Take a trip around the world without leaving OSHC! Choose a flag, colour it in and discover the amazing colours and designs that represent countries from around the globe.	Meet your calming octopus! Create a colourful octopus and use your breath to make its streamers dance. A fun way to practise slow breathing and find a moment of calm.
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	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	2.2. Children and young people respond to diversity with respect	3.1. Children and young people become strong in their social, emotional and mental wellbeing
Program Link:	Educator Suggestion (07/10/26) BW	Evaluation (17/09/26) JL	Evaluation (06/10/26) LO	Jotting (07/10/26) LM	Evaluation (06/10/26) RH



Thursday

Week Beginning 19/10/2026
Before School Care



Program Area:	Active Play	Quiet Play	Special Event or Theme
Featured Activity:	Observation Ball Rule Roulette	Paper Cup Bees	
Activity Description:	Set your own rules in observation ball to put some interesting spins on the game.	Transform a plain paper cup into a cheerful bee! Cut and colour the stripes, add wings and antennae, and finish with a friendly face to make your very own buzzing buddy.	
Focussed Outcome:	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	
Program Link:	Evaluation (04/06/26) JP	Evaluation (16/09/26) AL	

After School Care

Program Area:	Creative Arts	Active Play	STEM and Sustainability	Cultural Connections	Wellbeing and Life Skills
Featured Activity:	Clay Portraits	Circus Skills Carnival	Sycamore Seed Helicopter	Sepak Takraw	Bunny Breath Buddies
Activity Description:	Make a wacky clay portrait of yourself or your friends.	Step into the big top! Children rotate through quick circus stations, from scarf juggling to tightrope walking, collecting stamps for each act they try.	Create your own sycamore seed helicopter and watch it flutter through the air. Can you make one that spins all the way to the ground?	Explore a modified version of Sepak Takraw, a traditional Southeast Asian game. Using a soft ball, children work in small groups to kick, pass, and keep the object in the air over a low net or rope.	Children make a paper cup bunny and learn "bunny breaths" and calm-down skills, then use their bunny as a pocket-sized friend when feelings get big.
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	4.2. Children and young people develop a range of learning and thinking skills and processes such as problem solving, inquiry, experimentation, hypothesising, researching and investigating	3.2. Children and young people become strong in their physical learning and wellbeing	3.1. Children and young people become strong in their social, emotional and mental wellbeing
Program Link:	Evaluation (13/08/26) JL	Educator Suggestion (08/10/26) WM	Jotting (07/10/26) LM	Leader Suggestion (08/10/26) CB	Evaluation (06/10/26) AT



Friday

Week Beginning 19/10/2026
Before School Care



Program Area:	Active Play	Quiet Play	Special Event or Theme
Featured Activity:	Zombie Zombie Come Alive	Juggling Challenges	
Activity Description:	Beware of the Zombies! Have some active fun and try your best to avoid being tagged.	Try your luck at juggling, see what you can juggle and for how long.	
Focussed Outcome:	3.2. Children and young people become strong in their physical learning and wellbeing	3.2. Children and young people become strong in their physical learning and wellbeing	
Program Link:	Evaluation (01/09/26) JK	Evaluation (10/09/26) WM	

After School Care

Program Area:	Creative Arts	Active Play		Cultural Connections	Wellbeing and Life Skills
Featured Activity:	Snappy Croc Puppets	Spike Ball		Nature Mandala Calm Circles	Animated Comics
Activity Description:	Snap to it! Children will craft their own crocodile hand puppets from half paper cups, choosing a saltie or freshie snout and drawing on a toothy grin.	Get ready to bounce, spike and rally! Work together with your teammates to keep the ball moving, challenge your skills and see how long you can keep the game going!		Children collect leaves, petals and seeds, then arrange them into a calm circular pattern in a quiet outdoor space, building peace and focus one piece at a time.	Create your very own animation using the flip book animation technique.
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	3.2. Children and young people become strong in their physical learning and wellbeing		3.1. Children and young people become strong in their social, emotional and mental 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 (07/10/26) LW	Jotting (07/10/26) LM		Evaluation (18/09/26) AL	Evaluation (09/09/26) JD

Filing System

Term	Start	End	Week Beginning	Week Number	Term Number
1	27/01/26	02/04/26	19/10/26	3	4
2	20/04/26	26/06/26			
3	13/07/26	18/09/26			
4	05/10/26	11/12/26			