

Monday



Week Beginning 02/11/2026

Before School Care

Program Area:	Active Play	Quiet Play	Special Event or Theme
Featured Activity:	Hot Potato	Origami Animal Claws	Dia de los Muertos (Mexico)
Activity Description:	Play a classic game of hot potato and see if you have the reaction time and catching skill required to beat your friends.	Fold and create your own origami animal claws! Follow the steps to transform paper into fun claws, then use your imagination to bring your favourite animal characters to life.	
Focus 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 (12/06/26) AL	Evaluation (16/10/26) AL	

After School Care

Program Area:	Creative Arts	Active Play	STEM and Sustainability	Cultural Connections	Wellbeing and Life Skills
Featured Activity:	Story String Chimes	Time Trial Courses	Paper Plane Test Association	Marigold Paper Flowers	Wire Wrap Crystal Bracelets
Activity Description:	Children turn a paper cup into a bright beaded windchime where every string tells a little story about them.	See if you can get the best time as you compete against your friends in these friendly time trials.	You are the part of the Paper Plane Test Association, your job is to come up with new and innovative paper plane designs, then test them out to see how far they can go!	Create bright marigold-inspired paper flowers for Día de los Muertos! Layer colourful tissue paper, cut petals and gently fluff them out to make beautiful decorations.	Choose your favourite crystal beads and use wire and pliers to wrap and shape them into a sparkling piece of jewellery to wear and take home.
Focus Outcome:	1.3. Children and young people develop knowledgeable, confident self-identities and a positive sense of self-worth	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	2.2. Children and young people respond to diversity with respect	4.3. Children and young people transfer and adapt what they have learned from one context to another
Program Link:	Evaluation (21/10/26) LO	Evaluation (07/10/26) GG	Evaluation (02/06/26) WM	Special Event: Dia de los Muertos (Mexico)	Evaluation (09/10/26) AT



Tuesday



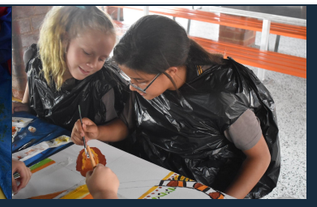
Week Beginning 02/11/2026

Before School Care

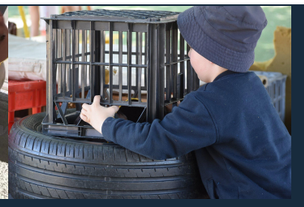
Program Area:	Active Play	Quiet Play	Special Event or Theme
Featured Activity:	One-Legged Tug Of War	Puppet Craft	
Activity Description:	One-Legged Tug of War adds a fun twist to a classic game by challenging balance, strength, and teamwork all at once.	Try out some of our better performing puppet craft activities!	
Focussed Outcome:	2.3. Children and young people become aware of fairness	4.3. Children and young people transfer and adapt what they have learned from one context to another	
Program Link:	Child Suggestion (19/10/26) SS	Classic Game	

After School Care

Program Area:	Creative Arts	Active Play	STEM and Sustainability	Cultural Connections	Wellbeing and Life Skills
Featured Activity:	Paddle Pop Stick Crocodile	Create a Dance	Natural Self-Portraits	Tjapu Tjapu	7 Strand Woven Bracelets
Activity Description:	Create a crocodile using paddlepop sticks and pipe cleaners	Create a really cool dance with your friends!	Head out on a nature walk to collect leaves, sticks and flowers, then use them to create a self-portrait that looks just like you!	Have some afternoon fun with Tjapu Tjapu, a traditional Aboriginal game similar to kick volleyball.	Choose seven colourful threads and weave them on a cardboard loom to make your own bracelet! Finish with a sliding knot so it fits your wrist perfectly.
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	1.3. Children and young people develop knowledgeable, confident self-identities and a positive sense of self-worth	2.1. Children and young people develop a sense of belonging to groups and communities and an understanding of their reciprocal rights and responsibilities necessary as active and informed citizens	1.2. Children and young people develop their autonomy, interdependence, resilience and sense of agency
Program Link:	Educator Suggestion (13/10/26) BW	Evaluation (16/10/26) GP	Evaluation (17/09/26) KD	Leader Suggestion (22/10/26) CB	Evaluation (05/08/26) SS

Wednesday

Week Beginning 02/11/2026

Before School Care

Program Area:	Active Play	Quiet Play	Special Event or Theme
Featured Activity:	PB Passport Circuit	Draw Your Own Polaroid Pictures!	
Activity Description:	Grab your passport and beat your own best! Four fast lanes of hopping, weaving, tossing and crab-walking let every child set personal-best times and earn bronze, silver or gold stamps.	Children will explore their creativity by designing and colouring their own cameras before creating their very own Polaroid-style pictures.	
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 (07/10/26) WM	Educator Suggestion (16/10/26) GP	

After School Care

Program Area:	Creative Arts	Active Play	STEM and Sustainability	Cultural Connections	Wellbeing and Life Skills
Featured Activity:	4 Strand Pipe Cleaner Bracelets	Lava Jump Rescue	Cardboard Bridge Challenge	Ddakji Flip Battle	Hama Bead Art
Activity Description:	Weave colourful pipe cleaners and beads into a stylish 4-strand bracelet.	Your friend is stuck on the other side of a volcano! You must make a path to rescue them without touching the lava.	Challenge yourself and your friends to try and make a bridge out of cardboard that can withstand a significant amount of weight.	Fold your own paper tile and slam it down to flip your opponent's! Children learn the classic Korean game ddakji and decorate tiles with Korean words.	Create some cool pixel art inspired hama bead creations.
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	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	4.2. Children and young people develop a range of learning and thinking skills and processes such as problem solving, inquiry, experimentation, hypothesising, researching and investigating	2.2. Children and young people respond to diversity with 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 (14/10/26) LM	Playground (15/10/26) LO	Evaluation (07/05/26) MN	Educator Suggestion (22/10/26) WM	Child Suggestion (07/10/26) WKC



Thursday



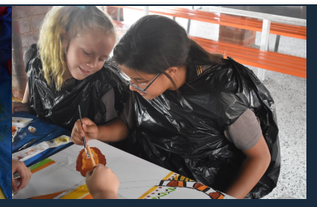
Week Beginning 02/11/2026

Before School Care

Program Area:	Active Play	Quiet Play	Special Event or Theme
Featured Activity:	Hot or Cold?	Paper Cup Creatures	
Activity Description:	Can you find the hidden treasure? Follow your friends' clues as they call out "hot" when you're close and "cold" when you're far away. Use your detective skills to find the secret item!	Use your creativity and an array of materials to construct a paper cup creature of your choice!	
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 (19/05/26) JK	Classic Game	

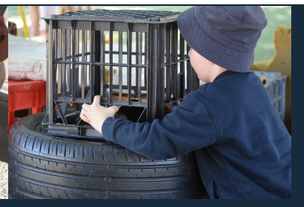
After School Care

Program Area:	Creative Arts	Active Play	STEM and Sustainability	Cultural Connections	Wellbeing and Life Skills
Featured Activity:	Paper Plate Echidna	Archery Challenge	King of the Sand Castle	Kendama Craft	Beaded Fidget Keychains
Activity Description:	Turn a paper plate into a spiky Aussie echidna! Colour the body, add a long snout and finish with lots of spikes to make your very own native animal.	Test your aim as you try to hit small targets with a bow from different distances.	Challenge your friends to see who can make the biggest and best sand castle.	Children make their own kendama, the classic Japanese cup-and-ball toy	Thread, bead, and design your own fidget keychain in your favourite colours and patterns, creating a personalised accessory you can take home and enjoy.
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	4.1. Children and young people develop a growth mindset and learning dispositions such as curiosity, cooperation, confidence, creativity, commitment, enthusiasm, persistence, imagination and reflexivity	4.1. Children and young people develop a growth mindset and learning dispositions such as curiosity, cooperation, confidence, creativity, commitment, enthusiasm, persistence, imagination and reflexivity	4.1. 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) JD	Evaluation (08/10/26) MN	Evaluation (19/10/26) JC	Educator Suggestion (22/10/26) WM	Evaluation (13/07/26) AL

Friday

Week Beginning 02/11/2026

Before School Care

Program Area:	Active Play	Quiet Play	Special Event or Theme
Featured Activity:	Cone Grab Showdown	Paper Plate Treasure Baskets	Diwali (India) (weekend)
Activity Description:	Get ready for the Cone Grab Challenge! React quickly, grab a cone when the educator calls go, and see who can secure one each round. Stay alert and have fun!	Children turn a simple paper plate into a decorated basket	
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:	Child Suggestion (20/10/26) SAC	Evaluation (22/10/26) AT	

After School Care

Program Area:	Creative Arts	Active Play		Cultural Connections	Wellbeing and Life Skills
Featured Activity:	Alien Masks	DJ Dance Party!		Diwali Floral Wreath	Switch Sports Arena
Activity Description:	Get creative with our alien mask craft! Decorate your own alien template using colourful materials, then attach it to a popsicle stick to create a fun mask for imaginative play.	Join our DJ dance party with bubbles, colourful ribbons and scarves! Choose your favourite songs, show off your dance moves and enjoy dancing together with friends.		Celebrate Diwali by creating a colourful paper floral wreath! Roll and shape bright paper squares into cone-shaped petals, then attach them to a cardboard ring to create a festive decoration.	Children grab a Joy-Con and take turns playing Nintendo Switch Sports, including bowling, tennis, badminton and volleyball. Everyone gets a go!
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
Program Link:	Evaluation (14/10/26) LM	Evaluation (16/10/26) GP		Special Event: Diwali (India)	Evaluation (16/10/26) TD

Filing System

Term	Start	End	Week Beginning	Week Number	Term Number
1	27/01/26	02/04/26	02/11/26	5	4
2	20/04/26	26/06/26			
3	13/07/26	18/09/26			
4	05/10/26	11/12/26			