



# Monday



Week Beginning 26/01/2026

## Before School Care

| Program Area:         | Active Play    | Indoor Play    | Special Event or Theme |
|-----------------------|----------------|----------------|------------------------|
| Featured Activity:    |                |                |                        |
| Activity Description: | PUBLIC HOLIDAY | PUBLIC HOLIDAY |                        |
| Focussed Outcome:     | #N/A           | #N/A           |                        |
| Program Link:         |                |                |                        |

## After School Care

| Program Area:         | Art Hub        | Active Play    | Sustainability | STEM           | Cultural Connection |
|-----------------------|----------------|----------------|----------------|----------------|---------------------|
| Featured Activity:    |                |                |                |                |                     |
| Activity Description: | PUBLIC HOLIDAY      |
| Focussed Outcome:     | #N/A           | #N/A           | #N/A           | #N/A           | #N/A                |
| Program Link:         |                |                |                |                |                     |



# Tuesday



Week Beginning 26/01/2026

## Before School Care

| Program Area:         | Active Play   | Indoor Play   | Special Event or Theme |
|-----------------------|---|---|------------------------|
| Featured Activity:    | Running Paper Plane Experiments   | Magnetic Tile Patterns  |                        |
| Activity Description: | Experiment with launching paper planes at an already determined momentum.   | Create 2D patterns with our huge pile of colourful magnetic tiles   |                        |
| 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 (21/11/25) AL  | Evaluation (21/11/25) JK  |                        |

## After School Care

| Program Area:         | Art Hub  | Active Play  | Sustainability  | STEM  | Cultural Connection  |
|-----------------------|--|--|---|---|--|
| Featured Activity:    | 3D Paper Creations   | Observation Ball - Children's Rules  | Sandpit Engineers   | Coding and Decoding   | Backyard Cricket   |
| Activity Description: | Cut, fold and glue 2D templates to make three dimensional shapes out of coloured paper.                  | Play a high energy mashup of Dodgeball and Bop Tag, with a twist - you add custom rules each game! | Work together to build a miniature town in the sandpit!   | Learn some simple (and complex) ciphers to make coded messages, or decode hidden messages you find!   | Jump into a big old game of backyard Cricket to celebrate Australia Day! |
| Focussed Outcome:     | 1.2 - Children and young people develop their autonomy, inter-dependence, resilience and sense of agency | 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 transfer and adapt what they have learned from one context to another | 2.3 - Children and young people become aware of fairness                 |
| Program Link:         | Evaluation (21/11/26)  | Evaluation (05/12/25) JD   | Evaluation (24/11/26) RL  | Evaluation (24/11/26) RL  | Special Event: Australia Day   |



# Wednesday



Week Beginning 26/01/2026

## Before School Care

| Program Area:         | Active Play   | Indoor Play   | Special Event or Theme |
|-----------------------|---|---|------------------------|
| Featured Activity:    | Movement Circle Builder   | Tabletop Strategy Zone  |                        |
| Activity Description: | Activate your body in the morning, and build your own 3-station fitness circuit. Challenge your friends or just smash out those reps and get fit! | Play a range of tabletop strategy games against your friends (or enemies)!                    |                        |
| Focussed Outcome:     | 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 (24/11/25) RL  | Evaluation (27/11/25) AH  |                        |

## After School Care

| Program Area:         | Art Hub   | Active Play  | Sustainability   | STEM  | Cultural Connection  |
|-----------------------|---|--|--|---|--|
| Featured Activity:    | Aussie Flag Cups  | Retro Ball Games Circuit   | Nature Loose Parts Sculptures  | Paper Engineering Challenge   | Yarning Circle - Holiday Break   |
| Activity Description: | Turn paper cups into a 3D flag display, and show off your favourite flags of Australia!   | Enjoy some of the classic schoolyard ball games from the 80's and 90's on a rotating circuit!          | Construct a 3D sculpture out of sticks, leaves, rocks, and other found materials.                | Build the strongest miniature bridge using a limited amount of paper and tape only.   | Come and have a yarn about what you did over the holiday break!  |
| 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 | 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 | 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 | 1.3 - Children and young people develop knowledgeable and confident self identities and a positive sense of self-worth |
| Program Link:         | Special Event: Australia Day  | Evaluation (03/12/25) AL   | Evaluation (24/11/25) RL   | Evaluation (24/11/25) RL  | Evaluation (27/11/25) WM   |



# Thursday

Week Beginning 26/01/2026

## Before School Care



| Program Area:         | Active Play   | Indoor Play   | Special Event or Theme |
|-----------------------|---|---|------------------------|
| Featured Activity:    | Dinosaur Hunt   | Cup Characters  |                        |
| Activity Description: | Find all the hidden dinosaurs around our nature play space  | Make your favourite movie, game, or tv characters out of paper cups and craft materials.              |                        |
| 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 | 4.3 - Children and young people transfer and adapt what they have learned from one context to another |                        |
| Program Link:         | Evaluation (28/11/25) JD  | Evaluation (11/12/25) JP  |                        |

## After School Care

| Program Area:         | Art Hub   | Active Play  | Sustainability   | STEM  | Cultural Connection   |
|-----------------------|---|--|--|---|---|
| Featured Activity:    | Folding Monsters  | European Handball: Rule Remix  | Toy Wash   | Ping Pong Trick Shots   | Messages in the Sand  |
| Activity Description: | Draw monsters that change when you unfold your picture!           | Think up new rules every game in this fast paced twist of a classic sport. | Wash your favourite toys in our dedicated toy washing station!   | Engineer a needlessly complex series of objects to bounce a ping pong ball into a cup!  | Communicate through symbols in the sand, and see if you can send a message to your friends without words. |
| Focussed Outcome:     | 2.2 - Children and young people respond to diversity with respect | 2.3 - Children and young people become aware of fairness                   | 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 | 5.2 - Children and young people engage with and gain meaning from a range of visual images and texts      |
| Program Link:         | Evaluation (28/11/25) JD  | Educator Suggestion (20/01/26) JP  | Evaluation (09/12/25) WM   | Evaluation (03/12/25) HR  | Evaluation (27/11/25) WM  |



# Friday



Week Beginning 26/01/2026

## Before School Care

| Program Area:         | Active Play  | Indoor Play   | Special Event or Theme |
|-----------------------|--|---|------------------------|
| Featured Activity:    | Throwing Accuracy Games  | Logic and Puzzle Station  |                        |
| Activity Description: | Practice your aim in a range of throwing accuracy games!                               | Test your mind with some tricky logic challenges and puzzles in the morning! Can you do sodoku?   |                        |
| Focussed Outcome:     | 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 | Christmas              |
| Program Link:         | Evaluation (20/01/26) JP   | Evaluation (24/11/25) RL  |                        |

## After School Care

| Program Area:         | Art Hub   | Active Play   |  | STEM  | Cultural Connection  |
|-----------------------|---|---|--|---|--|
| Featured Activity:    | Paper Plate Creatures   | Schoolyard Games Pentathlon   |  | Paper Plane Performance Upgrade Lab   | Yulunga Games Children's Choice  |
| Activity Description: | Create your own wacky creatures with paper plates and craft materials!                                  | Compete against your friends in a 5-round tournament of classic schoolyard games! |  | Deck out your boring old paper planes with custom upgrades for distance, airtime, or stunts!  | Choose one of the many Indigenous-inspired games from the Yulunga games book, and learn about traditional active play.                   |
| Focussed Outcome:     | 1.2 - Children and young people develop their autonomy, interdependence, resilience and sense of agency | 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 | 3.3 - Children and young people are aware of and develop strategies to support their own mental and physical health, and personal safety |
| Program Link:         | Evaluation (05/12/25) AL  | Evaluation (27/11/25) AH  |  | Evaluation (21/11/25) AL  | Ed-Leader Suggestion   |