

WEEKLY PROGRAM – BEFORE SCHOOL CARE

WEEK BEGINNING: 16/5/2022

MONDAY	AREA	EDUCATOR	OUTCOMES	LINKAGE
Children’s Choice – Colouring In, Construction, Role Play	PS	Thomas	1B 1C 5B	
Children’s Choice – Lego, Games, Toys and ‘Mermaid & Dragon Craft’ (Craft)	AS	Christina	3A 4A 5B	AE 6/4/22
Netball & Duck Duck Goose	Auditorium	Cassidy	2A 2C 3B	CPD 26/4/22
Handball Competition	Handball Courts	Luke A	2D 3B 5A	
(Constitution Day – Norway) TUESDAY	AREA	EDUCATOR	OUTCOMES	LINKAGE
Children’s Choice – Colouring In, Construction, Role Play	PS	Robyn	1C 1D 5B	
Children’s Choice – Lego, Games, Toys and ‘Loom Bands’ (Craft)	AS	Samuel	1B 4A 4C	
Handball & ‘Basse’ (Norwegian Game)	Handball Courts	Michael	2C 3B 5A	TD (Cultural Day)
‘Bring Sally Up’ & Handball - Music/Speaker	Undercover Area	Thomas	1A 2A 3B	
WEDNESDAY	AREA	EDUCATOR	OUTCOMES	LINKAGE
Children’s Choice – Colouring In, Construction, Role Play	PS	Christine	1B 1C 5C	
Children’s Choice & ‘Crocodile Puppets’ (Craft)	AS	Thomas	2B 4A 4D	AE 13/4/22
Tennis & ‘Red Light Green Light’ game	Multi-Courts	Nicholas	3A 3B 4A	
Handball and ‘Ninja’ game	Handball Courts	Robyn	2C 3B 5A	
Children’s Programming Discussion @ 8.15am	PS/AS			
THURSDAY	AREA	EDUCATOR	OUTCOMES	LINKAGE
Children’s Choice – Colouring In, Construction, Role Play	PS	Erin Y	1C 1D 5B	
Children’s Choice & ‘Tissue Paper Flowers’ (Craft)	AS	Robyn	2A 4A 4B	AE 6/5/22
Hula Hoops & Skipping	Undercover Area	Leah	2C 2D 3B	
Squash & Volleyball	Multi-Courts	Samuel	1A 3A 3B	CPD 26/4/22
(World Bee Day) FRIDAY	AREA	EDUCATOR	OUTCOMES	LINKAGE
Week that Was Book & Children’s Choice – Colouring In, Construction and Role Play	PS	Samuel	1B 1C 4B	
Children’s Choice – Lego, Games, Toys & ‘Peg Magnet Bees’ (Craft)	AS	Nicholas	2D 4A 4C	
‘Friday Fitness Fun’ – ‘The Cone Game’	Auditorium	Christina	1A 3B 5A	
Free Play & Handball	Handball Courts	Payton	2C 3A 3B	

LINKAGE CODES: AE – ACTIVITY EVALUATION FCI – FAMILY/CHILD INPUT CI – CHILD INITIATED CPD – CHILDREN’S PROGRAM DISCUSSION TD – TEACHER DIRECTED
 LS – LEARNING STORY PR – PROFESSIONAL REFLECTION