



Senior Program: Term 4, Week 5, 2019

FORTNIGHTLY GOALS AND OUTCOMES



Learning goal	Children are supported to become responsible for their physical wellbeing by further development in their gross and fine motor skills.	MTOP - 3.2 QA - 2.1.3
Sustainability goal	Continue to support children to use the services new 'Recycling Hub' in an efficient manner.	MTOP - 2.4 QA 3.2.3
Cultural and Community goal	Renew the program's family hub with information that relates to all stakeholders (families and the local community).	QA 6.1.3, 6.2.3,

CURRICULUM AND PROGRAM

Monday 11th November	Tuesday 12th November	Wednesday 13th November	Thursday 14th November	Friday 15th November
<u>Planned Activities</u> Playground + Hooola Hoops Mini Tennis Games Board Games	<u>Planned Activities</u> Playground + Music Soccer Bike Riding Big Monopoly	<u>Planned Activities</u> Playground + Skipping Ropes Bike Riding Cricket	<u>Planned Activities</u> Playground + Toss and Catch Kites Chop Stick Pom Pom Challenge	<u>Planned Activities</u> Playground + Sandcastle Challenge Dance Games Outside
<u>Planned Learning & Leisure Experiences</u> Remembrance Day Craft Wood Painting	<u>Planned Learning & Leisure Experiences</u> Loom Bands Cooking Club - Blueberry Waffles	<u>Planned Learning & Leisure Experiences</u> Paper Weaving	<u>Planned Learning & Leisure Experiences</u> Hama Beads	<u>Planned Learning & Leisure Experiences</u> Origami
<u>Workshops</u> Gymnastics - Balancing Foundations	<u>Workshops</u> Gymnastics - Landing Foundations	<u>Workshops</u> Gymnastics - Twists and Tricks	<u>Workshops</u> Gymnastics - Flips Foundations	<u>Workshops</u> Gymnastics - Combination Skills
<u>STEM</u> iPads - Slow-Mo vids of gymnastics, Research Canberra Activities	<u>STEM</u> Photography	<u>STEM</u> iPads - Game designing and coding - Prodigy, Minecraft	<u>STEM</u> Photography	<u>STEM</u> iPads - Kahoot Surveys, Garage Band, Reading, School Work.
NOTES: Our sustainability goal will be met through meaningful discussions with children and by modelling the desired behaviour.				





Senior Program: Term 4, Week 6, 2019

FORTNIGHTLY GOALS AND OUTCOMES



Learning goal	Children are supported to become responsible for their physical wellbeing by further development in their gross and fine motor skills.	MTOP - 3.2 QA - 2.1.3
Sustainability goal	Safe hygiene practices are promoted and implemented during the preparation, serving, and handling of food.	MTOP - 3.2 QA - 2.1.2
Cultural and Community goal	Renew the program's family hub with information that relates to all stakeholders (families and the local community).	QA - 6.1.3, 6.2.3

CURRICULUM AND PROGRAM

Monday 18th November	Tuesday 19th November	Wednesday 20th November	Thursday 21st November	Friday 22nd November
<u>Planned Activities</u> Playground + Chalk Tracing Forts & Laser X Print off your own colouring in	<u>Planned Activities</u> Playground + Music & Hoola Hoops Indoor Duster Hockey Hot Wheels Track	<u>Planned Activities</u> Playground + Frisbees Obstacle Course Magnet Shape Building	<u>Planned Activities</u> Playground + Music & Skipping Ropes Just Dance on Projector Board Game Central	<u>Planned Activities</u> Playground + Mini Beam Pie Face Twister Giant Connect Four
<u>Planned Learning & Leisure Experiences</u> Friendship Bracelets	<u>Planned Learning & Leisure Experiences</u> Walking Club - Carrick Park Newspaper Construction	<u>Planned Learning & Leisure Experiences</u> Paper Plate Dream Catchers	<u>Planned Learning & Leisure Experiences</u> Finger Knitting Pirate Scavenger Hunt	<u>Planned Learning & Leisure Experiences</u> Energy Saving Tips Paper Bird House
<u>Workshops</u> AFL - Passing Skills	<u>Workshops</u> Football kicking skills	<u>Workshops</u> Touch Footy Game	<u>Workshops</u> Football Warm Up & games	<u>Workshops</u> AFL/Touch Footy Childrens Choice
<u>STEM</u> Marshmallow Construction Challenge	<u>STEM</u> iPads - Educational Games, Music, Reading.	<u>STEM</u> Marble Maze Challenge	<u>STEM</u> iPads - Photo Scavenger Hunt	<u>STEM</u>
NOTES: Our sustainability goal will be met through meaningful discussions with children and by modelling the desired behaviour.				

