



Before School Care Program: Term 2, Week 9, 2020



FORNIGHTLY GOALS AND OUTCOMES

Learning goal	Support children to think critically about fair and unfair behaviours	MTOP 2.3
Sustainability goal	Children will be supported to become more environmentally friendly.	NQS QA3
Cultural and Community goal	Children will recognise the contributions they make to shared projects and experiences and anticipate realistic consequences.	MTOP 3.1

CURRICULUM AND PROGRAM

Monday 22 nd June	Tuesday 23 rd June	Wednesday 24 th June	Thursday 25 th June	Friday 26 th June
<u>Everyday Resources</u> - Colouring in - Board games - Music and dance - Puzzles and books - Group games	<u>Everyday Resources</u> - Colouring in - Board games - Music and dance - Puzzles and books - Group games	<u>Everyday Resources</u> - Colouring in - Board games - Music and dance - Puzzles and books - Group games	<u>Everyday Resources</u> - Colouring in - Board games - Music and dance - Puzzles and books - Group games	<u>Everyday Resources</u> - Colouring in - Board games - Music and dance - Puzzles and books - Group games
<u>Planned Learning & Leisure Experiences</u> Group games	<u>Planned Learning & Leisure Experiences</u> Trampoline	<u>Planned Learning & Leisure Experiences</u> Hula hoops and skipping ropes	<u>Planned Learning & Leisure Experiences</u> Giant Jenga	<u>Planned Learning & Leisure Experiences</u> Cubby house making
<u>Workshops</u> Sport – Handball	<u>Workshops</u> Art – Learn to draw	<u>Workshops</u> Sport – Dance	<u>Workshops</u> Art – Design your own car	<u>Workshops</u> Sport – Futsal
<u>STEM</u> Technology – Virtual reality	<u>STEM</u> Maths – Card games	<u>STEM</u> Technology – e-book reader	<u>STEM</u> Engineering – Lego Masters Challenge	<u>STEM</u> Science – Paddle pop stick construction

NOTES: This week due to COVID-19, extra hygiene practices are in place which means we will limit resources that come in contact with multiple children.





Before School Care Program: Term 2, Week 10, 2020



FORNIGHTLY GOALS AND OUTCOMES

Learning goal	Children develop their autonomy, inter-dependence, resilience and sense of agency	MTOP 1.2
Sustainability goal	The service cares for the environment and supports children to become environmentally responsible.	NQS 3.2.3
Cultural and Community goal	Children resource their own learning through connecting with people, place, technologies, and natural and processed materials	MTOP 4.4

CURRICULUM AND PROGRAM

Monday 29 th June	Tuesday 30 th June	Wednesday 1 st July	Thursday 2 nd July	Friday 3 rd July
<u>Everyday Resources</u> - Colouring in - Board games - Music and dance - Puzzles and books - Group games	<u>Everyday Resources</u> - Colouring in - Board games - Music and dance - Puzzles and books - Group games	<u>Everyday Resources</u> - Colouring in - Board games - Music and dance - Puzzles and books - Group games	<u>Everyday Resources</u> - Colouring in - Board games - Music and dance - Puzzles and books - Group games	<u>Everyday Resources</u> - Colouring in - Board games - Music and dance - Puzzles and books - Group games
<u>Planned Learning & Leisure Experiences</u> Giant Jenga	<u>Planned Learning & Leisure Experiences</u> Limbo	<u>Planned Learning & Leisure Experiences</u> Trampoline	<u>Planned Learning & Leisure Experiences</u> Playdough	<u>Planned Learning & Leisure Experiences</u> Group games
<u>Workshops</u> Craft – Hama beads	<u>Workshops</u> Sport – Handball competition	<u>Workshops</u> Craft – Finger dot painting	<u>Workshops</u> Craft – Origami	<u>Workshops</u> Sport – Dodgeball
<u>STEM</u> Maths – Survey the group game	<u>STEM</u> Technology – Minecraft Club	<u>STEM</u> Science – Magic colour experiment	<u>STEM</u> Technology – Educational games	<u>STEM</u> Maths – Guess the weight challenge

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