

THE SCHOOL AGE ROOM



The school age room has an open-concept design with sections dedicated to different developmental skills (Art/Fine Motor, Dramatic Play, Science and Cognitive Puzzles)

The large field and hill area in the back of the daycare is where the school age program spends much of their outdoor time.



PROGRAM PLAN

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Date: Sept 31 - Aug 4 2020 Program: School Age	Group Focus: 2. Emotional 2.6 Positive Attitudes towards Learning, such as Persistence, Engagement, Curiosity and a Sense of Mastery			Individual Focus: 4. Cognition 4.2 Problem Solving	
Language, literacy, Group time	Would You Rather Children will play a game of would you rather. ECE will also provide challenging question cards. 3. Communication, language and literacy 3.3 Conversing with peers and adults	What do you want to do next week? Children will discuss what activities they want to do next week 3. Communication, language and literacy 3.3 Conversing with peers and adults	Follow the leader A child will do a dance move, the next child will copy that dance move and add a dance move, and so on. 4. Cognition 4.4 Memory	Crossword puzzle Children will complete a summer words crossword puzzle. 3. Communication, language and literacy 3.6 Reading 3.7 Writing	Apple and onions Children will discuss what the apple(favourite) of the day was and what the onion(least favourite) part of the day was. 2. Emotional 2.4 Recognizing and Expressing Emotions
Cognitive Experience	Paper plane challenge Children will make paper airplanes children will see who's goes the furthest 4. Cognition 4.2 Problem Solving 2. Emotional 2.6 Positive Attitudes	Water Bins (Individual) Children will play with water bins filled with soap, water funnels and whisks. 3. Communication, language and literacy 3.3 Conversing with peers and adults	Memory game (our faces) Children will turn over laminated pictures of themselves, taking turns until they find matching one. 4.Cognition 4.4 Memory	Balancing rocks Children will see how many stones they can balance on top of each other before they fall. 4. Cognition 4.2 Problem Solving	Magnet marble run Children will make various marble run tracks using magnetic marble run and marbles. 4. Cognition 4.2 Problem Solving