



# Junior Program Term 2 Week 10

29th June- 3<sup>rd</sup> July 2020

	Monday 29 <sup>th</sup>	Tuesday 30 <sup>th</sup>	Wednesday 1 <sup>st</sup>	Thursday 2 <sup>nd</sup>	Friday 3 <sup>rd</sup>
<b>Oval</b> 3.30pm - 5:30pm					
<b>Basketball court</b> 4:00pm - 5:30pm	Tennis F (19/6 HR)				
<b>Outside Noosh</b> 3.30pm - 5:00pm		Dress up tip F (9/6 OG)	Football	Bulrush (9/6 AH)	Gardening club with Tommy F (19/6 SW)
<b>Noosh Room</b> 3.30pm - 5:30pm	Paper planes F (19/6 RZ)	Captain America shield F (18/6 CW)	Cup & String telephones F (22/6 RE)	Origami dogs F (10/6 CB)	Scavenger hunt with monopoly money
<b>Late Activity</b> 5:45pm - 6:30pm	20 questions	Head down, thumbs up	Silent ball	Card games/Uno	Movie
<b>Spontaneous Activities</b>					

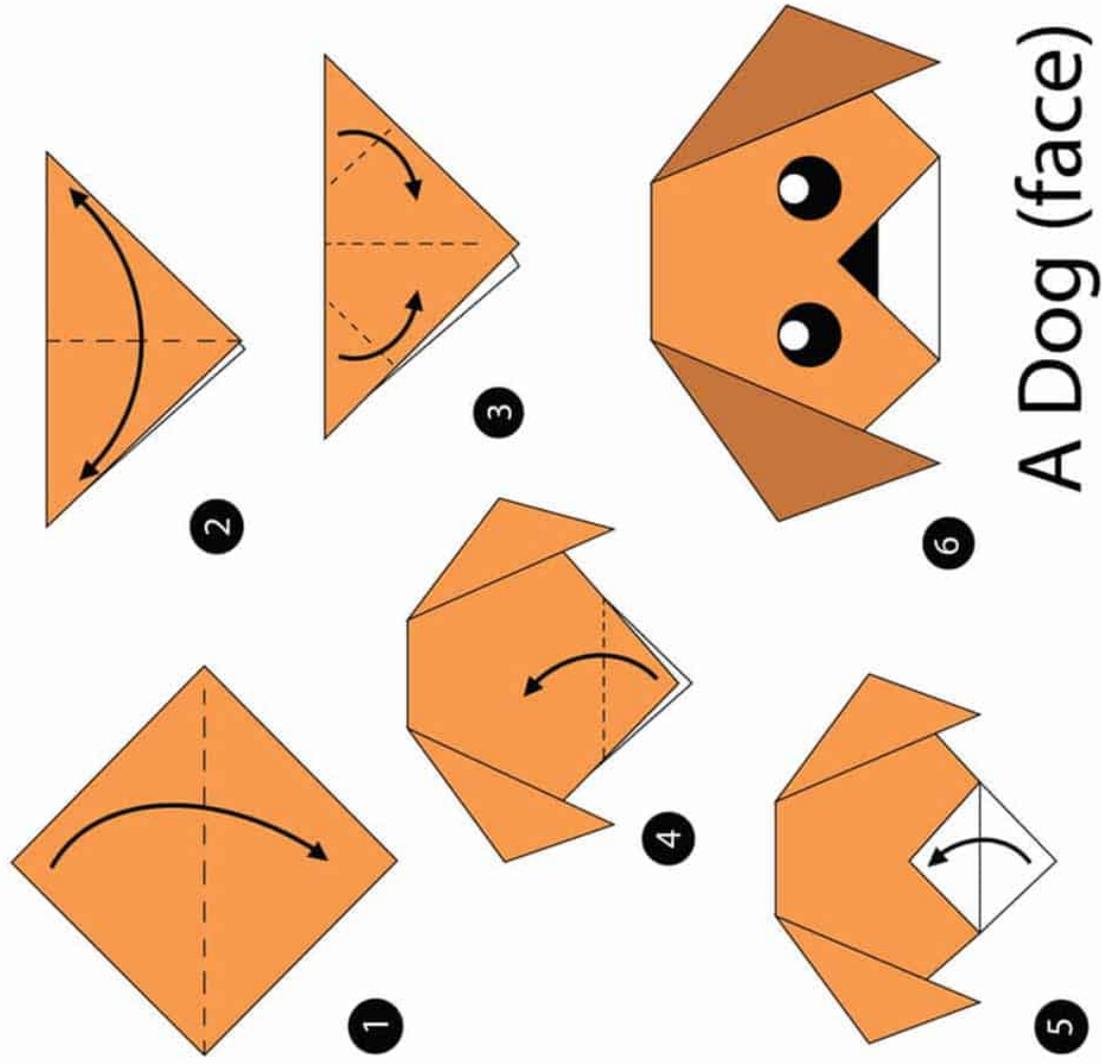
## Resources

- Plants (for gardening on Friday to plant, any questions ask tommy)
- Paper plates
- Red, white and blue tissue paper
- Paper cups
- String
- Origami squares

<i>Programming Codes:</i>	<i>F: Follow Up</i>	<i>DD: Daily Diary</i>	<i>CC: Cultural Considerations</i>	<i>CS: Child Suggestion</i>	<i>PS: Parent Suggestion</i>	<i>SS: Staff Suggestion</i>		
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# Summary



A Dog (face)

## Cup and string telephones

### Materials

- String
- Paper cups
- Scissors/sharp pencil

1. use the tip of a pencil to poke a small hole at the bottom of each of your two cups.
2. Next, thread the string through the hole of one cup. Tie a knot in the yarn on the inside of the cup to keep it in place. If the string keeps slipping through the hole you can tie it to a paper clip to help keep it in place.
3. Pull the string through the bottom of your second cup, securing it with a knot on the inside.
4. Pull taunt and speak into the cup



# Cup Phone STEM Project



theresjustonemommy.cm

## Captain America Shield

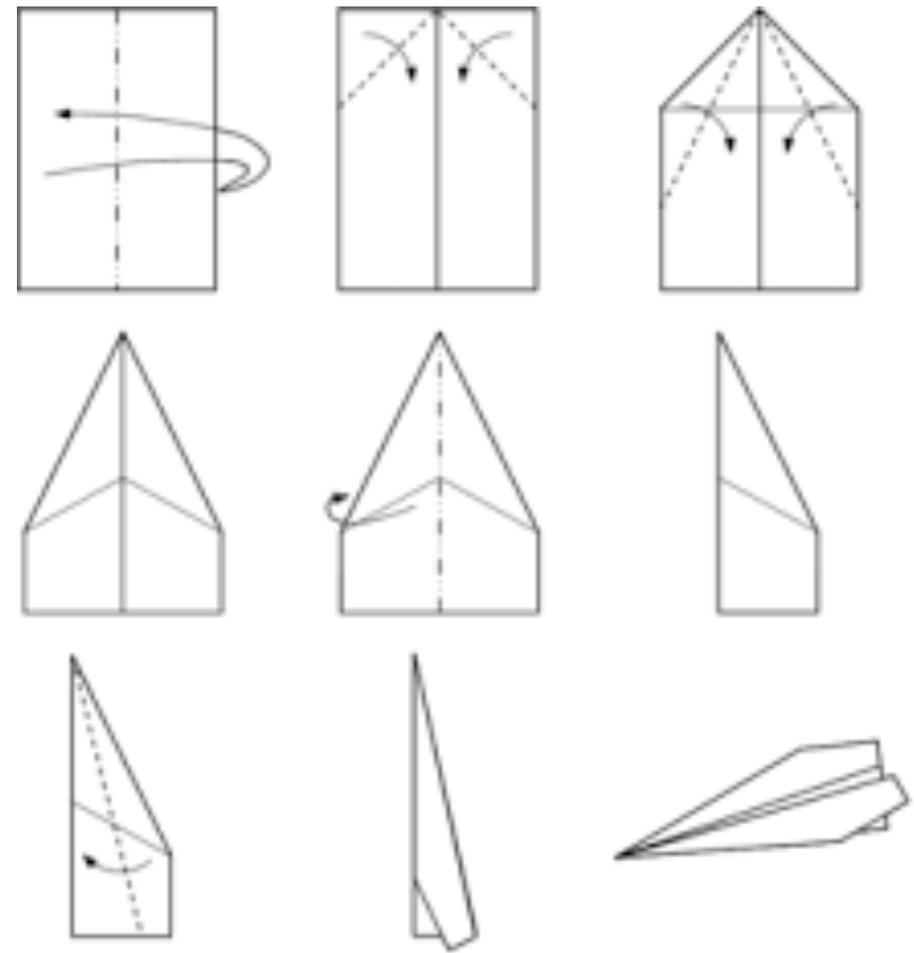
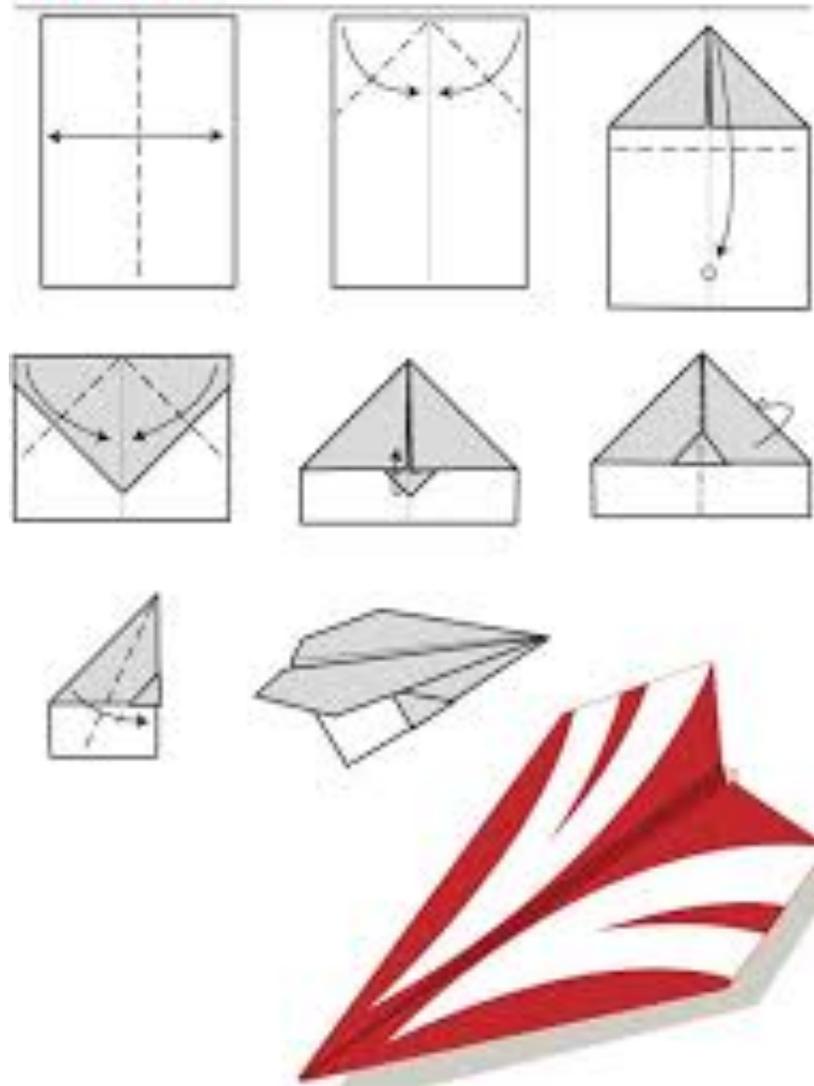
### Materials

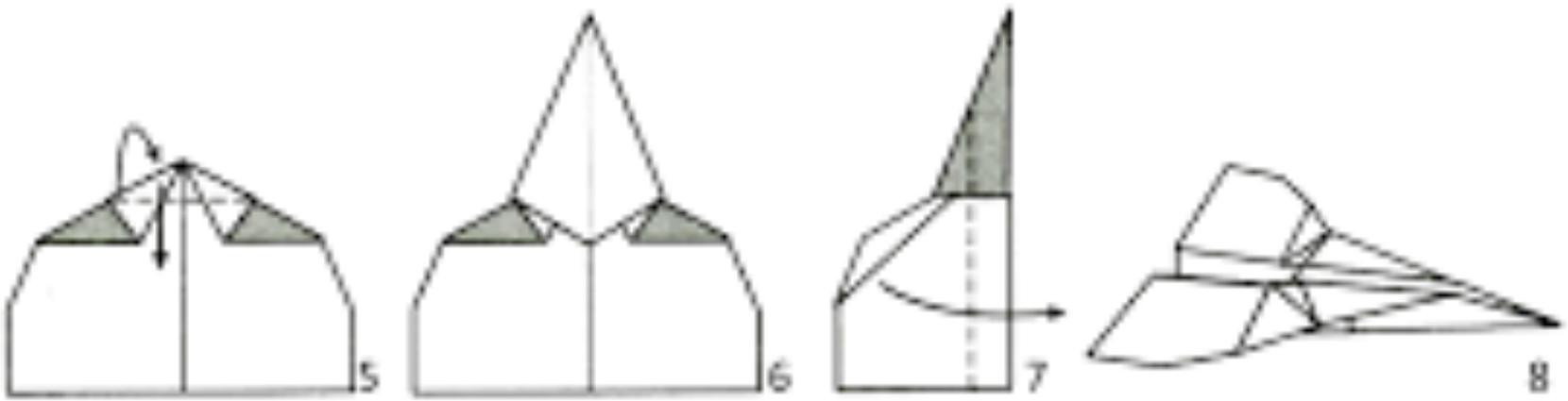
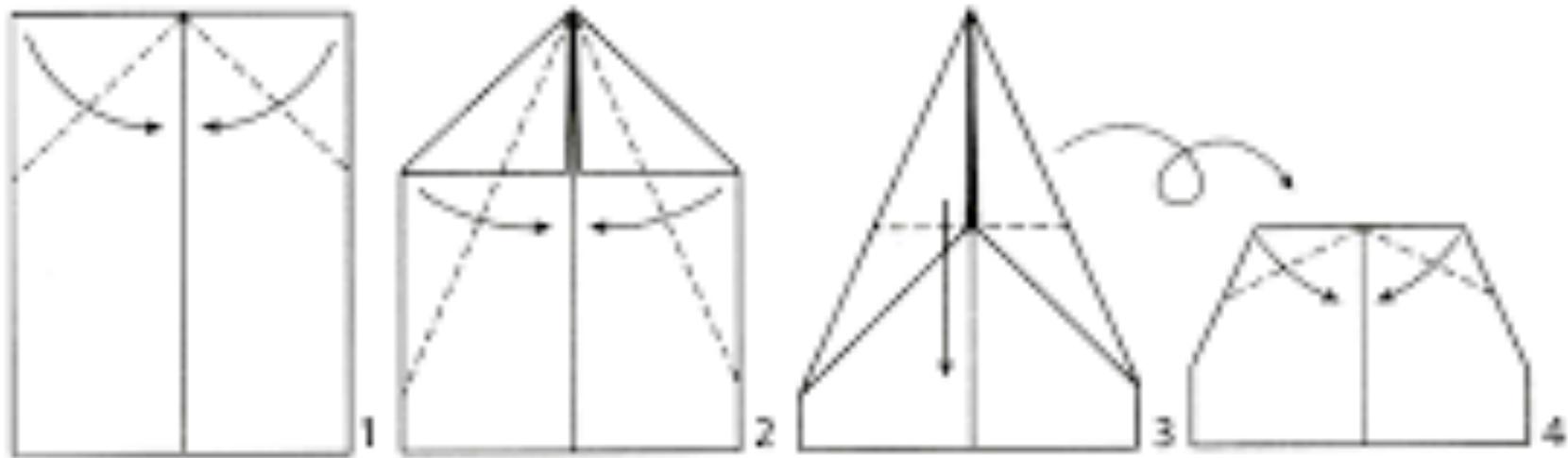
- paper plate
- [tissue paper](#) (red, blue and white)
- scissors
- glue



NON-TOY GIFTS

**2) Glider #2**





### **Dress up tip**

Child or staff who are in use the dress ups to take on a character to chase the other kids (would work best as build up tips)

### **Scavenger hunt**

Using the monopoly money children can hide the fake money around an area and then other children try and find as much money as possible (can score on who finds the most notes or who has the most money wins)

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