

	Monday	Tuesday	Wednesday	Thursday	Friday
Oval 3.30pm – 5:30pm	4 Batter Cricket (F) (ZS 5/8)	After Active with Matt	Soccer Tournament 5v5 (F) (NI 3/8)		
Cola 4:00pm – 5:30pm				Wallball	Dodgeball in the Hall (F) (KW 14/8)
Noosh Room 1 3.30pm – 5:30pm	Mindfulness Mondays with Tiyani	Button Spaceship Control Board (F) (RM 5/8)			Pictionary (F) (LW 14/8)
Noosh Room 2 3.30pm – 5:30pm	Childrens Choice	Childrens Choice	Childrens Choice	Childrens Choice	Childrens Choice
Tree Area 3.30pm - 5.30pm	Scavenger Hunt (F) (ECS 5/8)				
Huts 3.30pm – 5:30pm			Dinosaur Fossil Ice Dig (F) (RG 4/8)	Lazer Maze at Cricket Nets (F) (HB 13/8)	
Astro Turf 3.30pm - 5.30pm		Bullrush			
Play Equipment 3.30pm – 5.30pm					
Late Activity 5:45pm – 6:15pm	Staff Trivia	Silent Ball	Answer without yes or no game	Trees/Creeping Statues	Movie
Spontaneous Activities					

Scavenger Hunt

Using the deck of cards hide them around the area, either before or during the session with the kids.

Button Spaceship Control Board

Materials : foil, paper plates, coloured paper, cardboard boxes/scrap pieces, glue, scissors, pens, buttons

Children are shown the images and asked to create a control panel for a vehicle of their choice, they can then explain what their buttons and switches do.



Please also set u

p the fossil ice experiment for the next day as well please

Programming Codes:	F: Follow Up	DD: Daily Diary	CC: Cultural Considerations	CS: Child Suggestion	PS: Parent Suggestion	SS: Staff Suggestion		
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Dinosaur Fossil Dig

(Needs to be prepared the day before)



Materials : toy dinosaur tube from kmart.

Place dinosaurs in ice blocks and add water/food dye if desired. Leave to freeze overnight.

Method to dig out. Either add salt or slowly dissolve or smash if safe.

Trees/Creeping Statues

One person is in and they try to catch people moving, the person who is in walks around the room. The children who are not in can be cheeky and often try and sneak up on the person who is in and tap them or pull silly faces at them. When out they can spectate.

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4 Batter Cricket



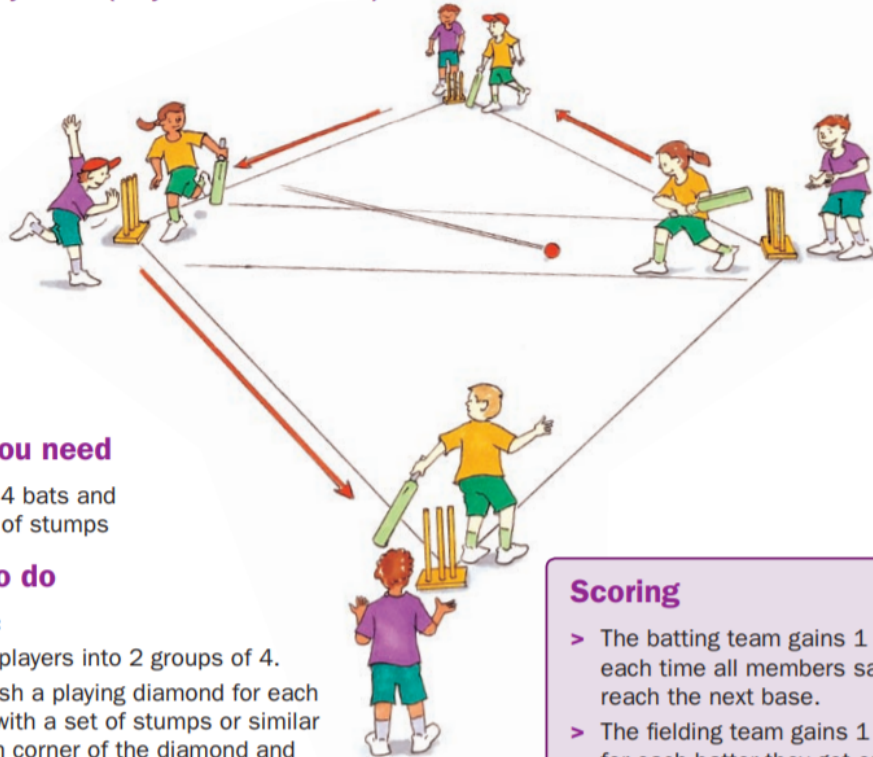
Australian Government
Australian Sports Commission

EASY MED HARD



Diamond cricket

Two teams of 4 (1 batting, 1 fielding) compete on a diamond-shaped playing area with a set of stumps at each corner. Each team has one player at each set of stumps. Any fielder can bowl to any batter. (Play with 2 teams of 4.)



What you need

- > 1 ball, 4 bats and 4 sets of stumps

What to do

SETTING UP:

- > Divide players into 2 groups of 4.
- > Establish a playing diamond for each group with a set of stumps or similar at each corner of the diamond and players positioned as shown.
- > One team is the batting team, while the other is the fielding team.

Scoring

- > The batting team gains 1 point each time all members safely reach the next base.
- > The fielding team gains 1 point for each batter they get out.
- > The team with the most points wins.

PLAYING:

- > Any fielder may bowl to any batter around the diamond at any time. All other players in the fielding team, field.
- > When a batter hits a bowled ball, all 4 batters run with their bat anti-clockwise to their next base.
- > The fielding team attempts to get the batting team out while the batting team tries to score as many runs as possible.
- > A batter is 'out' if:
 - a bowled ball hits the wickets
 - they are caught on the full by a fielder
- > Swap roles after 2 overs (i.e. 12 balls).

LESSON LINK

Diamond cricket is a game that keeps players moving. The game develops fielding, batting, bowling and teamwork skills and encourages thoughtful placement of the ball by the batter.

SESSION PLANS

Combo > Start Out WC 01 + Get Into It SF 12 + Get Into It SF 04