FDK July 2024 Summer Program

Notes Monday Thursday Tuesday Wednesday Friday Reminders: Friendship and Mentor Week -Please bring a Colour and Growing **Sprinkler Day** Friendship and Wear **Start or Continue FDK** Centre closed sunhat for Canada Day **Red Day** Celery Day Time REC - All shoes/sandals Capsule worn must be closed Dav toe 1.1 4.19 Making -On days we have a Measuring 4.9Reasoning Logically 5.1 Increasing Levels of Friends morning experience Length and Time Activity please have your 9 11 Sprinkler Day Week Bouncy Castle 10 In the Gym 12 child arrive a bit Alphabet Scavenger **Obstacle Course** Bring in a Home Toy Fire Truck Dav before the given **Hunt Day** Dav to Show time. Friends Bring a reusable Day water (label with your 3.5 Using Descriptive 2:30pm - 3:30pm child's name) bottle 5.1 Increasing Levels of Language to Explain, 3.4 Conversing with Peers and 5.1 Increasing Levels of 3.10Phonological Awareness Activity **Explore and Extend** daily (take home Adults Activity nightly). Please note 18 Sprinkler Day 19 Baking Soda 15 **Bug Hunt Day** 17 Centre Water Play **Creek Walk Day** this will be for **Potions Day** Day WATER only. This is **BRING** to help practice for WATER kindergarten. **CLOTHES BRING RAINBOOTS** 5.1 Increasing Levels of Thursday: 9:30am Activity 4.5 Observing 5.1 Increasing Levels of 5.1 Increasing Levels of **Sprinkler Day** 4.9 Reasoning Logically Activity Activity Please bring water Science 25 Sprinkler Day 22 23 24 26 And **STEM** Week shoes, towel and Floor is bathing suit. Make Homemade **Experiment Paper Experiment Baking Towel Colour Day Soda Ice Cubes Day** Lava Day **Playdough Day** sure to label these 5.1 Increasing Levels of 4.2 Problem items. Solvina Activity **Get Low Dance Dav** Children will be able **Experiment** 5.2 Movement to vote for what Goop Day and games or things they 4.7 Reflecting Expression 4.19 Measuring Length would like to do 4.9 Reasoning Logically and Reaching Conclusions and Time 4.5 Observing 2:30pm during the water play Week 4: 30 Music with Joe Week 1: 29 Mindfulness and **Bring Something** day. Some examples Culmoni Day 2:30pm From Your Culture Day Will be Friendship and This week will there will **Relaxation Day** Water tag, Games Mentor week were SKs will

1.5

and

Interacting

Positively

Respectfully

2.5

and

Regulating

Attention.

Emotions

Behaviour

with sponges, water

race games,

Cooperation

relax. 1.6

sprinkler and or

be an extra force of Science and STEM experiences, 4.2 Problem Solving and 4.9 Reasoning Logically

be paired with the JKs to

help show them what FDK

is all about, 1.1 Making

Friends and 1.4 Helping

Skills.

5.2 Movement and Expression	