





















Child & Pre-Teen Group West – Week 3: Wild Waters

Time	Monday July 15	Tuesday July 16	Wednesday July 17	Thursday July 18	Friday July 19
7:30 – 9:00	Before Care Activity Stations	Before Care Activity Stations	Before Care Activity Stations	Before Care Activity Stations	Before Care Activity Stations
9:00 – 9:15	Circle Time Introductions Ice Breaker Games	Circle Time How much water is in our bodies?	Circle Time How do people share the ocean?	Circle Time How does water turn to ice?	Circle Time LRT/ Transit Safety
9:15 – 9:45	Morning Energizer	Morning Energizer	Morning Energizer	Morning Energizer	Morning Energizer
9:45 – 10:30	Essential Life Skills Super Summer Safety 	Mystery Block 	Transit to Activity Field Trip Callingwood Spray Park Spray Park 	Essential Life Skills Make Ocean Soap 	Mystery Block 
10:30 – 11:15	Rec & Motor Group Games 	Transit to Activity		Rec & Motor Group Games 	Rec & Motor Group Games 
11:15 – 12:00	Expressive Arts Rainbow Fish Foil Painting 	Field Trip WEM Sea Lion Show 		Expressive Arts Ocean Slime 	Lunch Field Trip Fred Broadstock Pool Outdoor Swimming 
12:00 – 12:30	Lunch	Picnic Lunch	Lunch	Lunch	
12:30 – 1:15	Mystery Block 	WEM Sea Life Caverns 	Callingwood Spray Park Spray Park 	Mystery Block 	
1:15 – 2:45	Special Interest Water Balloon Games 	Transit to Activity Arrive 2:45	Transit to Activity Arrive 2:45	Special Interest Bouncy Castle & Face Painting 	
2:45 – 3:00	Prepare for Pick Up	Prepare for Pick Up	Prepare for Pick Up	Prepare for Pick Up	Prepare for Pick Up
3:00 – 6:00	After Care Activity Stations	After Care Activity Stations	After Care Activity Stations	After Care Activity Stations	After Care Activity Stations

Note: Activities and field trips subject to change without notice.

