



Monday



Before School Care

Program Area:	Outdoor Play	Indoor Play	Spontaneous Activity
Featured Activity:	Master Halloween Style	Origami Jack O'Lanterns	
Activity Description:	Play our popular game with a halloween twist	Create your own Jack O'Lantern to take home	
Focussed Outcome:	2.3 - Children become aware of fairness	3.1 - Children become strong in their social and emotional wellbeing	
Program Link:	Special Event - Halloweek	Playground (13/10/21) EK	

After School Care

Program Area:	Art Hub	Outdoor Play	Sustainability	STEM	Imaginative Play
Featured Activity:	Lolly Bag Decorating	Pumpkin Head Mini Golf	Papier Mache Scary Masks	Lego Club - Juniors	2 Sentence Horror Stories
Activity Description:	Decorate your lolly bag for trick or treating	Who can get a hole in one?	Create your own sturdy halloween mask	Our very popular Lego club has now been made for our younger engineers at WKC.	Create your own scary story in 2 sentences
Focussed Outcome:	3.2 - Children take increasing responsibility for their own health and physical wellbeing	3.2 - Children take increasing responsibility for their own health and physical wellbeing	1.3 - Children develop knowledgeable and confident self identities	4.2 - Children use a range of skills and processes such as problem solving, enquiry, experimentation, hypothesising, researching and investigating	3.1 - Children become strong in their social and emotional wellbeing
Program Link:	Playground (11/02/21)- JG	Playground (02/03/21)- GB	Playground (29/04/21)- GB	Ongoing Club	Playground (09/10/21)- RY

Week Beginning: 01/11/21



Tuesday



Before School Care

Program Area:	Outdoor Play	Indoor Play	Extension Activity
Featured Activity:	Spooky shooters	DIY Halloween Garland	Creative Minds Club
Activity Description:	Send your monsters flying	Help decorate WKC for Halloween	Get creative with your friends and come join our creative minds club.
Focussed Outcome:	1.3 - Children develop knowledgeable and confident self identities	5.1 - Children interact verbally and non-verbally with others for a range of purposes	4.1 - Children develop dispositions such as curiosity, cooperation, confidence, creativity, commitment, enthusiasm, persistence, imagination and reflexivity
Program Link:	Special Event- Halloweek	Playground (24/11/20)- MS	Ongoing Club

After School Care

Program Area:	Art Hub	Outdoor Play	Sustainability	STEM	Imaginative Play
Featured Activity:	Peppers Ghost Illusions	Pumpkin Slime	Sustainability Club	Dancing Ghosts	Spooky Chatterboxes
Activity Description:	Learn how a magician tricked people into thinking they were seeing an actual ghost	No pumpkins were harmed	Continuing on with our efforts to make WKC more sustainable!	See if you can make your ghost dance	Chatterboxes with spooky sentences
Focussed Outcome:	4.1 - Children develop dispositions such as curiosity, cooperation, confidence, creativity, commitment, enthusiasm, persistence, imagination and reflexivity	2.3 - Children become aware of fairness	2.4 - Children become socially responsible and show respect for the environment	4.2 - Children use a range of skills and processes such as problem solving, enquiry, experimentation, hypothesising, researching and investigating	1.3 - Children develop knowledgeable and confident self identities
Program Link:	Special Event - Halloweek	Playground (01/03/21)- JC	Ongoing Club	Special Event- Halloweek	Educator Suggestion (20/10/21) IS

Week Beginning: 01/11/21



Wednesday



Before School Care

Program Area:	Outdoor Play	Indoor Play	Extension Activity
Featured Activity:	Scary Story Telling	Spooky Dooters	Creative Minds Club
Activity Description:	Share your own Grizzly tales	Toot and Doot	Get creative with your friends and come join our creative minds club.
Focussed Outcome:	1.3 - Children develop knowledgeable and confident self identities	2.3 - Children become aware of fairness	4.1 - Children develop dispositions such as curiosity, cooperation, confidence, creativity, commitment, enthusiasm, persistence, imagination and reflexivity
Program Link:	Playground (26/08/21)- LC	Playground (19/11/20)- LD	Ongoing Club

After School Care

Program Area:	Art Hub	Outdoor Play	Sustainability	STEM	Imaginative Play
Featured Activity:	Tie Dye Halloween socks	Spooky Fruits!	Spooky Cookie Decorating	WKC ESports Club: ROCKET I FAGUJ	Scary scare crows
Activity Description:	Tie Dye some sock to wear on Halloween	Are you sure fruits good for you?	Food with a fright	Weekly competitive video games club: Rocket League	See you later crows :O
Focussed Outcome:	4.1 - Children develop dispositions such as curiosity, cooperation, confidence, creativity, commitment, enthusiasm, persistence, imagination and reflexivity	4.2 - Children use a range of skills and processes such as problem solving, enquiry, experimentation, hypothesising, researching and investigating	4.3 - Children transfer and adapt what they have learned from one context to another	2.3 - Children become aware of fairness	4.4 - Children resource their own learning through connecting with people, place, technologies and natural and processed materials
Program Link:	Special Event- Halloweek	Special Event- Halloweek	Playground (07/05/21)- ND	Ongoing Club	Playground (10/02/21)- GB

Week Beginning: 01/11/21



Thursday



Before School Care

Program Area:	Outdoor Play	Indoor Play	Extension Activity
Featured Activity:	Cardboard Tube Monsters	Candy Corn Bingo	Horror Movie Trailers
Activity Description:	Make your own monster out of cardboard tubes and craft materials	Lolly-themed Bingo!	Use iMovie to make spooky Halloween movie trailers
Focussed Outcome:	4.1 - Children develop dispositions such as curiosity, cooperation, confidence, creativity, commitment, enthusiasm, persistence, imagination and reflexivity	2.1 - Children develop a sense of belonging to groups and communities and an understanding of the reciprocal rights and responsibilities necessary for active community participation	4.2 - Children use a range of skills and processes such as problem solving, enquiry, experimentation, hypothesising, researching and investigating
Program Link:	Playground (13/10/20)- DO	Playground (08/10/21)- DB	Playground (30/10/20)- NP

After School Care

Program Area:	Art Hub	Outdoor Play	Sustainability	STEM	Imaginative Play
Featured Activity:	Halloween face paint	Halloween Slime Jars	Trick or Treat Around the School	Lego Club	Haunted house and Sensory test
Activity Description:	Vampires, Ghoules, monsters	Halloween-themed Slime! In a Jar!	Participate in various activities around the school to earn your lollybag tickets	Come and join our weekly Lego club for some brick building fun.	Test your nerves in the G-Block Haunted House
Focussed Outcome:	1.1 - Children feel safe, secure, and supported	4.3 - Children transfer and adapt what they have learned from one context to another	1.3 - Children develop knowledgeable and confident self identities	4.2 - Children use a range of skills and processes such as problem solving, enquiry, experimentation, hypothesising, researching and investigating	5.1 - Children interact verbally and non-verbally with others for a range of purposes
Program Link:	Playground (03/09/21)- AH	Playground (11/03/21)- GB	Playground (03/02/21)- EK	Ongoing Club	Special Event- Halloween

Week Beginning: 01/11/21



Friday



Before School Care

Program Area:	Outdoor Play	Indoor Play	Spontaneous Activity
Featured Activity:	Public Holiday	Public Holiday	
Activity Description:			
Focussed Outcome:	#N/A	#N/A	
Program Link:			

After School Care

Program Area:	Art Hub	Outdoor Play	Sustainability	STEM	Imaginative Play
Featured Activity:	Public Holiday	Public Holiday	Public Holiday	Public Holiday	Public Holiday
Activity Description:					
Focussed Outcome:	#N/A	#N/A	#N/A	#N/A	#N/A
Program Link:					

Week Beginning: 01/11/21