

DAY	3:15 pm REGISTRATION in HALL & Hang coats/bags (Reception Area)	ACTIVITY 1 - 3:30 - 4:30 (outside - weather dependent)	TEA in Hall 4:15 - 4.45pm	ACTIVITY 2 - 5:00 - 5:45 (in The Hall)	WIND DOWN - 5:45 - 6:00 (Library Area)
MONDAYS HH/TS		<i>Planting & Seeds</i> outside (or gym mats inside)		<i>Computing Activity</i> <i>I-Pads</i>	Share a Story / Tidy Up
TUESDAY HH/TS		<i>Nature Walk / Nature Artwork</i> (or <i>Loom Bands/jewellery making</i> inside)		<i>Easter Craft Work</i> <i>sewing/sticking</i>	Chill N Chat / Tidy Up
WEDNESDAY HH/TS		<i>Playground / Field Team Games</i> (or <i>Team Games</i> inside)		<i>Weekly Disco</i> <i>Just Dance/Art</i>	Share a Story / Tidy Up
THURSDAY HH/TS		<i>Cooking</i> in The Studio <i>Baking * Making</i>		<i>Stencil/board games</i>	Chill N Chat / Tidy Up
FRIDAY HH/TS		<i>Manhunt/treasure hunt</i> outside (or <i>Friday Quiz Night</i> inside)		<i>Film Night</i> <i>PG or U Films</i>	Share a Story / Tidy Up

DAY	REGISTRATION Hang coats & bags (Reception Area)	ACTIVITY 1 - 3:30 - 4:30 (outside or The Rotunda)	TEA in Hall 4:15 - 4.45pm	ACTIVITY 2 - 5:00 - 5:45 (In The Hall)	WIND DOWN - 5:45 - 6:00 (Library Area)
MONDAY HH/TS		<i>Team Games</i> outside (or <i>Team Quiz</i> inside)		<i>Wii Games Night</i> The floor is lava	Share a Story / Tidy Up
TUESDAY HH/TS		<i>Nature Walk / Nature Artwork</i> (or <i>Loom Bands</i> inside)		<i>Origami</i> <i>Fortune tellers / models</i>	Chill N Chat / Tidy Up
WEDNESDAY HH/TS		<i>Cooking</i> in The Studio Seasonal		<i>Film Night</i> <i>PG or U Films</i>	Share a Story / Tidy Up
THURSDAY HH/TS		<i>Treasure Hunt</i> outside (or <i>Games</i> inside)		<i>Board Games</i> <i>Articulate / Charades</i>	Chill N Chat / Tidy up
FRIDAY HH/TS		Mindful Colouring/loom bands or team games outside		<i>Friday Karaoke Night/i pads</i>	Share a Story / Tidy Up

TEAM GAME IDEAS

1. MANHUNT

The classic game that everyone grew up playing, Manhunt will test your outdoor tracking skills and keen sense of awareness. The rules of Manhunt are quite simple. A single person or group of people hides while everyone else looks for them. The game ends once all the hidiers have been found. You'll want to set some boundaries before starting the game so the seekers have a chance to find the hidiers. You'll also want to switch up your hiding spot now and again. Don't stay in the same place for too long or you'll run the risk of getting caught easier.

2. CAPTURE THE FLAG

Divide players evenly into two to four teams. Aim for a balanced mix of ages, sizes, and fitness levels for each team if you can. Divide playing area into equal-sized territories, one for each team. You can use chalk, cones, tape, or landmarks such as trees or sidewalks to mark boundaries and make sure each player understands the lay of the land. Place one flag into each territory. This can be done by a representative from each team or a neutral person who isn't playing. The flag can be mostly hidden, but some part of it must be visible. Once it's placed, the flag can't be moved by its home team.

Start all players at a neutral location on the edge of the playing area. When the game begins, players try to cross into opposing teams' territories to grab their flags. Some teams might strategize beforehand and designate some players as seekers (who will go on the offense to try to find the other team's flag) and others as guards (who will protect their own flag).

Teams should not guard their flags too closely. One way to do this is to disallow players to be within 10 feet of their own flag unless an opposing team's player is present.

When a player is in an opposing team's territory, they can be captured by that team's players. If they tag the player, the player must perform a task—say, five [jumping jacks](#) or three push-ups—before returning to their own territory.

Players are safe and can't be captured any time they cross back to their own team's territory.

The game ends when one team has successfully grabbed the flag(s) from the other team or teams and returned to their own territory. If you have more than two teams, decide how the winner will be determined. Must one team gather *all* other team flags or just a majority?

In games with multiple teams, the strategy can become a bigger part of the game. Teams might form alliances and [work together](#) to defeat a common enemy.

ORIGAMI IDEAS

<https://www.youtube.com/watch?v=SAhiITxUYA>

- ▶ Origami for Kids - Origami Dog Tutorial (Very Easy)
- ▶ Origami Ice Cream Cone Tutorial (Swirl) - Easy for Beginners!
- ▶ Kids easy origami - How to make a jumping frog ver.1

<https://www.youtube.com/watch?v=JlJsU8tspfc>

<https://www.youtube.com/watch?v=F5ADLvIwzas>