MONDAY **TUESDAY WEDNESDAY THURSDAY Green Thumb Activity** Watering the garden and Watering the garden Watering the garden Watering the garden and worm wee collection worm wee collection 7:30am - 8:30am 1.1 Children feel safe. 1.1 Children feel safe. secure, and supported secure, and supported 1.1 Children feel safe, 1.1 Children feel safe. secure, and supported secure, and supported 1.2 Children develop 1.2 Children develop 1.2 Children develop their autonomy, intertheir autonomy, inter-1.2 Children develop their autonomy, interdependence, resilience dependence, resilience their autonomy, interdependence, resilience and sense of agency and sense of agency dependence, resilience and sense of agency and sense of agency 2.3 Children become 2.3 Children become 2.3 Children become aware of fairness aware of fairness 2.3 Children become aware of fairness aware of fairness 2.4 Children become 2.4 Children become socially responsible and socially responsible and 2.4 Children become 2.4 Children become socially responsible and show respect for the show respect for the socially responsible and environment environment show respect for the show respect for the environment environment Creative Activity 7:30am - 8:30am A SuperHero! CUPCAKES **@**@ Words to Describe Me **FLYING SUPERHERO** 1.1 Children feel safe,



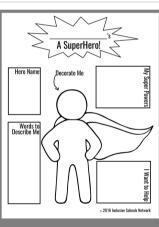
- 1.1 Children feel safe, secure, and supported
- 1.2 Children develop their autonomy, interdependence, resilience and sense of agency

- secure, and supported
- 1.2 Children develop their autonomy, interdependence, resilience and sense of agency
- 1.3 Children develop knowledgeable and confident self identities



WEDNESDAY MORNING **COOKING WITH ANNA -THOR CUPCAKES**

1.1 Children feel safe, secure, and supported



CREATE YOUR OWN SUPERHERO

- 1.1 Children feel safe, secure, and supported
- 1.2 Children develop their autonomy, interdependence, resilience and sense of agency

Watering the garden

1.1 Children feel safe, secure, and supported

FRIDAY

- 1.2 Children develop their autonomy, interdependence, resilience and sense of agency
- 2.3 Children become aware of fairness
- 2.4 Children become socially responsible and show respect for the environment



SUPERHERO

SUPERHERO ORIGAMI BOOKMARKS

- 1.1 Children feel safe, secure, and supported
- 1.2 Children develop their autonomy, interdependence, resilience and sense of agency
- 1.3 Children develop knowledgeable and confident self identities



- 1.3 Children develop knowledgeable and confident self identities
- 4.1 Children develop dispositions such as curiosity, cooperation, confidence, creativity, commitment, enthusiasm, persistence, imagination and reflexivity
- 1.2 Children develop their autonomy, interdependence, resilience and sense of agency
- 1.3 Children develop knowledgeable and confident self identities
- 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
- 5.1 Children interact verbally and non-verbally with others for a range of purposes

- 1.3 Children develop knowledgeable and confident self identities
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Construction & Games

7:15am - 8:45am



LEGO - Build your own superhero

- 1.1 Children feel safe, secure, and supported
- 1.2 Children develop their autonomy, interdependence, resilience and sense of agency
- 1.3 Children develop knowledgeable and confident self identities

CHESS

- 1.1 Children feel safe, secure, and supported
- 1.2 Children develop their autonomy, interdependence, resilience and sense of agency
- 4.2 Children use a range of skills and processes such as problem solving, enquiry, experimentation, hypothesising, researching and investigating

SOLDIERS & DOLLS

- 1.1 Children feel safe, secure, and supported
- 1.2 Children develop their autonomy, interdependence, resilience and sense of agency

BUILDING BLOCKS

- 1.1 Children feel safe, secure, and supported
- 1.2 Children develop their autonomy, interdependence, resilience and sense of agency

BOARD GAMES

- 1.1 Children feel safe, secure, and supported
- 1.2 Children develop their autonomy, interdependence, resilience and sense of agency
- 4.2 Children use a range of skills and processes such as problem solving, enquiry, experimentation, hypothesising, researching and investigating

Outdoor Play



CAPTAIN AMERICA

Players must stand behind the line that's taped on the ground a few metres away from the basket and try to toss frisbees "shields" to get them to land in the basket or other container. First player to land a certain number of shields in the basket before the time runs out wins. Or if you're playing individually, player has to get a certain number of shields in the basket before a minute is up.

- 1.1 Children feel safe, secure, and supported
- 1.2 Children develop their autonomy, inter-dependence, resilience and sense of agency
- 1.4 Children learn to interact in relation to others with care, empathy and respect
- 2.3 Children become aware of fairness
- 3.1 Children become strong in their social and emotional wellbeing
- 3.2 Children take increasing responsibility for their own health and physical wellbeing
- 5.1 Children interact verbally and non-verbally with others for a range of purposes

SUPERHERO OBSTACLE COURSE

Put your superhero powers to the test with an obstacle course! Each child has a chance to race against the clock and whoever finishes the obstacle course in the fastest time wins.

- 1.1 Children feel safe, secure, and supported
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- 1.4 Children learn to interact in relation to others with care, empathy and respect
- 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
- 2.3 Children become aware of fairness
- 3.1 Children become strong in their social and emotional wellbeing
- 3.2 Children take increasing responsibility for their own health and physical wellbeing

SUPERHERO YOGA

- 1.1 Children feel safe, secure, and supported
- 1.2 Children develop their autonomy, interdependence, resilience and sense of agency
- 1.3 Children develop knowledgeable and confident self identities
- 1.4 Children learn to interact in relation to others with care, empathy and respect
- 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
- 2.2 Children respond to diversity with respect
- 2.3 Children become aware of fairness
- 3.1 Children become strong in their social and emotional wellbeing
- 3.2 Children take increasing responsibility for their own health and physical wellbeing
- 4.1 Children develop dispositions such as curiosity, cooperation, confidence, creativity, commitment, enthusiasm, persistence, imagination and reflexivity

HULK HANDBALL

- 1.1 Children feel safe, secure, and supported
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- 1.4 Children learn to interact in relation to others with care, empathy and respect
- 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
- 2.3 Children become aware of fairness
- 3.1 Children become strong in their social and emotional wellbeing

EQUIPMENT PLAY

- 1.1 Children feel safe, secure, and supported
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- 3.1 Children become strong in their social and emotional wellbeing
- 3.2 Children take increasing responsibility for their own health and physical wellbeing

Creative Activity

3:45pm - 4:45pm







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Pipe Cleaner SUPERHEROES





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PAPER PLATE SUPERHERO MASKS

- 1.1 Children feel safe, secure, and supported
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- 4.1 Children develop dispositions such as curiosity, cooperation, confidence, creativity, commitment, enthusiasm, persistence, imagination and reflexivity



SUPERHERO FELT MASKS

- 1.1 Children feel safe. secure, and supported
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- 1.3 Children develop knowledgeable and confident self identities
- 4.1 Children develop dispositions such as curiosity, cooperation, confidence, creativity, commitment. enthusiasm, persistence. imagination and reflexivity

Construction/Games/Quiet

BOARD GAMES

TRAIN SET

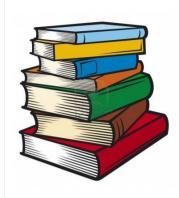
BUILDING BLOCKS

LEGO - Build your own

READING CORNER

Play

4:30pm - 5:00pm



- 1.1 Children feel safe, secure, and supported
 - 1.2 Children develop their autonomy, interdependence, resilience and sense of agency
- 4.2 Children use a range of skills and processes such as problem solving, enquiry, experimentation, hypothesising, researching and investigating
- 1.1 Children feel safe, secure, and supported
- 1.2 Children develop their autonomy, interdependence, resilience and sense of agency
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superhero

- 1.1 Children feel safe, secure, and supported
- 1.2 Children develop their autonomy, interdependence, resilience and sense of agency
- 1.3 Children develop
 knowledgeable and
 confident self identities

5.2 Children engage with a range of texts and gain meaning from these texts

Outdoor Play

3:45pm - 5:00pm



CATCH THE VILLAIN

Survival Tag - last villain to stand wins.

- 1.1 Children feel safe, secure, and supported
- 1.2 Children develop their autonomy, interdependence, resilience and sense of agency
- 1.4 Children learn to interact in relation to others with care, empathy and respect
- 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
- 2.3 Children become aware of fairness
- 3.1 Children become strong in their social and emotional wellbeing

SUPERPOWER SHAKEDOWN

Similar to capture the flag, players run around trying to collect super powers (flags) from other players while protecting their own!

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SUPERHERO LEAGUE

Soccer.

- 1.1 Children feel safe, secure, and supported
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INFINITY WAR DODGEBALL

Dodgeball.

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SUPERHERO HOOP-OFF

The hoop game.

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Group Games

5:00pm - 5:45pm



PASS THE KRYPTONITE

The players sit in a circle and pass around the "kryptonite" or beach ball while the music plays. When the music stops, whoever's holding the kryptonite is out! The last player left in the game wins.

- 1.1 Children feel safe, secure, and supported
- 1.2 Children develop their autonomy, interdependence, resilience and sense of agency

MURDER WINK

- 1.1 Children feel safe, secure, and supported
- 1.2 Children develop their autonomy, interdependence, resilience and sense of agency
- 4.2 Children use a range of skills and processes such as problem solving, enquiry, experimentation, hypothesising, researching and investigating

SUPERHERO BINGO

- 1.1 Children feel safe, secure, and supported
- 1.2 Children develop their autonomy, interdependence, resilience and sense of agency

MUSICAL SUPEHEROES

- 1.1 Children feel safe, secure, and supported
- 1.2 Children develop their autonomy, interdependence, resilience and sense of agency
- 4.1 Children develop dispositions such as curiosity, cooperation, confidence, creativity, commitment, enthusiasm, persistence, imagination and reflexivity

FRIDAY SUPERHERO TRIVIA

- 1.1 Children feel safe, secure, and supported
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- 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