

Term 2 ASC Program

TERM 1	Monday	Tuesday	Wednesday	Thursday	Friday
3:00PM – 3:30PM	Afternoon Tea Daily Children's Meeting	Afternoon Tea Daily Children's Meeting	Afternoon Tea Daily Children's Meeting	Afternoon Tea Daily Children's Meeting	Afternoon Tea Daily Children's Meeting
Acknowledgement To Country					
3:30pm – 5:00pm (Clean up and room roll over from afternoon tea)	Homework Opportunity (Homework aids provided) Intentional Learning from skilled Educators based on Children's Interests. Child Led Play, Home Corner, Quiet Corner, Technology	Homework Opportunity (Homework aids provided) Intentional Learning from skilled Educators based on Children's Interests. Child Led Play, Home Corner, Quiet Corner, Technology	Homework Opportunity (Homework aids provided) Intentional Learning from skilled Educators based on Children's Interests. Child Led Play, Home Corner, Quiet Corner, Technology	Homework Opportunity (Homework aids provided) Intentional Learning from skilled Educators based on Children's Interests. Child Led Play, Home Corner, Quiet Corner, Technology	Homework Opportunity (Homework aids provided) Intentional Learning from skilled Educators based on Children's Interests. Child Led Play, Home Corner, Quiet Corner, Technology
5:00pm – 5:30pm	Outdoor Play and Calm Down Activities Late Snack Provided	Outdoor Play and Calm Down Activities Late Snack Provided	Outdoor Play and Calm Down Activities Late Snack Provided	Outdoor Play and Calm Down Activities Late Snack Provided	Outdoor Play and Calm Down Activities Late Snack Provided
Indoor Experiences	Home Corner, Dramatic Play, Role Play, Music, Child Initiated Play/Activities, Technology, eBooks, Health and Mental Health/Mindfulness				
Creative and Visual Experiences	Painting, Woven Craft, Water Colour Art, Slime, Playdough, Collage and Textiles, Hand Sewing, Indigenous Perspectives and Artwork Digital Artistic Tutorials, Digital Technologies and Play writes.				
Outdoor Experiences	Discovery Playground, Team Games, Handball, Netball, Soccer, Touch Football Scavenger Hunts, Races, Gardening Club.				
Construction and Games	Clay Moulding, Loose Parts, Board Games, Slime, Playdough, LEGO, Science Experiments.				
Clubs	Cooking Club, Gardening Club, Book Club, Sewing				
	Mindfulness, Yoga, Meditation, Reflection, Reading				

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The Range (OSHC)

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Key Notes for Term 2:

After a class Discussion, The Children have expressed desire to increase their learning around the Following areas:

Art Projects: The Children wish to enter their Art works into the Rockhampton Show as their key Community Involvement Project for Term 2

Sustainability: As the weather has become more forgiving to our OSHC Garden area, we are focusing on bringing some life back to our Garden and learning about how to care for the plants in our Environments.

The children have expressed interest in creating a Sustainability Artwork (Mural), in which we intend to reDuse and repurpose natural and processed materials into a showcase of our artistic skills in a Large Group Project.

Digital Technologies and Creative Processes: The Children have expressed desire to create and short film, in which they will write a short story, create costumes, Act in, film using digital technologies, Produce and Edit, to Showcase at the end of the term with a Movie Premiere on the last day of Term 2!

My Time, Our Place Learning Outcomes

Key Input	Learning Outcome 1 <i>Children and young people have a strong sense of identity</i>	Learning Outcome 2 <i>Children and young people are connected to and contribute to their world</i>	Learning Outcome 3 <i>Children and young people have a strong sense of well being</i>	Learning Outcome 4 <i>Children and young people are confident and involved learners</i>	Learning outcome 5 <i>Children and young people are effective communicators</i>
<p>Learning Outcome - LO</p> <p>Intentional Teaching</p> <p>Children's Interests</p> <p>Children's Meetings</p> <p>Extension of Learning</p> <p>Group Experiences</p> <p>Community Involvement</p>	<p>1.1 Children and young people feel safe, secure and supported</p> <p>1.2 Children and young people develop their autonomy, interdependence, resilience and agency</p> <p>1.3 Children and young people develop knowledgeable, confident self-identities and a sense of positive self-worth</p> <p>1.4 Children and young people learn to interact in relation to others with care, empathy and respect</p>	<p>2.1 Children and young people develop a sense of belonging to groups and communities and an understanding of the reciprocal rights and responsibilities necessary as active and informed citizens</p> <p>2.2 Children and young people respond to diversity with respect</p> <p>2.3 Children and young people become aware of fairness</p> <p>2.4 Children and young people become socially responsible and show respect for the environment</p>	<p>3.1 Children and young people become strong in their social, emotional and mental wellbeing</p> <p>3.2 Children and young people become strong in their physical learning and wellbeing</p> <p>3.3 Children and young people are aware of and develop strategies to support their own mental and physical health and personal safety</p>	<p>4.1 Children and young people develop a growth mindset and learning dispositions such as curiosity, cooperation, confidence, creativity, commitment, enthusiasm, persistence, imagination and reflexivity</p> <p>4.2 Children and young people develop a range of learning and thinking skills and processes such as problem solving, inquiry, experimentation, hypothesising, researching and investigating</p> <p>4.3 Children and young people transfer and adapt what they have learned from one context to another</p> <p>4.4 Children and young people resource their own learning through connecting with people, places, technologies and natural and processed materials</p>	<p>5.1 Children and young people interact verbally and non-verbally with others for a range of purposes</p> <p>5.2 Children and young people engage with and gain meaning from a range of visual images and texts</p> <p>5.3 Children and young people collaborate with others, express ideas and make meaning using a range of digital technologies and media and communication technologies.</p>

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