

OUTLINE OF SESSION – BLUE ROOM

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
AM	8.45-10.00 Free Play & Craft 10.00-10.15 Group/Story/Game 10.15-10.30 Snack 10.30-10.45 Keyworker Time 10.45-11.30 Free Play 11.30-11.40 Singing/Game/Coats	8.45-10.00 Free Play & Craft 10.00-10.15 Group/Story/Game 10.15-10.30 Snack 10.30-10.45 Keyworker Time 10.45-11.30 Free Play 11.30-11.40 Singing/Game/Coats	8.45-10.00 Free Play & Craft 10.00-10.15 Group/Story/Game 10.15-10.30 Snack 10.30-10.45 Keyworker Time 10.45-11.30 Free Play 11.30-11.40 Singing/Game/Coats	8.45-10.00 Free Play & Craft 10.00-10.15 Group/Story/Game 10.15-10.30 Snack 10.30-10.45 Keyworker Time 10.45-11.30 Free Play 11.30-11.40 Singing/Game/Coats	8.45-10.00 Free Play & Craft 10.00-10.15 Group/Story/Game 10.15-10.30 Snack 10.30-10.45 Keyworker Time 10.45-11.30 Free Play 11.30-11.40 Singing/Game/Coats
PM	12.15-1.30 Free Play & Craft 1.30-1.45 Group/Story/Game 1.45-2.00 Snack 2.00-2.15 Keyworker Time 2.15-3.00 Free Play 3.00-3.10 Singing/Game/Coats	12.15-1.30 Free Play & Craft 1.30-1.45 Group/Story/Game 1.45-2.00 Snack 2.00-2.15 Keyworker Time 2.15-3.00 Free Play 3.00-3.10 Singing/Game/Coats	12.15-1.30 Free Play & Craft 1.30-1.45 Group/Story/Game 1.45-2.00 Snack 2.00-2.15 Keyworker Time 2.15-3.00 Free Play 3.00-3.10 Singing/Game/Coats	12.15-1.30 Free Play & Craft 1.30-1.45 Group/Story/Game 1.45-2.00 Snack 2.00-2.15 Keyworker Time 2.15-3.00 Free Play 3.00-3.10 Singing/Game/Coats	12.15-1.30 Free Play & Craft 1.30-1.45 Group/Story/Game 1.45-2.00 Snack 2.00-2.15 Keyworker Time 2.15-3.00 Free Play 3.00-3.10 Singing/Game/Coats

Door – Opened as soon as register and headcount has been taken. 15 min slots

Singing/Stories – Through-out the session. Link to activity/children’s play

Snack – Interaction with the children is priority, make this experience a social time. Maybe an object/item selected by the practitioner take to the table to engage children conversation.

Keyworker Time – Take group to an area as soon as table finished. I.e. Role play. Tactile area. Books. Jigsaw. Easel. Computer