

## OUTLINE OF SESSION – BLUE ROOM

	<b>MONDAY</b>	<b>TUESDAY</b>	<b>WEDNESDAY</b>	<b>THURSDAY</b>	<b>FRIDAY</b>
<b>AM</b>	8.45-10.00 Free Play & Craft 10.00-10.15 Group/Singing 10.15-10.30 Snack 10.30-10.45 Group/Story 10.45-11.30 Free Play 11.30-11.40 Game/Coats	8.45-10.00 Free Play & Craft 10.00-10.15 Group/Singing 10.15-10.30 Snack 10.30-10.45 Group/Story 10.45-11.30 Free Play 11.30-11.40 Game/Coats	8.45-10.00 Free Play & Craft 10.00-10.15 Group/Singing 10.15-10.30 Snack 10.30-10.45 Group/Story 10.45-11.30 Free Play 11.30-11.40 Game/Coats	8.45-10.00 Free Play & Craft 10.00-10.15 Group/Singing 10.15-10.30 Snack 10.30-10.45 Group/Story 10.45-11.30 Free Play 11.30-11.40 Game/Coats	8.45-10.00 Free Play & Craft 10.00-10.15 Group/Singing 10.15-10.30 Snack 10.30-10.45 Group/Story 10.45-11.30 Free Play 11.30-11.40 Game/Coats
<b>PM</b>	12.45-1.30 Free Play & Craft 1.30-1.45 Group/Singing 1.45-2.00 Snack 2.00-2.15 Group/Story 2.15-3.00 Free Play 3.00-3.10 Game/Coats	12.45-1.30 Free Play & Craft 1.30-1.45 Group/Singing 1.45-2.00 Snack 2.00-2.15 Group/Story 2.15-3.00 Free Play 3.00-3.10 Game/Coats	12.45-1.30 Free Play & Craft 1.30-1.45 Group/Singing 1.45-2.00 Snack 2.00-2.15 Group/Story 2.15-3.00 Free Play 3.00-3.10 Game/Coats	12.45-1.30 Free Play & Craft 1.30-1.45 Group/Singing 1.45-2.00 Snack 2.00-2.15 Group/Story 2.15-3.00 Free Play 3.00-3.10 Game/Coats	12.45-1.30 Free Play & Craft 1.30-1.45 Group/Singing 1.45-2.00 Snack 2.00-2.15 Group/Story 2.15-3.00 Free Play 3.00-3.10 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.

**Keyperson Time** – Completed within the session. Groups taken to the break out area when needed.