



## **Summer Programs Daily Schedule**

### **8:55-9:00 Arrival Time**

Our day begins promptly at 9:00 am. We understand commute times may vary so the waiting room is available for you to sit and wait with your child. Unfortunately, we will be busy setting up for our day so we are unable to open the classroom earlier than 8:55.

### **9:00-9:20 Free Play**

Your child will begin each day with free play activities around the classroom. This may be a fine motor, academic, language or sensory task.

### **9:20-9:40 Circle Time**

During this whole group activity children will say good morning, practice greeting one another, "check-in" to practice name recognition and review our schedule for the day. We will also read a story related to our weekly theme.

### **9:40-10:00 Small Group Instruction**

Your child will be divided into small groups of 3-4 children to target specific learning skills. These skills would include literacy, numeracy, language and fine motor skills.

### **10:00-10:30 Therapeutic Integration**

Children will participate in a group therapy session with our licensed providers.

### **10:30-11:00 Outdoor Play/ Bathroom Break**

Children will practice turn taking, motor skills and appropriate social skills while playing outdoors. We will engage in activities, such as chalk play, bike riding and ball play. Our outdoor space is sunny, so please be sure to sunscreen children before dropping them off in the morning.

### **11:00-10:15 Snack Time/Bathroom Break**

During this time the children will be given a snack. As we eat we will work on using language to request, socializing with friends and following directions.

### **11:15-11:45 Craft Time**

This structured art activity will incorporate fine motor and sensory activities while providing children an opportunity to be creative.

**11:45-12:00 Storytime/Good-bye/Dismissal**

We will join together to recap the day and say good-bye to our friends. Parents and caregivers will wait in the waiting area, and teachers will bring children out to be dismissed