



SEED PM Care Schedule

Squadron Line K - 3



	Monday	Tuesday	Wednesday	Thursday	Friday
3:20 - 3:40	Sign In, Homework Club and Quiet Time	Sign In, Homework Club and Quiet Time	Sign In, Homework Club and Quiet Time	Sign In, Homework Club and Quiet Time	Sign in, Board games at tables
3:40 - 4:00	Daily Announcements, Snack Time, Bathroom Breaks	Daily Announcements, Snack Time, Bathroom Breaks	Daily Announcements, Snack Time, Bathroom Breaks	Daily Announcements, Snack Time, Bathroom Breaks	Daily Announcements, Snack Time, Bathroom Breaks
4:00 - 4:45	Activity Stations	Group Games and Active Play	Activity Stations	Group Games and Active Play	Activity Stations
4:45 - 5:30	Group Games and Active Play	Activity Stations	Group Games and Active Play	Activity Stations	Group Games and Active Play
5:30 - 5:45	Story Time, quiet games	Story Time, quiet games	Story Time, quiet games	Story Time, quiet games	Story Time, quiet games
5:45 - 6:00	Clean up, Free play, Pick up Time	Clean up, Free play, Pick up Time	Clean up, Free play, Pick up Time	Clean up, Free play, Pick up Time	Clean up, Free play, Pick up Time

Please note this schedule is subject to change depending on availability of building space, weather, thematic programming etc.

Please see weekly calendar for more details of daily activities.

Homework Club - Using a separate classroom, the children will have a quiet atmosphere needed to complete their homework. Staff will be available to help, however this is not one on one tutoring. We suggest that parents continue to check their child's work.

For those not needing homework club, they will stay in the cafeteria playing table games and puzzles.

Snack - Snacks will be provided by the SEED Program. Children may bring in their own snacks however, due to children with allergies, we request that you refrain from peanut or treenut snacks.



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Activity Stations - Every day, different stations will be presented to the children. These stations may include, but not limited to, arts and crafts, science, math, building and imaginative play, table games, puzzles and literature.