



WATERDOWN DISTRICT CHILDREN'S CENTRE

Week Four Senior Adventurers Summer 2021 Calendar




What to Bring: in your Backpack:

- Lunch
- Water Bottle
- Spare Clothes
- Weather Appropriate Clothing
- Sunscreen

Week 4 July 26 – July 30, 2021
Cirque de Waterdown
Senior Adventurers in the Limelight

Hours of Operation: 7:30am- 5:30pm (Main Activities: 9-4pm)
 Location: Guy B. Brown Elementary - 55 Braeheid Ave, Waterdown
 Drop off (7:30 – 8:55am only) / Pick-up (4:30pm or 5:25pm only):
 Outside Kindergarten Playground (near main parking lot)
 Parking: In the MAIN paved parking lot or legal space on the street.
 (No parking in front of the school, kiss and ride, in the fire lanes,
 on Braeheid Avenue, nor on the gravel parking north of the field.)
 To contact camp and report absences please call us at 905-902-1261

Times may vary according to children's interests	Monday, July 26, 2021	Tuesday, July 27, 2021	Wednesday, July 28, 2021	Thursday, July 29, 2021	Friday, July 30, 2021
7:30-9am Extended Care	Free Choice/ Continental Snack				
9:00-10:00am Outdoor Time	Welcome To Acting School! 	What's the Setting?	Musical Ice Breakers	Step – by – Step Learn to Dance	Fame Games
10:00-10:30am	Healthy Nutrition Break				
10:30-12:30am	Art Attack Your Own Star in Hollywood!	Designed for You 	Creative Performance	Athletic Adventure Stretching onto the Stage 	Showing Off Fashion Show Parade
12:30-1:30pm	Lunch & Free Play Choice				
1:30-3:00pm	Improv Class	Art Attack Creative Costumes	Art Attack Musically Me 	The Talent Portion Ribbon Dancing, Gymnastics and Juggling	The After Party Indoor Events and Outdoor Water Play
3:00-4:00pm	Active Outdoor Time				
4-5:25pm Extended Care	Free Flow Open Ended Activities	Free Flow Open Ended Activities	Free Flow Open Ended Activities	Free Flow Open Ended Activities	Free Flow Open Ended Activities

*We are a peanut, tree nut & sesame–seed free centre. Please do not pack any items containing peanuts, nut butters, or sesame seeds to help ensure the safety of our campers.