

# Holiplay Kids Club Putney Weekly Planner

Term: Autumn

Week Beginning: 16/09/19

Theme: An Introduction To Holiplay

	Monday	Tuesday	Wednesday	Thursday	Friday
<b>Circle Time Activity Name</b>	<b>Name Ball</b>	<b>Fruit Salad</b>	<b>Ice Cream</b>	<b>Time Bomb</b>	<b>Rhythm Master</b>
<b>Circle Time Activity Description</b>	All players stand in a circle with one child in the centre. The player in the middle throws the ball in the air and calls out the name of another player. That player must try to catch the ball before it bounces more than once. If they manage to do so they go into the middle. If they don't catch the ball, then the person in the middle has another turn.	The children sit in a circle. The play leader will think of four fruits and assign a fruit to each child. When the play leader calls out a fruit for example apple, all the children who have been assigned the fruit apple will swap places in the circle. The last child to sit down is out. If the play leader says "fruit salad", all children have to move to another place in the circle. The last child to sit down in another space is out.	Three walls will be designated as: Ice, Cream or Ice cream. When a Play Leader shouts out any of the above, the children must run to that destination. This game can be played indoors or outdoors. If played indoors, the floor area will be cleared of trip / slip hazards.	The children stand in a circle and throw the ball to each other. Once the ball falls to the ground, the children countdown from 10 to 0. The children must continue to pass the ball around and whoever is left with the ball on the count of 0 is out. This will continue until we have a winner.	All children are required to sit in a circle. The play leader will choose a child to be the leader (Rhythm Master). The play leader will then choose another child to be the detective. The detective will be asked to leave the room momentarily. The leader will start an action such as clapping. All children sitting in a circle should copy the action. The detective will be invited back into the room and will have three chances to guess who the leader is. The leader can change the action at any time. All children sitting in the circle must copy the actions as they change. If the detective fails to identify the leader, the leader will get a chance to be the detective. If the detective succeeds, both a new detective and leader will be chosen for the next round of the game.
<b>Tea Time Snack</b> Daily vegetarian or vegan option also available	<b>Pancakes &amp; Fruit</b>	<b>D.I.Y Wraps</b>	<b>Tomato Pasta</b> Side: Cucumber	<b>Cheese Toastie</b> Side: Salad	<b>Sloppy Joes</b> Side: Sweetcorn
<b>EYFS Focus Activity Name</b>	<b>3R's Oath / Free Play</b>	<b>D.I.Y Wraps</b>	<b>3R's Relay</b>	<b>Holiplayer's Say</b>	<b>Unity Reef</b>

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<p><b>EYFS Focus Activity Description</b></p>	<p>Today Holiplayer's will learn the 3R's Oath. A play leader will give each child a copy of the 3R's Oath, before going through it with the group. Holiplayer's will then decorate their copy of the 3R's oath using a variety of colouring pencils / feltips.</p> <p>Free Play afforded to all children who give the 3R's Oath a good go!</p>	<p>Holiplayer's will get the chance to create their very own snack today by choosing from a variety of fillings such as tuna, sweetcorn, egg mayo, cheese, tomato, cucumber etc. All to be squeezed into a wholemeal wrap.</p>	<p>A playleader will create flash cards with the Words "Show, Be or Take" on them. Holiplayer's will be split into equal teams and line up one behind the other ready to race in a relay race fashion. Holiplayers must run from one end of the play space to the other, where a playleader will be standing with a flash card. The Holiplayer must be able to tell the play leader the flashcards matching the 3R's (Show Respect, Take Responsibility, Be Reliable) before returning to their team and allowing the following team member to run. The first team with all players having answered correctly sitting one behind the other at the start line is the winning team.</p>	<p>Holiplayer's will discuss and create a poster of their ideas and suggestions for future activities that they would like to take place at Holiplay. Holiplayer's will also discuss and decide what happens when members demonstrate outstanding positive behaviour or break the 3R's Oath.</p>	<p>Holiplayer's will be split into pairs. Each Holiplayer will be given a piece of coloured card and a pencil. Holiplayer's will then be asked to take turns drawing around their partners hands onto the coloured card, before cutting out their hands which will then be collated to create a unity reef.</p>
<p><b>Focus Activity Differentiation</b> <i>(How the activity will be adapted to meet the needs older Keys Stage 1, Key Stage 2 children and those with SEN and EAL)</i></p>	<p>Older members to explain what respect, responsible and reliable mean to younger members. Younger members will have definitions to refer to, written on the back of their poster. Older members to write their own definitions.</p>	<p>Older members to create fillings for younger members to add to their wraps.</p>	<p>Holiplayers to be split into mixed ability teams and numbered to run against members of a similar age. Older members to support younger Holiplayer's. Playleader to provide a demonstration prior to running the activity.</p>	<p>Playleaders to allocate older member to support younger members where necessary. Play leaders to support EAL / SEN sharing ideas using pictures.</p>	<p>Older Members requested to write a positive word on their hand for display. EAL / SEN Children to be paired with an older Holiplayer.</p>
<p><b>Links to the 7 Areas of Development</b></p>	<p>1.1,1.2,1.3,2.1,3.1,3.2,3.3 4.1,4.2,4.3,6.1,7.1,7.2,7.3</p>	<p>1.2,1.3,2.2,3.2,4.3,6.1, 7.1,7.2,7.3</p>	<p>1.1,1.2,1.3,2.1,2.2,2.3, 3.1,3.3,4.3,5.3,6.1,</p>	<p>1.1,1.2,1.3,2.1,3.1,3.2,3.3 4.1,4.2,4.3,6.1,7.1,7.2,7.3</p>	<p>1.1,1.2,1.3,2.1,3.1,3.2,3.3 4.1,4.2,4.3,6.1,7.1,7.2,7.3</p>



