## **OUTLINE OF SESSION – BLUE ROOM**

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