

# Welcome to **Discovery Club**

Information to share with your child

The Discovery Club program is for children who are 6 to 9 years old. It features indoor and outdoor play after school and on some holidays.

Discovery Club meets in the Main Room inside DLG school. Some children may be invited to be a Leader-In-Training (L-I-T) and do some activities with the 9 to 12 year old Adventure Club children in the Leaders Portable. Expect to have fun wherever you fit in.

## **Expectations** of you

We expect you to:

- \* play where there is staff
- \* move your name tag on the Main Room Area Board to show where you are playing
- \* sign-in and sign-out
- \* show respect for people, the environment and equipment – be polite and gentle
- \* use your words – ask to share, speak up when you need help or have a question, tell others how you feel
- \* remember this is a violent-free centre – no weapons, no rough play, no put-downs
- \* clean up – put items back in their proper places
- \* hang up your backpack and coat; take all your belongings home every day
- \* eat snack at the correct table
- \* do not bring candy, gum or money to the centre

## **Dictionary** from 'A' to 'Z'

A slice of Discovery Club life:

**A**rchitecture: Lego and blocks — if you build it they will come

**B**ack field in motion: run like the wind outdoor sports

**C**ars: lots of room to go zoom zoom

Drawing: plain paper + colorful creativity = oodles of doodles

Energy: too much — go for a run; too little — rest in the book corner

Friends: children who are new to you become best buddies

Gym-dandy: run like the wind indoor sports

Hoop-hoop-hooray: (1) wish for a swish basketball (2) hip to hula

Ice cream: "Happy Birthday" — make a sundae even if it's a Tuesday

Jewelry: necklaces and bracelets are dress up corner chic, dah-ling

Keyboard: correct calculations control computer challenges

Location, location, location: move your body, move your name tag

Mm-mm good: healthy snack — eat it, open your mouth and feed it

Neat: to be neat (tidy) is neat (cool) so repeat — neat is neat

Opportunities: so much to do, so little time, so make good choices

Patience: sign-up sheets schedule some things — wait your turn

Quiet: ears open, mouth closed when it's time for a group meeting

Rock-and-roll: avoid the little bumps when you rollerblade and scooter

Smock: be clean to boldly create what no one has created before

Table games: "Guess Who?" says "Sorry" while playing "Battleship"

Upside-downside: hanging out in different playground positions

Visit: walk to the Imagination Station Portable for dance and drama

Wheels: the wheels on our field trip bus go round and round

XOXOXO: tic-tac-toe, three in a row, a quick game before you go

Yarn: (1) weave a God's eye in art (2) write a tale for our newspaper

Zoo: put your hand in an animal puppet and put on a roaring success