



January Activity Calendar @ Lincoln



Weekly Theme	Monday	Tuesday	Wednesday	Thursday	Friday
		1 NEW YEAR'S DAY CLOSED	2 FULL DAY	3 FULL DAY	4 FULL DAY
EUROPE	7 FULL DAY	8 STEAM: Leaning Tower of Pisa SH: Russian Animals Dice GG: Balloon Continuity	9 STEAM: Beaded Country Flags SH: Disney Love Song Match-Up GG: Blanket Ping Pong	10 STEAM: Bag Pipes SH: England's Gardens GG: Catch the Dragon's Tail	11 STEAM: Indoor Waterfall COOKING: Banana Cinnamon Muffins SH: Draw a Puffin GG: Triangle Tag
RINGING IN THE NEW YEAR	14 STEAM: New Year's Cabbage Color Experiment SH: Shaving Cream Snow Painting GG: Holiday Lego Hunt	15 STEAM: Celebration Playdough SH: Rainbow Poem GG: Frostbite	16 STEAM: Gliding into the New Year SH: Rockin' Resolutions GG: Indoor Snowball Fun	17 STEAM: Magnetic Ice SH: Torn Paper Snow Pictures GG: Penguin Shuffle	18 STEAM: Fizzy Ice COOKING: Ice cream in a bag GG: Snowball Relay Game
FUNKY FUN IN THE SNOW	21 MLK JR DAY CLOSED	22 STEAM: Snow Painting/Glitter Globe SH: Winters Diamonds GG: Snow Ball Pass	23 STEAM: Snowman SH: Ice Man GG: To Be Or Knot To Be	24 STEAM: Sparkling Snow Dough SH: Make Snow Paint GG: Snow Baseball	25 STEAM: Icy Snow Flakes SH: Frozen Bubbles Cooking: Banana in a Blanket GG: Freeze Dance
DR. SEUSS	28 STEAM: Cat in the Hat Mixture SH: Coffee filter Lorax tree GG: Poison Ball	29 STEAM: Horton Hatches the Egg SH: Crate your own comic strip GG: Train at the station	30 STEAM: Lorax Slim SH: Dr. Seuss Cootie Catcher GG:500	31 STEAM: Photo booth SH: Memory Match GG: Crab Apple	1 STEAM: One fish, Two Fish, Graphing Goldfish Cooking: Green pizza and ham GG: I want a home

Program Information

Site Manager: Erin Richard (303) 519-3738
Program Manager: Dana Bammerlin (303) 914-6252
Accounts: (303) 914-6515
Program Administrator: Lizz Phelps (303) 914-6253

Hours of Operation:

6:45 am - 8:00 am
 3:00 pm - 6:00 pm

Afternoon Schedule:

3:05 Check In	5:00 Study Hall
Homework	Read
Centers	Homework
Inside Games	5:30 Clean
Snack	Quiet Games
4:00 STEAM Activity	Go Home!
Outside	
Group Game	