



**CatholicCare**  
Children's Services  
TASMANIA

# ST JOHN'S VACATION CARE PROGRAM

Monday 13<sup>th</sup> April – Friday 24<sup>th</sup> April 2020

8.00am – 6.00pm

**MON 13<sup>TH</sup> APRIL**



**EASTER MONDAY**

**\*\*CLOSED\*\***

**TUES 14<sup>TH</sup> APRIL**



**EASTER TUESDAY**

**\*\*CLOSED\*\***

**WED 15<sup>TH</sup> APRIL**

Recycled Art



What wonderful creations can we make using coke bottles?

Make a floating turtle.

**In House Activity**  
**BYO Lunch/Water Bottle/Hat**

**THURS 16<sup>TH</sup> APRIL**

Plaster Maniacs



Choose a model for some plaster painting fun!

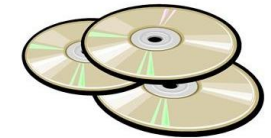
**Session Time: 10am**

Use old keys to make your own wind chime.

**In House Activity**  
**BYO Lunch/Water Bottle/Hat**

**FRI 17<sup>TH</sup> APRIL**

Recycle



Decorate an old CD and turn it into a suncatcher.

As a group create a mosaic using old bottle tops!

**In House Activity**  
**BYO Lunch/Water Bottle/Hat**

**MON 20<sup>TH</sup> APRIL**

Swim in the Sea



Build a large aquarium as a group. Make plants and sea creatures.

Create your own snorkel from a paper plate.

**In House Activity**  
**BYO Lunch/Water Bottle/Hat**

**TUES 21<sup>ST</sup> APRIL**

Sea Creatures



Use egg cartons to make sea creatures.

Create a dolphin shaped fridge magnet to pop on your fridge at home!

**In House Activity**  
**BYO Lunch/Water Bottle/Hat**

**WED 22<sup>ND</sup> APRIL**

Crabs and Oysters



Super easy, super fun creating your handprint crab!

Make oysters with pearls inside.

**In House Activity**  
**BYO Lunch/Water Bottle/Hat**

**THURS 23<sup>RD</sup> APRIL**

Cooking Day



Create some yummy sea themed goodies.

**(Please bring a container to take them home)**

**In House Activity**  
**BYO Lunch/Water Bottle/Hat**

**FRI 24<sup>TH</sup> APRIL**

Movie and Game Day



Relax on your last day with a movie (PG Rated)

Make your own fishing game!

**In House Activity**  
**BYO Lunch/Water Bottle/Hat**

*A risk Assessment has been prepared for all Excursions and is available at the service.*