

# LIBRARY PROGRAM PLANNING



DATE	ACTIVITIES	ATTENDEES (Total and Target Group)	PURPOSE OF PROGRAM
<b>Please note all programmes start from 10:00</b>			
<b>DRAKENSTEIN</b>			
18 June	DIY with paper plates	50	Encouraging children to think outside the box
19 June	Educational games	50	Boost lateral and creative thinking
20 June	Movie Day	50	To relax from exam stresses, enjoy and have fun
25 June	Storytelling	30	Open up other world through the art of storytelling
26 June	Storytelling	40	Open up other world through the art of storytelling
<b>GOUDA</b>			
18 June	Puppet show	60 (Gr. R - 7)	Entertaining children with fun stories and also testing childrens listening skills through puppets and the stories that will be told
19 June	Craft hour	60 (Gr. R - Gr. 7)	To see what kind of skills children have and how creative they can be
20 June	Board games	60 (Gr. R - Gr. 7)	To teach them about teamwork, patience, and how to win or lose gracefully. Board games can benefit the childrens' brains and language development

21 June	Movie Day	60 (Gr. R - Gr. 7)	To end of the first week off with a nice movie and popcorn
25 June	Indigenous Games	60 (Gr. R - Gr. 7)	To promote physical activities but also ensure the development of fundamental movement skills such as running, jumping, throwing, and dodging.
27 June	Talent Show	60 (Gr. R - Gr. 7)	To help boost the self-esteem, confidence and insurance of our children.
29 June	Movie Day	60 (Gr. R - Gr. 7)	Ending our holiday programme of with a movie, with some goodies.

All programmes include a storytelling session

### GROENHEUWEL

18 June	Storytelling, puzzles, boardgames & colouring	Community ±30 kids (7-12)	Kids to have good entertainment, relaxation and fun
19 June	Chess, boardgames & colouring	Community ±30 kids (7-12)	Tickling the brain, relaxation and fun
20 June	Make your own mask	Community ±30 kids (7-12)	Creative development
21 June	Movies & popcorn	Community ±30 kids (7-12)	Fun, Fun, Fun.

HERMON			
18 June	Pajama Day	50 (All ages)	It's just a whimsical holiday to celebrate the comfort of pajamas.
19 June	Spelling games	50 (All ages)	This spelling game helps children see the relationships between different letters and is great for improving memory. Spelling games create an environment where practising is fun rather than boring or repetitive.
21 June	Maths games	50 (All ages)	The skills that children can learn and enhance through maths activities have knock-on benefits in other areas of learning. They can help children's problem-solving, logical thinking, mental fluency, perseverance, ability to cope with failure, and even their use of language
24 June	Three Sticks/Three Tins	50 (All ages)	To introduce children to indigenous games that were played before their time.
26 June	Boardgames	50 (All ages)	Board games can help kids, teens, and young adults with problem solving, decision making, deferring gratification, and dealing with mistakes.
28 June	Moviehour	50 (All ages)	Movies bring up many conversation scenes that can help introduce children to a lot of vocabulary and pronunciation.
1 July	Craft hour	50 (All ages)	Crafts provide opportunities for children to interact with each other and parents, and they can also enhance skillsets and bolster self-esteem.

3 July	Storyhour	50 (All ages)	Storytime has many benefits for children other than promoting early literacy and language development. It can help develop their concentration, social skills, communication skills, and encourages their imagination and creativity (
5 July	Puppet show	50 (All ages)	Children are more open to learning when they are having fun, and a puppet show offers an entertaining approach to introducing new concepts to children. Puppets can act as role models for behaviour and emotional regulation, and they can boost communication skills through structured and playful teacher-led opportunities
8 July	Boardgames	50 (All ages)	Board games can help kids, teens, and young adults with problem solving, decision making, deferring gratification, and dealing with mistakes.
<b>KLEIN DRAKENSTEIN</b>			
18 June	Story reading & Movie time - Quiz	40 (Gr0 - Gr10)	Creating and enjoying holiday fun in partnership with help2read & Yeboneer
19 June	Games fun day	40 (Gr0 - Gr10)	Creating and enjoying holiday fun in partnership with help2read & Yeboneer
20 June	DIY activity & Story reading	40 (Gr0 - Gr10)	Creating and enjoying holiday fun in partnership with help2read & Yeboneer

<b>MBEKWENI</b>			
18 June till 28 June	Storytelling and board games every day	All ages	Enjoyment and stimulate creative thinking
<b>NIEUWEDRIFT</b>			
10 June	Storytelling: Youth Day Colouring Competition	120 (7-8Years)	Youth Day Awareness
11 June 2024	Sport Tournament	120 ( 5-6 Years)	To allows children to develop self-confidence, independence and self-esteem.
12 June 2024	Games Tournament	120 (12-14 Years)	To exercise mental stimulation.
13 June 2024	Father's Day Card	120 (12-14 Years)	To appreciate our father's or father figure in our life's.
<b>PAARL</b>			
18 June	Running Character	30 kids (all ages)	Art activities encourage kids to think creatively and express themselves
19 June	Spinning Toy	50 kids (all ages) La Rochelle	When kids use their fingers to spin the toy, they are developing their fine motor skills
20 June	Moving Dog	30 kids (all ages)	Teaching kids shapes, colours, measurements and movements through art and crafts
21 June	Paperplate basket & Paper plate Dinosaur	50 kids (all ages) Gimnasuim Aftercare	Arts and craft activities give kids a sense of achievemnet and allow them to take pride in the projects the make themselves, which builds confidence and self-esteem

<b>READERS</b>			
19 June	Making snowman faces	40 kids (aged between 6 - 13)	Creativity will boost their confidence and reduce stress.
25 June	Building pandas	40 kids (aged between 6 - 13)	To teach them with craft how to focus on a project.
27 June	Scavenger hunt & puzzles	40 kids (aged between 6 - 13)	Develop memory skills (puzzle); learn the Dewey System in a fun way.
28 June	Movie Day	40 kids (aged between 6 - 13)	Something fun after their creative activities and an activity that will enhance their imagination.
2 July	Muffin baking & decorating	40 kids (aged between 6 - 13)	Teaching them a new skill(how to bake); using maths in a fun way (measuring); teaching them safety in the kitchen.
2 July	Plant a bean (smaller kids)	40 kids (aged between 6 - 13)	Exposing the children to the wonder of nature; how to nurture growth.
<b>RONWE</b>			
17 June	Boardgames, colour-in fun	20 (Gr. R - Gr. 7)	Board games teaches children the value of patience, verbal communication and interaction with others.
18 June	Campfire story time	20 (Gr. R - Gr. 7)	A form of oral storytelling performed around a fire. We will be using a fake fire made by ourselves.
19 June	Movie & Pajama Day	20 (Gr. R - Gr. 7)	Watching a movie can broaden the kids' horizons and develop their imagination.

3 July	Face painting	20 (Gr. R - Gr. 7)	By temporarily altering the kids' look, they can use face painting to explore various facets of their personalities and identities. This creative discovery fosters self-acceptance and confidence.
4 July	Project Clean-up	20 (Gr. R - Gr. 7)	Promoting Environmental Awareness
5 June	Computer game fun	20 (Gr. R - Gr. 7)	Computer games can teach the children problem-solving skills.
5 July	Movie Day	40 kids (aged between 6 - 13)	Imaginary fun
<b>SARON</b>			
18 June	Coloring competition / Storytelling	50	To keep them busy during the holidays and let them show off their creativity
19 June	Making your own colorful paper bracelet /Storytelling	100	To see how skillfull and creative the children are
20 June	Facepainting Coloring competition: Winners to be announced	100	To let them have fun. To attract children to the library

WINDMEUL			
18 June	Gardening Day	20-25 Scholars (all ages)	Cleaning,(maybe planting).learn how to maintain a garden, especially the vegetable garden at school.Learners will then continually work in the gardens to keep it clean and healthy.
19 June	Arts and Crafts	20-25 Scholars (all ages)	We wil make photo frames with photos that learners brings from home.
20 June	Games	20-25 Scholars (all ages)	Learners will physically play games like Twist and turn,snakes and ladders,dominoes etc. children will learn to think creative and boost lateral thinking.
21 June	Movie day	20-25 Scholars (all ages)	To end of few days of fun and to enjoy the day.
Windmeul liase with the school to give mieliemeal porridge for the learners and are fortunate to get ingredients, to make soup for the learners from the school.The kitchen will also be opened for the library to use.			
Wellington			
18 June	Guess the storybook cover drawing competition Board Games	40 All ages	To test children's general knowledge
19 June	Nostalgic Winter Games	40 All ages	Relaxation
20 June	Movie Morning	40 All ages	Relaxation
Simondium, Bergrivier and Groenberg will not have holiday programmes			