



Spring Vacation Care Program 2023

Calling all children from K - 6!

Join with us at *The Cottage* for 'options' all day, every day.

Cottage sessions are especially designed to appeal to all ages and personalities to support children to enjoy play, engagement with new friends and learning; all in the thrilling context of 'leisure and agency'. Child-led, educator-led, free-play and impromptu games are always on offer additional to the advertised program and include, yet are not limited to: fine, applied and performance arts; arcade fun; cooking; sports; competitions; plus those inexhaustible, creative challenges of our cross-age, live action, role playing games, aka LARPing.

For Cottage enrolment and /or booking instructions go to <https://thecottageoshc.org/enrolment/>

BY MAKING A BOOKING YOU AGREE TO ALL THE BELOW TERMS AND CONDITIONS:

- HOURS OF OPERATION & CONTACT NUMBER: 8:30am - 5:30pm / 02 93613362 / admin@thecottageoshc.org
 - NEW / PROSPECTIVE COTTAGE COMMUNITY MEMBERS should enrol well before the start of the holidays to allow time for enrolment acceptance, induction, booking eligibility AND Child-care Subsidy.
 - BOOKING ELIGIBILITY and / or Child Care Subsidy will likely be delayed or prohibited in the case of enrolments after 21 Sept '23 or in cases of delayed supply of requested enrolment requirements.
 - ALL VACATION CARE CASUAL BOOKINGS ARE TO BE PLACED ONLINE VIA THE XAP SMILE APP. AN ADMIN CHARGE OF \$20 WILL APPLY TO EMAILED BOOKINGS - PER BOOKING.
 - BOOKINGS may be CANCELLED WITHOUT PENALTY UP TO 2 DAYS PRIOR TO SESSION by parent / carers on the Xap Smile app ONLY. Emailed cancellation requests will not be accepted.
 - CANCELLATIONS of a SESSION on the Xap Smile App WITHIN 2 DAYS OF A SESSION may be actioned up to midnight the night before and will incur a \$50 cancellation fee.
 - NO CREDIT IS OFFERED FOR NON-ATTENDANCE or for use on another day or by another child nor will REFUNDS BE GIVEN FOR NON-ATTENDANCE.
 - SIGN-IN and COLLECTION: Explicit handover to Cottage staff is required - enter via Cambridge Street lower gate to Glenmore Road Public School; ring us on 9361 3362 if gate is locked /unattended.
 - CHILDREN NOT HANDED OVER EXPLICITLY to staff will incur a 'NO VC Explicit Handover' penalty of \$20.
 - WHAT YOUR CHILD MUST HAVE EACH DAY: 'closed-in' shoes, a raincoat, a bag containing a water bottle, morning tea and lunch PLUS a jumper and any special sunscreen they may require.
 - MEDICATIONS: All medications must be explicitly signed over by Parents to the Operations Supervisor. Please allow time at sign-in to complete our medication authorisation form.
 - KEEP YOUR PHONE ON: When your child is with us your phone must be on so that we can contact you at all times.
- AND PLEASE ENTER YOUR 'COLLECTION' NOMINEES IN THE XAP SMILE APP OR EMAIL IN ADVANCE FOR ANY TEMPORARY SPECIAL 'COLLECTIONS' ARRANGEMENTS: Cottage will not hand over children to persons who are NOT AUTHORISED BY ONE OF THE ABOVE METHODS. Failure to do so will incur a \$20 authorisation check fee.

PLEASE NOTE THIS FEE RISE: CANCELLATIONS of a SESSION on the App WITHIN 2 days of a SESSION will incur a \$50 cancellation fee.

[CLICK HERE](#) TO SEE THE NEW YRS 4/5/6 EXCURSION PROGRAM!

K - 6 WELCOME TO THE HOLZ PARTY

MON 25 SEP

At Cottage, the beginning of the 'holz' is always a great excuse to throw a big party. Relax and kick-off your shoes at today's chilled out, 'getting to know you', private party. Think balloon games, disco, sack races, relays, limbo, musical statues, donut eating competition, pin-the-badge-on-Rob, fairy bread, and prizes, prizes, prizes! Feel free to email us in advance with your favourite party games / song requests.



K - 6 CUBBY WORLD

TUE 26 SEP

Join us once again for the unique, high society of Cubby world. Today you need only bring your imagination for this ever-evolving, cross-age, live action role-playing game of 'house', 'shops', big commerce and small government. Past cubbies have housed a myriad of 'pop-up' retail outlets and dwellings including a yoga studio, a library, a nightclub, a church, a bank and a protection racket. But even though Cubby World is different every time, the fun is always non-stop thanks to enthusiastic, creative Cottage citizens, eager to share their social, experimental, entrepreneurial joy.



K - 6 FAIR DAY

WED 27 SEP

Step right up and take ya chances kids, coz Fair Day means thrills, spills and hoopla! To be fair; we should say that Fair Day is not without its toils and challenges. There's a long preparation, 'set-up' and pack-up time; and there are those moderately, annoying disappointments - aka LOSING! But the rewards of yours and our combined efforts and endless goodwill, not only include fundamental life-sustaining and substantial 'anti-fragility' training; but two entertaining, pleasurable, and meaningful hours of chasing an 'ideal future' of 'victory and spoils'.



K - 6 SPOOKY SCAVENGER HUNT

THU 28 SEP

Previous participants of our scavenger hunt will vouch not only for the mysterious 'thrill of the chase' but also for the unexpected joys of 'relationship' forged by their team's shared goal. You can look forward to solving the spooky picture puzzles, finding lollies in our trick or treat scramble, completing creepy station challenges and to scavenging for all our usual, environmentally friendly 'bizarre' items. Be ready to feel like your nose is in a 'Where's Wally' book whilst enjoying a day of terrifying mysteries and spooky challenges to solve all over the school.



K - 6 3D FOOD ART - HOLLYWOOD RIDES

FRI 29 SEP

Our 3D castles were the talk of Cambridge Street last hols, some have decided to raise the stakes with the all new 3D theme, '*Hollywood Rides*', using some new, edible 'state of the art' tools of the trade. Our comprehensive guided tutorial will upskill you yet again to be 'Superstars' in this tasty artform; taking you step-by-step towards what may well be, a prize-winning masterpiece! And after lunch, calling all 'would-be' stars and starlets; today is your chance to showcase / strut your stuff at the Cottage Red-Carpet Gala fashion awards.



COTTAGE CLOSED FOR PUBLIC HOLIDAY

MON 2 OCT

K - 6 CULTURAL FUSION - JAPAN

TUE 3 OCT

Today, as with all Cottage 'cultural fusion' days, we celebrate, nay, we revel in the folly of stereotypes; yet thereby do we explicitly aim to better see the humanity that is common to us all. We will wrestle with sumo wrestling; party with Japanese party games; muck in with the sushi, the origami, and the kawaii cartoons. And as we sip our Japanese tea, we will bow reverently to our Cottage geishas and contemplate our new zen gardens.



K - 6 PLANET TRIKETOWN

WED 4 OCT

Greetings Trike Townlings. Trike Town has been subject to an intergalactic abduction, and we are at the mercy of an alien police force. Your trikes, bikes and scooters have been replaced by jetpacks; you have no choice if you are hungry than to eat strange-coloured space-food at the cafe and 'Kryptonade' at the bar. The strange rules of the alien police overlord and his minions (that's you kids!) will have you spinning as you try to follow the crazy road rules. Bet you can't wait to test their legal system and gaol - huh? And don't forget to bring your wheels and helmets kids - or be ready to be a servant of the alien nation.



K - 6 HOTEL DAY

THU 5 OCT

'To serve or be served?', that is the question. Today all the children will explore the strange world of hospitality and 'service' in this, our inaugural 'Hotel Cottage'. The Cottage children will be fully trained today to build, brand and run their allocated hotel rooms. And to avoid as much resemblance as possible to Fawlty Towers (or the Stanford Prison Experiment) they will be fully trained in their roles as pleasure-seeking and disgruntled travellers; first class concierges, receptionists and special services providers.



K - 6 COTTAGE SURVIVOR

FRI 6 OCT

Welcome back to another episode of Cottage Survivor where you will help your tribe to outwit, outplay, outlast and ultimately be crowned as Survivor Champion. Tribes will go head-to-head in a series of obstacles courses, puzzles and endurance tests and valuable points are up for grabs for best tribe name, banner design, war-cry, and tribe spirit! Ask not what your tribe can offer you - but what you have to offer your tribe: skills such as mateship, problem solving; sportsmanship and most importantly, co-operation, the glue that makes or breaks a tribe!

