

Program for Kids

Objective

The Fun and Learning Adventure Program is designed to engage kids in activities that promote creativity, social skills, and foundational learning in a playful environment. It aims to foster curiosity, build confidence, and support early development while ensuring a fun-filled experience.

Target Audience

Children aged 4 to 10 years, focusing on their physical, mental, and emotional growth through age-appropriate activities.

Duration

The program will run for six months, from June to November 2025, with sessions held twice a week.

Scope

The program includes:

- Creative workshops, such as art, craft, and storytelling.
- Fun learning activities like puzzles, games, and hands-on science experiments.
- Outdoor activities to encourage physical fitness and teamwork.
- Character-building sessions focused on empathy, kindness, and problem-solving.

Budget

The estimated budget is \$15,000, allocated for materials, instructor fees, and venue setup.

Schedule

- **Week 1–2:** Orientation and introduction to program activities.
- **Weekly:** Creative and educational workshops every Tuesday and Thursday.
- **Monthly:** Outdoor events, such as sports days and nature walks.
- **Final Month:** Showcase event where kids present their projects and talents to parents.

Team

- **Program Coordinator:** Ensures smooth execution of the program.
- **Activity Leaders:** Conduct creative and educational sessions.
- **Volunteers:** Assist with event management and support kids during activities.
- **Health and Safety Officer:** Ensures a safe environment for all participants.

Resources

- Art and craft supplies for creative workshops.
- Puzzles, books, and educational games for learning sessions.
- Outdoor equipment for physical activities.
- Kid-friendly spaces for conducting indoor and outdoor sessions.

Evaluation

The program's success will be evaluated through feedback from parents and kids, participation levels, and observed skill development. The end-of-program showcase will highlight the kids' growth and achievements, ensuring the program meets its goals of fun and holistic development.

