

Adventure Zone

Programming Schedule



A.M. Schedule

8:00-9:00	Kid Stops/Tube Time
9:00-10:00	Gym Jam
10:00-10:30	J.A.M. (Jesus/Art/Music)
10:30-11:00	Tube Time
11:00-11:30	Game Challenge
11:30-12:00	Fitness AZ
12:00-12:30	Tube Time
12:30-1:00	Kid Stops

P.M. Schedule

3:00-4:00	Kid Stops/Tube Time
4:00-4:30	J.A.M. (Jesus/Art/Music)
4:30-5:00	Fitness AZ
5:00-5:30	Tube Time
5:30-6:00	Make It and Take It
6:00-6:30	Game Challenge
6:30-7:00	Fitness AZ
7:00-7:30	Kid Stops/Tube Time
7:30-8:00	J.A.M. (Jesus/Art/Music)
8:00-8:30	Kid Stops/Tube Time

Adventure Zone

Kid Stops:

Adventurers will have a variety of activities set up throughout the room to keep their hands and minds busy! Manipulatives, Board Games, Arts and Crafts, and Gross Motor Activities are just a few of the options available.

Gym Jam:

It just sounds fun, doesn't it? Adventurers will have the gym reserved just for them! Playing games and shooting hoops will WEAR THEM OUT!

J.A.M.

The YMCA is proud to keep Christ in it's name and programming. J.A.M. stands for Jesus/Art/Music and incorporates a moral truth with art, music, and life application. We're not talking about boring stuff here. Jesus made learning fun... we're just following His lead.

Fitness A.Z.-

Get ready to bulk up guys! We'll incorporate Kids Yoga, Stretching, agility, and other fitness fun into Adventure Zone time.

Game Challenge:

Your kids love a challenge! This will be a time of large group games both indoors and out. What a great time to work on Team Building and Winning Attitudes!

Make It and Take It:

YMCA kids are all about creativity. That's why we've designated this time for your artist to demonstrate his gift and take it home too! You'll be impressed at what they come up with!