OPERATION MILITARY KIDS KLUB

AT
BOYS & GIRLS CLUB OF GREATER WESTFIELD
(413) 562-2301
www.bgcwestfield.org

Saturday, March 5, 2016
Sunday, March 6, 2016

Schedule of Activities

7:30 *Bus Pickup at 104th for Club – departing from Bldg 8*

8:00 – 8:15 Breakfast / Morning Meeting

8:15 – 9:15 Games Room Tournaments:

The Games Room is where the children will participate in table tournaments, such as: Cherry Pick (Pool table), Foosball, Air Hockey, Bumper Pool, and Poly Pong(4 players at a time).

Saturday : Poly Pong Tournament and Foosball Tournament
Sunday : Cherry Pick Tournament and Air Hockey Tournament

- Award Certificates will be presented to all participants

9:15 – 10:15 OJJDP Mentoring Part I:

Saturday & Sunday: Board Games (Monopoly, Apples to Apples, Clue, Battleship, JENGA, etc …)

10:15 – 11:00 Art Studio Arts & Crafts:

Saturday: "Imagine YourSELF" Portraits
Sunday: Shadow Drawings

11:00 – 12:00 Computer Lab:

Saturday: ***NetSmartz*** is a Boys and Girls Club program that teaches beginning learners how to use the computer properly. ***Gamestar Mechanic*** is a program that teaches elementary and middle school aged children how to create their very own computer game.

Sunday: American Idol – Karaoke fun using the Mondopad.

12:15 – 12:45 Lunch

Saturday: Chicken Tenders, French Fries, Apple Sauce, and 1% White Milk

Sunday: Meatball Grinders, Potato Chips, Mandarin Oranges, and 1% White Milk

1:00 – 2:15 OJJDP Mentoring Part II:

Triple Play / Healthy Habits is a national Boys and Girls Club program that teaches healthy habits through physical activity.

Saturday and Sunday: Obstacle Course

2:30 – 3:30 *Swimming (Saturday and Sunday)*

4:00 *Bus Departs for 104th – drop off location: Bldg 8*

What is OJJDP Mentoring?

The goal of the OJJDP Mentoring is to encourage youth to be more active in their schools and communities. Through a grant from the Office of Juvenile Justice and Delinquency Prevention, the children will be paired with a mentor in a small group setting, engaging in high-yield activities, such as: cross word puzzles, arts & crafts, computer games, and gym activities.