



# THE\_BANDA\_BULLETIN

September 28th- October 9th

No-Cost Universal Child Care  
at Children's Choice

Apply  
Today



Early Childhood  
Education & Care Department



STAFF DIRECTED ACTIVITIES, FIELD TRIPS, ENRICHMENT CLUBS, GAMES, SPECIAL EVENTS  
& MORE!

28

CC SURVEY

DUNGEONS &  
DRAGONS  
CAMPAIGN

THINK PINK  
CLUB 

29

CLOUD CLUB

LID HOCKEY

WHAT'S UP,  
ICARUS?  
REHERSAL

30

CUSTOM  
PORTRAIT  
FRAMES

BIG BASE  
KICKBALL 

CHEER CLUB

APPLE  
ARCHITECTS

1

PRINT FOR  
COMMUNITY



PANCAKES  
IN A PICKLE

WHAT'S UP,  
ICARUS?  
REHERSAL

2

BEANIE BOO CLUB

LARP CLUB



5

CC SURVEY

DUNGEONS &  
DRAGONS  
CAMPAIGN

THINK PINK  
CLUB 

6

CLOUD CLUB

GET-TO-KNOW-  
YOU FOUR  
SQUARE

WHAT'S UP,  
ICARUS?  
REHERSAL

7

CONFIDENT  
KEYCHAINS

COLLAGE  
WORKSHOP

CHEER CLUB

 FOOTBALL  
FOUNDATIONS

8

PRINT FOR  
COMMUNITY

WRECK-IT  
RALPH 

WHAT'S UP,  
ICARUS?  
REHERSAL

9

FALL BREAK  
SCHOOL IS  
CLOSED  
CC IS OPEN

## IMPORTANT INFORMATION

- Please walk your child inside in the morning to sign in. Please ensure your child gets signed and out in the afternoon
- If your child will not be attending our afternoon program and is scheduled to, please call or text to let us know.
- Join our Continuous Quality Improvement team on October 14<sup>th</sup> 5:30-6:30. Dinner provided. Children welcome!

## SITE SCHEDULE

AM:  
Activity 7:30-8:30  
Clean up 8:30  
Breakfast 8:50  
PM:  
4:15 Activity 1  
4:20 Activity 2  
5:30 Clean up

## HELPFUL INFORMATION

Site Phone: (505) 459-0576  
Office Phone: (505) 296-2880

Site Email: [Ban@ccabq.org](mailto:Ban@ccabq.org)  
Financial Assistance Available:  
(505) 841-4800

# Bandelier Bears News

## BANDA'S BONE-CHILLERS

### *Creating Connections Through Scary Stories*

#### THE LAMP THAT STARTED IT ALL...

*It was a not-so-dark and stormy afternoon when a lamp inspired the kids to share some spooky stories in our Quiet Area.*

*We heard one story about a **Headless Horseman** who searches day in and day out for his head...*

*We heard one about a **Pokémon** who got lost in the dark jungle...*

*During the series of haunting stories, we made a discovery: not only were **we** telling the stories, but so was **the lamp**! It produced shadows that illustrated the horrors of our storytelling, adding an extra dramatic touch and spook-factor.*



**Oliver** (pictured above) told chapter two of a game he plays, in which they go to a cage that shows the "hour of joy," where all the monsters are. **Michael** (pictured to the right) recognized this game and was so excited to learn Oliver plays it as well!

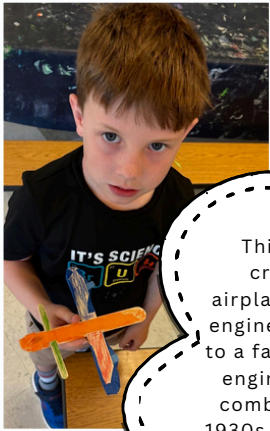
Not only are we sharing stories, we are also creating memories and lasting connections. Through these bonds, we are learning to listen, to process emotions, to wait our turn, and to spark imagination not only within ourselves, but through everyone under the tent. As spooky as these stories are, our time together is the furthest thing from scary.



*"The most powerful person in the world is the storyteller."  
— Steve Jobs*



Our creativity has *taken flight* and reached *new heights* with our airplane and card tower creations! Oscar has created the "S.S. Oscar 2.0" after some minor tweaks to the original, Jack designed and executed the most perfect gigantic card tower, and Jet created a jet because "well ... it just makes sense!" - Jetson



This morning, Maxwell (pictured left) created combustion engines for his airplane. We talked about how combustion engines work, comparing the release of gas to a fart-thankfully, farts don't move us like engines move airplanes! We learned that combustion engines were invented in the 1930s and are still used in most commercial airplanes today.



Up in the air

Some action shots from the Disc Golf Activity! We worked on some throwing techniques for distance, but soon enough, the winds coming in were making our throws look pro-level!

