

# Kids Club 2016-2017



Kids Club extends the afternoon session for parents who need a more convenient pick-up time. At Kids Club, children will enjoy time in both playrooms, open-ended art projects, group story time, and a snack. Because the children already had a full afternoon session of school, the pace is more relaxed in Kids Club.

Children can be enrolled for a certain day(s) of the week, thereby reserving that spot for the year.

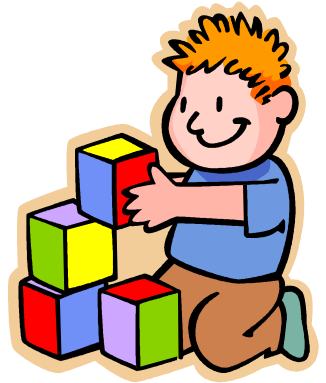
* RATES PER MONTH *	
1 day/week	\$48
2 days/week	\$96
3 days/week	\$144
5 days/week	\$225

A limited number of drop-in spots may be available at \$12/day.

Children must be 3 years old by September 1<sup>st</sup> of the current school year to attend Kids Club.

Enrollments are taken in the order they are received until the class is full. Kids Club tuition is refundable with a 30 day written notice. The day(s) selected are reserved for your child and cannot be traded for other days within the week, nor rescheduled/refunded due to absences, such as illness or vacation.

If Aldrich is closed for the day or has an early dismissal because of weather, Kids Club **will** be canceled, and there will be no refunds or make-ups.



If you'd like to reserve a spot in Kids Club, please complete the form below and turn in at the Aldrich office:

I have read the above policies for Kids Club and understand the following pick-up policy:

**PICK-UP POLICY:**

Afternoon children will be taken to Playroom 2 by their classroom teachers and must be picked up no later than 5:20-5:30. Pick-up after 5:30 is considered late. Warnings and late fees will apply as listed in the parent handbook. Drivers picking up children need to enter through Door #14 near the garden.

Child's name \_\_\_\_\_ Class: \_\_\_\_\_

<b>Kids Club 3:30-5:30pm</b>	Mondays	
	Tuesdays	
	Wednesdays	
	Thursdays	
	Fridays	

Please list any allergies, medications, or special needs: \_\_\_\_\_  
 (Please provide a separate epi-pen for Kids Club, if needed.)

Parent/Guardian Signature \_\_\_\_\_ Date: \_\_\_\_\_