

Advent Calendar

25 DAYS OF FREE OCEANSIDE FUN!

SUN

MON

TUE

WED

THU

FRI

SAT

1

Family board game or puzzle night

2

Tis the Season! Declutter and donate or re-gift something 3

Family Storytime at at the Qualicum Library: 10:30-11am 4

Make <u>homemade</u> g<u>ifts</u> for your family and friends 5

OBLT's <u>WOW</u>
<u>Bus/Outdoor Play</u>
at Errington
Market: 1:30-3pm
(for kids ages 0-6,
pre-register)

6

Decorate and/or rearrange a room in your house to refresh for the holidays 7

City of Parksville's <u>Cookies, Carols &</u>
<u>More</u> holiday event at Jensen Centre (132 Jensen Ave): 2-4:30pm

8

Take a walk or drive and enjoy all the Christmas lights q

Try an at-home
YouTube workout to
end the year a little
healthier

10

Create a <u>handmade</u> <u>table centerpiece</u> maybe find some materials in nature 11

Enjoy a walk in nature or women 50+ join ACRA's <u>Sole Sisters</u> for a walk and social (pre-register) 12

OBLT's <u>WOW</u>
<u>Bus/Outdoor Play</u>
at Meadowood:
1:30-3:30pm
(for kids ages 0-6,
pre-register)

13

Write and handdeliver a letter to a friend 14

OBLT's <u>Saturday</u>
<u>Breakfast Club</u>:
9:30-11:30am OR Cdn
Parents for French
<u>Winter Wonderland</u>
Skate: 10am-12pm

15

Preform a <u>Random</u> <u>Act of Kindness</u> in your community 16

Winter Wonderland at Oceanside Place* for families with children aged 0-8: 3:30-5:30pm 17

Enjoy a night making tasty holiday treats 18

Family movie night with delicious treats and hot chocolate 19

Pajama dance party 20

This is a great time of year to explore Englishman River Falls 21

MP Gord Johns' Everyone Welcome <u>Winter Wonderland</u> Skate at Oceanside Place: 2-4pm

22

Parksville Lions & Save-on-Foods' <u>Winter Wonderland</u> Family Skate at Oceanside Place: 1:30-3:30pm 23

Spend some timing making holiday crafts

24

Make <u>snowflakes</u> to hang around your house 25

Take a holiday photo with your family and/or friends *Dec. 14th Family Skate is courtesy of OBLT, PacificCare, Sources, & Qualicum First Nations

