

PARENTS DAY EVENT SCHEDULE

TCC
COMMUNITY

SCHEDULE

WELCOME- CHECK INS

2:45PM-3PM **NAME TAGS, TEAM ASSIGNMENTS, MUSIC PLAYING**

2:45PM-3PM **KICK OFF: WASH & DRY
ASSEMBLY LINE**

EVERYONE PARTICIPATES AT THE SAME TIME IN
THEIR TEAM ROLES

3:15PM- 3:45PM **ACTIVITY STATION ROTATION**

EACH GROUP DOES ONE 10MIN STATION TO ROTATE EVERY
10MIN
THE DUCK MEMORY POND AND TOSS CHALLENGES

3:15PM- 3:45PM **GROUP MUSICAL CHAIRS
STATION**

4PM-4:30PM **GRILL AND CHILL - INCLUDES
FACE PAINTING**

BUFFET STYLE FOOD , FACE PAINTING STATION UNTIL
5:30PM
KIDS EAT, PLAY, VISIT THE FACE PAINT STATION, SOCIALIZE

4:30PM-5:00PM **TCC OLYMPICS BEGIN**

PARENT AND CHILD WHEELBARROW RACE, TUG OF WAR,

5PM-5:30PM

**AWARDS, PHOTOS AND CLOSING
ANNOUNCEMENTS - FARWELL**

PARENTS TO DO LIST

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PLEASE ENSURE THAT YOU SUPERVISE YOUR CHILD OUTSIDE
AT ALL TIMES WHILE ALSO OFFERING ASSISTANCE TO OTHER
CHILDREN AND THEIR FAMILIES.

☐

LET'S UPLIFT EACH OTHER, CELEBRATE ONE ANOTHER, AND
EMPOWER THE CHILDREN TOGETHER.

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IF YOU HAD A WONDERFUL EXPERIENCE WITH US THIS
SCHOOL YEAR, WE WOULD GREATLY APPRECIATE IT IF YOU
COULD TAKE A MOMENT TO WRITE A REVIEW (GOOGLE/ FB)
THERE ARE PARENTS EAGER TO LEARN ABOUT OUR
OFFERINGS IN ORDER TO ENSURE A QUALITY EDUCATION FOR
THEIR CHILDREN. YOUR INSIGHTS CAN MAKE A SIGNIFICANT
DIFFERENCE.

TCC TEAM

WE ARE EXCITED TO ANNOUNCE THAT WE ARE DELIGHTED TO
CREATE THIS SPACE FOR YOUR FAMILY. IN OUR EYES,
EVERYONE IS A WINNER, NO MATTER THE OUTCOME OF
TODAY'S EVENT. IT IS ESSENTIAL FOR PARENTS TO TAKE AN
ACTIVE ROLE IN THEIR CHILD'S EARLY DEVELOPMENT, AS IT
PROFOUNDLY INFLUENCES YOUR LIVES TOGETHER. WE ARE
GENUINELY THRILLED TO HOST A CHALLENGE THAT
PROMOTES COLLABORATION BETWEEN YOU AND YOUR CHILD,
EMPHASIZING PERSONAL GROWTH OVER COMPETITION WITH
OTHERS. LET'S SEE WHAT OUR PEERS CAN ACHIEVE, AND
LET'S STRIVE TO PARTICIPATE, AS THIS EMBODIES OUR
COMMUNITY SPIRIT.

YOUR CHILD'S MOOD?



TCC PARENTS

I T I N E R A R Y

Activity 1 - Wash and dry Challenge

Wash and Dry Assembly Line – Get ready to rock your roles, folks! Everyone will dive into action at the same time!

Picture this: Each team lines up like a row of dominoes, each player a superstar in their station role, holding the fort and rocking their tasks.

Assembly Line Rules:

Dirty Dish Picker: The brave soul who dives into the “dirty bin” to fish out a dish or toy.

Scrubber: Armed with a sponge and sudsy water, they scrub-a-dub-dub those dishes.

Rinser: The water wizard, rinsing away all traces of grime.

Quality Control: The eagle-eyed inspector, checking for soap or spots, ready to flash a thumbs up of approval.

Placer: The grand finale! They proudly place the spotless items into the “Clean bin.”

(Psst, feel free to mix and match roles based on your team size—combine where needed!)

Each team is provided with a bin containing 10 to 15 toy dishes or items. When the signal is given, teams will begin passing one item at a time through the assembly line. Every individual must perform their role correctly before passing the item to the next person. The first team to complete all items neatly, cleanly, and with approval emerges victorious!



Activity 2- Duck Memory Pond

Parents and children team up for the ultimate duck-matching showdown! Each duck sports a secret symbol or number on its belly. The dynamic duo that matches the most ducks in the tick-tock of the clock takes home the glory!

Parents and the child, get ready to dive into some ducky fun! Here's the scoop: First, the parent picks a ducky, then the child gets their turn. Flip 'em over to reveal the secret numbers underneath, and if they match—Bingo! You've snagged a point and keep the pair.

How to Play:

- Take turns grabbing two ducks per round: one for the parent, one for the child.
- Peek at the numbers on their bellies. Matching numbers mean you keep those quacky buddies and score a point!
- The next duo takes their turn.
- Keep the fun rolling until all ten pairs are matched or time flies by! You've got seven minutes to show off your duck-matching skills.

Our trusty scorekeeper will tally up the points and crown the team that snags the most matches or finds all ten pairs the fastest. Ready, set, quack!

Activity 3- The Child Olympics

1st Gross Motor skill – Football Throw & Baseball Toss Challenge

Are you ready to test your aim and have a blast? Grab a football and baseball, and let's get those inflatable targets shaking! Team up with your child and score like champs!

The Set Up:

- Two adult-sized inflatable targets await your challenge, complete with one football and one baseball.
- Throwing lines are clearly marked at different distances: a closer line for the child and mid/far lines for the grown-ups.
- Each line packs a punch with different point values (1pt, 3pts, and 5pts).

How to Play:

Each parent-child duo gets:

- 2 football throws per turn. Groups take turns rotating until the buzzer goes off after a thrilling 7 minutes.
- 3 baseball tosses per turn. The same rotation game applies—another 7 minutes of fun!

Players can pick their throwing line—closer for an easier shot with fewer points or go big for more points!

Smash those scores together—combine parent and child points for your individual score, then add to your group's total for the ultimate victory!



Activity 4 - Continue Child Olympics

2nd Gross Motor skill – The Axe Throwing Challenge

Channel your inner lumberjack! Parent and Child duo take turns tossing kid friendly axes at the target, aiming for the bullseye to rack up points. Work together to boost your team's score and help your group win!

The Set Up:

- Safe soft foam or Velcro axes
- Clearly marked point rings on the target (e.g 1pt for outer ring. 3 pts middle, 5pts bullseye).
- Standing line marked at a safe, fair distance for both adults and children.

How to Play:

Each parent-child duo gets:

- 2axe throws each (two total per team) keep rotating until time ends to rotate (7 min rotation)
- Points are based on where the axe sticks on the target.
- Add both throws together for a team total.
- Add the team total to their overall group score.

Teamwork makes the dream work—boost your scores together and lead your group to victory!

Activity 5 - Continue Child Olympics

3rd Gross Motor skill – Parent and Child Wheelbarrow Relay

Each team competes to complete the course by utilizing teamwork and balance! Parents support their child by holding their legs while the child walks on their hands. Each duo takes turns in a relay, with the first full team to finish being declared the winner!

The Set Up:

- Mark the start and turnaround lines with cones.
- Utilize your pre-assigned teams of 3–4 from earlier in the event.
- Have each team line up their parent-child duos behind the start line.

How to Play:

- At the signal, one duo from each team begins.
- The parent holds the child's legs as the child walks to the turnaround point and back.
- Tag the next duo on your team.
- Continue until every duo on the team has participated.

The first team to finish all turns is the winner of the relay!

READY, SET, RELAY! Teams race to conquer the course using their secret weapons: teamwork and balance!

Activity 6 - Continue Child Olympics

4th Gross Motor skill – Tug a War Challenge

Engage in a friendly tug-of-war competition where teams go head-to-head! The objective is to pull the opposing team across the center line—best of three rounds wins each match!

The Set Up:

- A long tug-of-war rope with a center marker (tape or flag)
- A play area featuring a line in the middle to indicate victory
- Use your 3–4 pre-assigned teams

How to Play:

- Two teams will face off at a time, positioned on either side of the rope.
- On “GO,” teams will pull with all their might to drag the opposing side across the center line.
- The best of two out of three pulls will determine the winner of the round.
- Rotate matchups so that each team plays against every other team once.
- For 3 teams: 3 matchups

For 4 teams: 6 matchups in total.

The award for the strongest team, best comeback, most team spirit, and the funniest battle!

Activity 6 - Continue Child Olympics

4th Gross Motor skill – Tug a War Challenge

Engage in a friendly tug-of-war competition where teams go head-to-head! The objective is to pull the opposing team across the center line—best of three rounds wins each match!

The Set Up:

- A long tug-of-war rope with a center marker (tape or flag)
- A play area featuring a line in the middle to indicate victory
- Use your 3–4 pre-assigned teams

How to Play:

- Two teams will face off at a time, positioned on either side of the rope.
- On “GO,” teams will pull with all their might to drag the opposing side across the center line.
- The best of two out of three pulls will determine the winner of the round.
- Rotate matchups so that each team plays against every other team once.
- For 3 teams: 3 matchups

For 4 teams: 6 matchups in total.

The award for the strongest team, best comeback, most team spirit, and the funniest battle!

